screen underneath the Metro Blitz title. The wave time indicator is displayed at the top of the screen as a purple bar graph.

The game ends when the player runs out of ships or the aliens succeed in destroying the words "METRO BLITZ", displayed below the city. To play use joystick.

METRO BLITZ

Arcade Action
for the
COMMODORE 64

(c) P.S.S. 1983

The object of this game is to defend your city against an onslaught of suicidal aliens.

Six different types of aliens bombard the player's city without mercy having no respect for their own lives. The player must shoot down as many aliens as possible, while avoiding any collisions with them or with the screen borders.

To Load:

Ensure the tape is fully rewound.
Plug your joystick into Port 2.
Press SHIFT and RUN STOP together.
The message on the screen will say:— PRESS PLAY on your cassette player.

The screen will go blank for 15 seconds and then display the message:— "Searching/Found".

After a few seconds the screen will go blank again and the tape will restart.

Loading takes a few minutes.

To Play:

There are 24 attack waves which get progressively more difficult. At wave 13 you enter the Advanced level. At wave 19 you enter the Champion Challenge.e. And at wave 22 you must endure the Termination Attack.

The Player starts with 10 ships and at the end of each wave he/she is awarded bonus points and an extra ship. As a bonus you also receive 3 ships upon entering the Advanced level. Occasionally a SEEKER will appear and home in on you, rather than the city.

Points are scored for shooting down various aliens. The player's score is displayed at the top of the screen along with the current wave number and the player's remaining ships. High score is displayed at the bottom of the