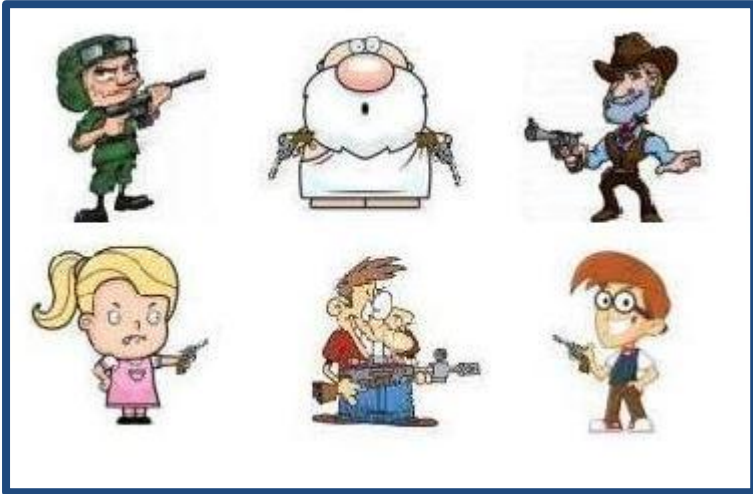


WAR ROOM



FOR ATARI 800 / XL / XE COMPUTERS WITH 48K RAM

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YOU HAVE 3 BULLETS LEFT IN YOUR CLIP AND YOU ARE LOCKED IN THE WAR ROOM WITH A DEADLY ADVERSARY. IN ADDITION TO THE CUNNING KILLER THERE IS ALSO DEADLY, LIFE SAPPING SLIME THAT GROWS AS TIME PASSES. YOU MUST BEAT YOUR OPPONENT THREE TIMES FOR FINAL VICTORY.

ONLY ONE OF YOU WILL ESCAPE ALIVE.



TITLESCREEN

CHANGE CHARACTER — MOVE LEFT/RIGHT WITH THE CORRESPONDING CONTROLLER.

CHANGE CHARACTER LOOK — MOVE UP/DOWN WITH THE CORRESPONDING CONTROLLER.

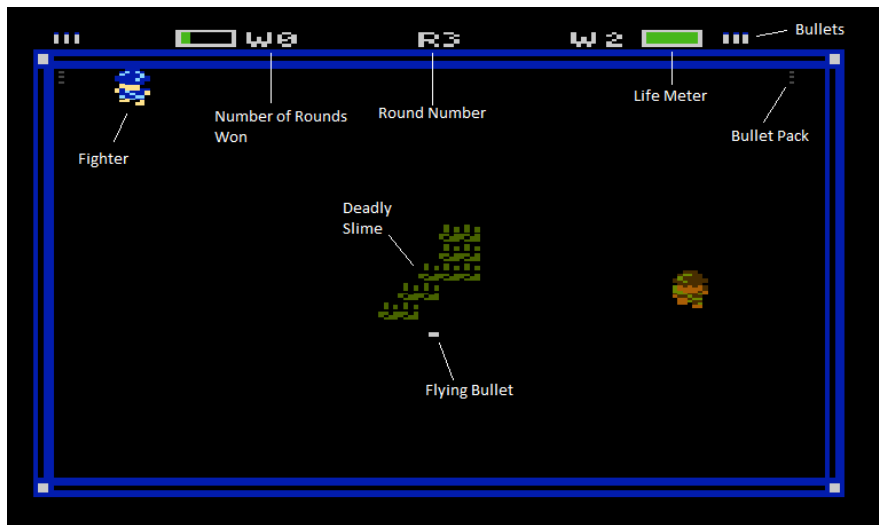
NOTE: IF YOU WANT TO BATTLE A SPECIFIC CPU CHARACTER/LOOK, CHANGE THE CHARACTER BEFORE ASSIGNING CONTROL TO THE CPU.

CHANGE LEFT CHARACTER CONTROLLER — PRESS “SELECT” OR “1” KEY

CHANGE RIGHT CHARACTER CONTROLLER — PRESS “OPTION” OR “2” KEY

START GAME — PRESS “START” OR THE JOYSTICK BUTTON.

NOTE: TO START A 2 PLAYER GAME, BOTH PLAYERS MUST PRESS THE BUTTON BEFORE THE GAME WILL START. IF ONE PLAYER PASSES THE BUTTON, THE WORD “READY” WILL DISPLAY BELOW THAT PLAYER AND THE GAME WILL NOT START UNTIL THE OTHER PLAYER PRESSES THEIR BUTTON.



GAME OBJECTIVE

USE THE JOYSTICK CONTROLLER TO EVADE YOUR ENEMY, PICK UP BULLET PACKS AND AIM AND FIRE YOUR WEAPON AT THE ENEMY. AVOID THE “GREEN SLIME”...IT ALSO TAKES AWAY LIVES!

BULLET PACKS: BULLET PACKS SHOW UP RANDOMLY IN THE ROOM IN PAIRS. THE FIGHTER THAT TOUCHES A BULLET PACK WILL HAVE 3 BULLETS ADDED TO THEIR CLIP UP TO A MAXIMUM OF 10. AS SOON AS ONE FIGHTER TOUCHES A PACK, THEY BOTH DISAPPEAR. HINT: EVEN IF YOUR CLIP IS FULL, KEEP YOUR ENEMY FROM RELOADING BY GRABBING BULLET PACKS.

ROUNDS

YOU WIN A ROUND BY COMPLETELY DRAINING YOUR OPPONENT’S LIFE METER BY SHOOTING THEM OR LURING OR PUSHING THEM INTO THE SLIME.

GAME WINNER

THE FIRST FIGHTER TO WIN 3 ROUNDS AND HAVE MORE WINS THAN THEIR OPPONENT WINS THE GAME.

CONTROLS

MOVE THE JOYSTICK IN THE DIRECTION YOU WANT TO MOVE. YOUR INERTIA WILL INFLUENCE YOUR MOVEMENT, SO PLAN AHEAD! TO SHOOT, MOVE THE JOYSTICK IN THE DIRECTION YOU WANT TO SHOOT AND PRESS THE FIRE BUTTON. TO FIRE AGAIN, YOU MUST FIRST RELEASE THE FIRE BUTTON AND THEN PRESS FIRE AGAIN.

YOU CAN ABORT THE CURRENT GAME AND RETURN TO THE TITLESCREEN BY PRESSING “START” DURING GAMEPLAY.

SCREEN SHOTS

