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 obstruction's, 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

ROBOT DESTROYED ........................................... 50 POINTS
EXIT A ROOM, ALL ROBOTS DESTROYED ........ 100 POINT BONUS
5,000 POINTS .............................................. EXTRA MAN BONUS

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

Great care was taken to ensure that the program operates as advertized, if you find a discrepancy in the software, please notify us. We will do our best to correct it, but we do not guarantee to do so. Mark Data Products does not warrant the suitability or functioning of its products for any particular use and will not be responsible for damages incidental to its use. This warranty is in lieu of all other warranties expressed or implied.