

That's all fine and very easy.

- 1. Use lots of barriers and the umbol gets quite EXCEPT... difficult and
  - 2. when a  $\swarrow$  is hit it turns into a  $\searrow$  and vice versa!
- If you find yourself floundering in a sea of barriers with no hope of hitting the target...

DON'T PANIC: cos if you use  $\swarrow$   $\circ$   $\searrow$  BATS in a row without hitting a target ill send on my friend-ly LLAMA to clear the screen and send you down to an easier skill level!

But that's not all!

you're gonna meet some nasties on the higher levels ... LOOK...

□□□□ EXTRA BARRIERS! They don't half get in the way' and sid bounces off 'EM!

LASERS!! YOU'LL HEAR THEM AIM AND SEE THEM FIRE! Stay out of the beam OR ZZZZZZAAPPP!  
FRIED SID! . LOOK CAREFULLY and you'll see where they're aiming!

GRUD the DROID! Every time you deflect sid GRUD will move towards your target! If he gets there or sid hits him say ~~good~~bye to sid!

⊗⊗⊗⊗ LAND MINES! HIT ONE OF THESE AND KERPOW! When you've finished shaking... PRES THE OL' RUBER ENTER!!

you'll find CLUSTERS OF EXTRA DEFLECTORS APPEARING TOO!

- There are  $\swarrow$   $\circ$  targets per LEVEL and your AIM IS TO GET SID OUT SAFELY from LEVEL nine!

- you'll be given a score rating dependant on HOW FAR you got and how long you took!