

Game Manual

ALIEN⁹⁹



for ZX Spectrum 48K / 128K
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ALIEN⁹⁹

Save the planet

Alien alert! Hostile forces from a remote galaxy are launching a full-scale strike on planet Earth. In order to intercept the alien fleet on their way to Earth you're commissioned to lead a squad of elite interceptors. Engage enemy forces into battle before they reach their targets and turn your home planet into a lifeless landscape.

If you fail in your mission, the Earth is doomed!

Getting Started

While on the title screen, press any key to cycle through one- or two-player game and control set-up. Press **[ENTER]** to select.

Default controls are as follows:

[Y]	UP
[G]	DOWN
[U]	FIRE
[A]	POW

Playing the Game

The game begins with a reserve force of three interceptors: one at the line of battle and the others remaining at the bottom left. Alien squads attack in a series of waves, moving from the right side of the screen towards your position. Press **[UP]** and **[DOWN]** to cycle through enemy targets and **[FIRE]** to wipe them out.

Lock your targets quick and accurately. There's a freeze-fire penalty for missing shots that will render your ship defenceless against incoming enemy waves. Each shot that doesn't go amiss will destroy all enemy aliens matching your ship's target configuration, forcing the rest of the fleet to rush back into formation.

Friendly forces along the front-line will deploy advanced weaponry on a regular basis. In order to get these items your ship must be locked in "Flagship configuration", otherwise they'll get lost in space.



Flagship



Friendly forces

Once you've successfully picked one of these weapons it will be held in reserve at the bottom right of the screen. Press **[POW]** to activate it and boost your ship's fire power for a short period of time.

As soon as you manage to destroy one wave of aliens, a new one is launched fiercer than before. After every

third wave you enter a special challenging stage. Shoot down as many ships as you can to earn extra points.

Scoring

You score 100 points for each low rank alien you destroy. Flagship aliens score 200 points. On bonus stages hit all 50 ships for 20,000 extra points. For every 50,000 points you score an extra ship will be added to your squad reserve, up to a maximum of five.

Strategy

Think ahead and concentrate on the waves attacking your position. Try to hit the foremost ships first as they pose the greatest threat but always keep an eye on following aliens that may charge in groups: a precise, single shot could blast clear almost an entire wave, forcing the remaining ships to fall back.

While the power-up weapon is active there's no freeze-fire penalty for missing shots, so there's no need to lock targets too carefully. Use this feature to secure the area and take a break before power-up time expires and aliens strike back in retaliation.



ALIEN 99

A ZX Spectrum computer videogame.

Game programming by JPM.

Sound effects by MK2.

Thanks to T.Brazil for useful input and testing.

Distribution of this videogame is allowed and encouraged, as long as it remains free.

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