

If your shield power is insufficient to counteract a blast or missile, you and your MazeCruiser are blown to smithereens. All of your blasts are instantly vaporized, saving your opponents the indignity of being destroyed by a player who has already passed on. Your missiles do carry on your good name and continue seeking out enemies to jolt them out of their celebratory mood. Your view screen is suffused with an unearthly glow...and then you're reborn at a new maze position with a complement of blasts and shield, but minus one of your "fast" capabilities, if you had any ("fast" capabilities are acquired by picking up certain capsules). If you're playing a gem-collecting scenario, your killer receives one of your gems (if any) as tribute.