

# GAME ITEMS

umber 1 - PLAYER'S LIFE BAR

hen it turns black you are dead.

**Number 2** - PLAYER'S BLASTER POWER BAR

hows power up level for your blaster.

**Number 3&4** - LIVES

3- Left gage shows count need for an extra life.

4- Right gage shows extra lives.

Picking up this icon repairs one point of damage and adds one point towards an extra life. You need twenty points to earn an extra life.

**Number 5** - TRACKING MISSILES

his shows how much tracking missile

ammunition you have.

Picking up this icon increases your

tracking missile ammunition by ten shots.

This is what a tracking missile looks like.

Picking up this icon gives you the ability to shoot tracking

missiles that find their own targets.

NOTE: They cannot lock onto some creatures and most

bosses.

## Number 6 - BOUNCE LASERS

This shows how much bounce laser ammunition you have.

Picking up this icon increases your

bounce laser ammunition by ten shots.

This is what a bounce laser looks like.

Picking up this icon gives you the ability to shoot lasers that bounce off of walls.

## Number 7 - FLAME THROWER

This shows how much flame thrower ammunition you have.

Picking up this icon increases your

flame thrower ammunition by ten shots.

his is what a flame

thrower shot looks like.

Picking up this icon gives you a flame thrower that

causes more damage the larger the shot.

**Number 8** - PLASMA GUN

his shows how much plasma bolt ammunition you have.

Picking up this icon increases your

plasma bolt ammunition by ten shots.

This is what a plasma bolt looks like.

icking up this icon gives you the ability to shoot plasma

bolts that pass through walls and cause multiple hits to

most usually solid targets.

**Number 9** - REGULAR SHOT

This gun is totally unlimited.

**Number 10** - THE PLAYER (YOU)

Can run, jump and shoot in eight directions.

**EXTRA STUFF**

- INVINCIBILITY

Picking up this icon gives you

temporary invincibility.

- TRANSPORTERS

Transporters take you between game levels.

When touching one, push up to activate.