

Game Objective

Protect the Earth from falling meteorites.

Instructions

Detonate missiles in the path of the meteorites before the meteors can strike the space shuttle or Earth. The space shuttle can be maneuvered left and right by moving the mouse in the respective direction. Firing missiles is achieved by clicking the mouse button (crosshair) where a missile detonation is desired. Destroying meteors requires that the detonation comes in contact with a meteor.

Note

Missiles passing through meteors will **NOT** destroy them. Initially players begin with three space shuttles. An extra shuttle is awarded at every 10,000 points. Meteors that hit the Earth will take away from the health meter at the top of the screen. As time passes, the health meter will slowly replenish itself. Survival is key. The game ends when the health meter is completely depleted or all space shuttles are destroyed.

Pressing the 'p' key at any time during game play will toggle the **pause** feature.