TOM MIX'S *ELECTRON*

Four men and four games to complete before moving on to the next, harder level. Play Beam Buggy, Prachnids, Force Field and Maze. Hi-res graphics and colour with full sound. For one or two players. Another "great" addictive game from Tom Mix.
1 or 2 joysticks required.

DRAGON 32

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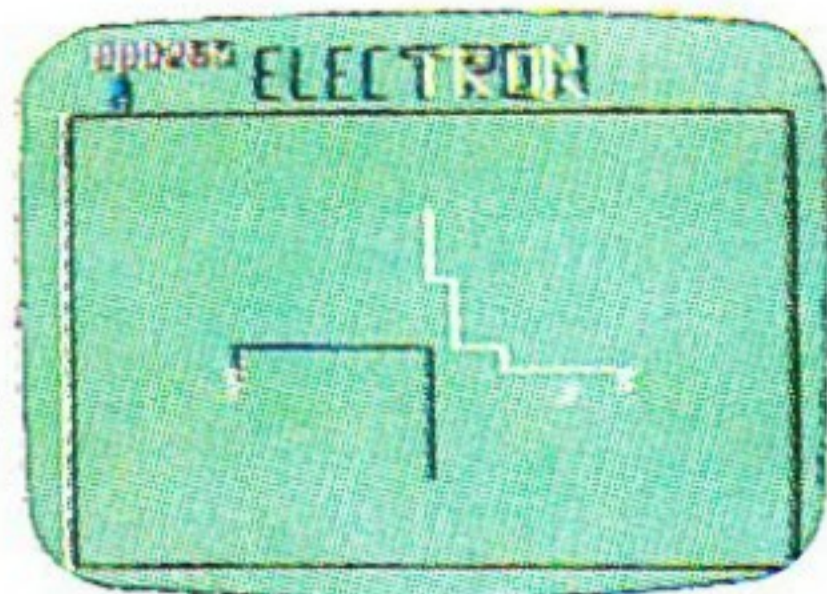
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BY
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Tom Mix
Software
Ltd.

DRAGON
32

ELECTRON

For loading instructions see cassette.

Starting a Game

Select either "1" or "2" for one or two players and the computer will tell you whose turn it is to play. Each player starts with four men - the first player's score and "lives" are shown on the left side of the screen and the second player's score and "lives" to the right.

Object of Game

The whole game is composed of four sub-games, all of which must be successfully completed before moving on to the next level, when it will increase in difficulty and will display a clear selection board.

Selection Board

When the Selection Board is displayed, you control the "dot" in the centre of the box with the joystick. To select your sub-game, move the dot to the side of the box. If the sub-game selected is not successfully completed, a small figure will appear in the diamond of the box. If the game is successfully completed, you will not be allowed to return to it until all the other games are finished.

Control

The right joystick controls the direction in which you move. In the "Beam Buggy" game, the fire button controls your speed. In all other games, there are two methods of control:

Method 1 When the right button is pressed, the right joystick controls the direction you fire and automatically fires for you.

Method 2 You control the direction you fire with the left joystick and fire with the left button.

Beam Buggy

You control the beam buggy in the lower centre of the screen. As you and the computer's beam buggies move, walls are left behind. To win you must not run into a wall before the computer's beam buggies. Careful manoevering can force the computer's buggy into a wall. Also be careful that you do not go back on yourself. If you win this game, you score 500 points.

Prachnid

Prachnids surround you and will occasionally split in two. You must enter your transporter in the centre of the screen via one of the open sides before the timer reaches zero. For this game, you score 50 points.

Force Field

You are trapped in a cylinder and a deadly force field is descending on you, which is only shown a portion at a time. You must shoot a hole in it with your laser and reach safety above it before you touch its deadly walls. Block of Force Field - 3 points; Entering Safety Zone - 1000 points; Destroying Entire Force Field - 1000 points.

Maze Subgame

You control the tank in the upper centre of the screen. You must hit each of the computer's tanks three times before they destroy you. In the centre of the screen is a transporter which will randomly place you on the screen. At the higher levels, the walls of the maze become invisible and, although you still have to follow the maze, you will be unable to see the walls. Tank - 900 points.

Bonus Score

You will receive an extra "life" at 10,000 points and every following 20,000 points.

Pause

Any game can be paused by pressing the "P" key. Pressing "P" again will restart the game.

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ELECTRON

To Load Type CLOADM then press ENTER the program will start automatically

Tom Mix Software

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Recorded on both sides