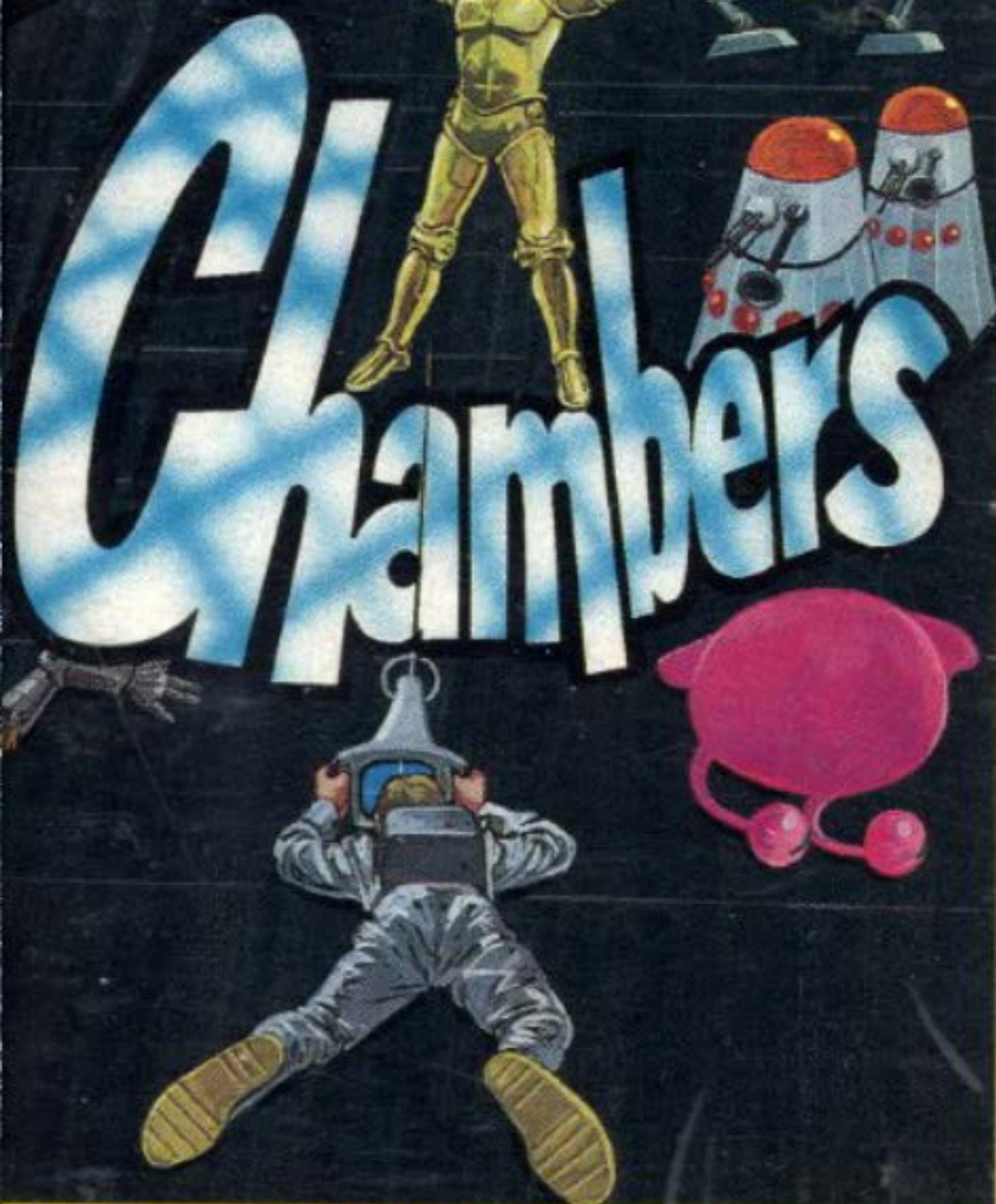


TANDY
TRS-80 32K Colour
Computer



Custom
Manufactured by **MICRODEAL**
For **TANDY** CORPORATION

BILSTON ROAD
WEDNESBURY
WEST MIDLANDS

LOADING INSTRUCTIONS: See side of cassette

OBJECT OF GAME

In the upper right hand side of the screen there is a complete map that displays all of the rooms on the present level. It indicates which room that you are in by flashing; which rooms you have been in and destroyed (by showing them as hollow); which rooms that you have to go into and destroy yet; and where the reactor room is. In each room there is a key that you will have to get before the doors will let you through. The doors will also only let you out when you have destroyed all of the creatures in that room if the room had creatures in it when you entered it. Also, in each room there are radiation balls which the base in the centre of the room will throw out at you. After you destroy all of the creatures in a room, or you enter a room that has already been destroyed, there will be four human-seeking energy balls that can only be destroyed by positioning yourself so that they will run into the base. When you finally get to the reactor room, the doors will not let you out because there is no key to get. Also in the Reactor Room, the energy balls will not blow up by running into the base. The doors will also only let you into the reactor room when you have destroyed all of the creatures in all of the other rooms.

The scoring is simple. You get 100 points for killing a creature, 10,000 points for destroying the base in the reactor room and 50,000 points for passing the twentieth level. Getting to level 20 is next to impossible. It is just a goal for the real arcade wizards. Pressing "P" will freeze the game while ENTER will resume action, "M" will change the colour mode, and SHIFT-CLEAR will alter the game action and go back to the title screen. The game also displays the high score that has been set for the day. During the title screen, you may select levels one through ten to start on by using the right joystick. The game starts out with eight men and a new man is given every 10,000 points.

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