

1. How does the player start the game?

4. What happens to the probe when it touches a planet?

7. When does the 'Level' at the top of the screen change?

2. How does the player control the movement of the probe?

5. What happens to a planet when it is touched by the probe?

8. What happens to the timer as the game is played?

3. How does the player launch the probe?

6. What happens if the probe hits the edge of the screen?

9. What happens if the probe successfully reaches all eight planets?

Analysing gameplay