

RESTLESS II

Introduction

Move your space shuttle left and right. The aliens are trying to hit you. Aliens move in a straight line until they hit the screen space boundary, then they bounces back. Should your space shuttle be hit by an alien, then it's total destruction and the game is over.

Fortunately you have your plasma cannon. Fire it to unleash a bolt of incredible power. The bolt continues until it hits an alien, atomizing it, or until it reaches the top of space. You get one shot at a time. Hold down the fire button to achieve auto-fire. Scoring is determined by how far up the screen you hit an alien.

Level 1 has 3 aliens, level 2 has 4 aliens and so on. With each level the aliens can move faster. The last level has 11 aliens. You'll get a trophy if you shoot all 63 aliens.

Requirements

No extras required - not even the Memory Expansion. Insert cartridge and power up your console.

Quick reference guide

Joystick or S and D	Move shuttle left and right.
Fire, Q, Y or Space	Shoot.
Fctn = (Quit)	Returns the computer to the master title screen.

Credits @AtariAge.com

Software	Karsten aka sometimes99er
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