A MARK DATA PRODUCTS ACTION GAME

You will enjoy the super colors and dynamite sound effects in this fast paced arcade-type game for one or two players. The exciting combination of angry robots and Evil Orville will provide hours of action filled fun. As your skill and scores improve, the speed of play accelerates, challenging the most proficient players.

This game combines joystick and fire button action. The position of the joystick controls player movement on the screen and pressing the button fires your laser gun. Direction of fire will depend upon the position of the joystick when you press the button. Single player games utilize the right joystick, while two player games require both.

The object of the game is to use your laser gun to destroy hostile robots in a series of rooms, while avoiding various hazards. After eliminating as many robots as possible from your starting location, you proceed to an adjacent room through one of the four exits. Play continues in this manner until your man is lost. Occasionally, an exit will be blocked and you can only leave through one of the remaining three. Be alert for laser fire from the robots which will destroy your man if he is hit. Don't allow your man to touch any walls or objects as they are electrified and as dangerous as laser fire. Finally, watch out for Evil Orville, the bouncing menace. He can move through all obstructions, demolishing everything in his path, and he cannot be destroyed!

Each player begins the game with three men and the game is over when all three have been lost. For two player games, each player starts with three men and play alternates after each man is lost. An extra man is awarded to players skillful enough to reach 5,000 points

SCORING

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ROBOT DESTROYED . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .50 POINTS
EXIT A ROOM, ALL ROBOTS DESTROYED . . . . . . . . 100 POINT BONUS
5,000 POINTS . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . EXTRA MAN BONUS
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Scores are displayed after each player turn.

PREPARATION FOR PLAY

To load the program, install the game cassette in your recorder, type **CLOADM** and press **ENTER**. The computer will load the game and automatically commence play when loading is complete.

DISCLAIMER