


Instructions:

Use the crosshair to select the cannon that will fire the laser beam.

The path of the beam will only be stopped by a cannon/deflector that is pointed in the opposite direction (to the direction in which the beam is traveling).

Avoid shooting over or causing the beam to pass through broken deflectors: 

Rules:

The objective is to make the beam travel the longest possible path each round (as this will give you more points in the long run). Before time runs out you must choose and fire the laser cannon that will start the chain reaction. Furthermore, you must be careful not to let the ray escape the field. If this happens or time runs out, there will be an explosion and you will lose a life.

Bonus Score:

You will earn a bonus score each time the laser describes a closed path (i.e. a square, rectangle or something similar). A longer route can also eventually generate a "Bonus Score". Every 200 points you reach a new LEVEL and gain an additional life.

Levels:

Every 200 points you reach a new LEVEL and gain an additional life.

Controls:

Arrow Keys: move the aim

Spacebar: shoot the laser

OrbDream STAFF:

Rodrigo Gonzalez ([rodrivas78](#)): Game concept/design and programming

Flavio Martins ([praduca](#)): Technical advisor and writing

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System Requirements

Platform: MSX 1 (without any expansion).

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