SPACE LANES

This is a new "**BOARD TYPE**" game in which you must race your opponents (family, friends or the computer) to reach the **GOLD STAR**.

Your progress will depend upon:-

    (a)   The '**THRUST**' (T) you obtain.

    (b)   Whether or not you have priority to move along a lane.

    (c)   The '**ALERT**' condition you may encounter.

You may recall a ship ahead of you by first halting its progress with a 'Thrust' of (6) and then recall it to the 'staging planet' if you 'thrust' another (6) before the ship regains priority to move.
Messages and instructions will appear at the bottom of the screen during play.

YOU MAY RUN A DEMONSTRATION GAME BY INPUTTING '0' PLAYERS.

<u>LOAD "S"</u>

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It is our policy to give maximum value to all our users. Therefore we will try to add to each major game 'Extra Bits' either a shorter game or some useful programming technique which you may use in your own programs.

'LASER LANDER'
You are to defend your Lunar Base from alien saucers which attempt to land by crossing the screen.

Controls
(6) DOWN
(7) UP
(0) FIRE
Let 4 land and the game is over!
(LOAD "LL")