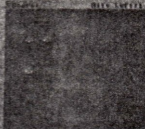


**TOM MIX SOFTWARE**4285 BRADFORD N.E.  
GRAND RAPIDS, MI 49506**WAREHOUSE MUTANTS**

© 1984

by Thomas Czarnecki

Journey through the warehouse seeking out the Mutants who are out to destroy you. **WATCH OUT!** They will push crates trying to crush you! Outstanding realism - high resolution graphics - multiple screens.

**LOADING INSTRUCTIONS:**

TAPE - CLOADM - Program will auto execute

DISK - LOADM "MUTANTS" - Program will auto execute

**INSTRUCTIONS:**

You start out in the center of the screen, with four Mutants one at each corner, and with eight more at random locations trying to break out of their crates.

The goal is to kill all the invading Mutants, without getting damaged. There are two ways to kill a Mutant: One, to push a crate at a Mutant, thus crushing him. Two, to zap the Mutant before he gets out of his crate.

After you have killed all the Mutants in a screen, you move on to a faster and harder screen.

What makes this game a little different than most games is that you don't get lives, but hits. You start out with three hits left, and earn a bonus hit every time you get through a screen without getting hit. (Thus get stronger, or weaker by struggles you go through).

The game is scored as such: Zapping a Mutant in a crate is 50 points; killing one Mutant in a crate is 400 points; And killing more than one Mutant with the same flying crate is double the last total (400, 800, 1600, ...).

Points are scored as following:

Crushing the 1st Mutant with a block is worth	50 pts.
Crushing the 2nd Mutant with the same block is worth	100 pts.
Crushing the 3rd Mutant with the same block is worth	200 pts.
Crushing the 4th Mutant with the same block is worth	400 pts.
Crushing the 5th Mutant with the same block is worth	800 pts.
Crushing the 6th Mutant with the same block is worth	1600 pts.
Crushing the 7th Mutant with the same block is worth	3200 pts.
Crushing the 8th Mutant with the same block is worth	6400 pts.
Crushing the 9th Mutant with the same block is worth	50 pts.
Crushing the 10th Mutant with the same block is worth	100 pts.
Crushing the 11th Mutant with the same block is worth	200 pts.
Crushing the 12th Mutant with the same block is worth	400 pts.
(Thus if you kill three Mutants with the same block (in a row) you will get $50 + 100 + 200 = 350$ pts.)	
Zapping a Mutant when it is still in a block is worth	25 pts.

**SPECIAL KEYS:**

BREAK key will abort game (the score will be lost)

CLEAR key will pause a game

ENTER key will continue a paused game

SHIFT ? will allow you to skip any screen, but only if the screen is just starting.

**EARNING BONUS LIVES:**

You can earn a bonus life, if you can get through a screen without getting hit.

All Tom Mix Software is sold on an as is basis. No warranty is expressed or implied except that the program will load. Copies of this program may not be made without the express permission of Tom Mix Software.