

PODDER
WRITTEN BY G A HOLMES

UPON LOADING THE GAME PLAYS A SHORT TUNE AND THEN GOES INTO A DEMONSTRATION MODE WHERE IT SHOWS ALL 36 SCREENS, THEN BACK TO TUNE AND A DEMO AGAIN UNTIL A KEY IS PRESSED. ON PRESSING ANY KEY YOU WILL BE SHOWN THE MENU SCREEN WHERE PRESSING KEYS 1,2,3 OR 4 WILL SELECT YOUR OPTION AND START THE GAME.

Z=LEFT	O=UP	X=RIGHT
0=FIRE	K=DOWN	1=PAUSE

ANY KEY ON BOTTOM ROW EXCEPT Z & X = DROP MINE

SELECTING KEYBOARD TAKES OVER ALL FUNCTIONS EXCEPT BOTTOM ROW OF KEYBOARD IS STILL USED TO DROP BOMBS

PICKING UP ANYTHING IS DONE BY MOVING ON TO IT. YOU WILL ALSO FIND THROUGHOUT THE MAZE THERE ARE EXTRA LIVES MINES AND BULLETS. CERTAIN DOORS ARE CLOSED AND THESE CAN BE OPENED BY DISTROYING THE MUTANT SNOUTER. OTHER DOORS WILL OPEN WHEN THE CORRECT AMOUNT OF PIECES HAVE BEEN COLLECTED THE POD MONITOR WILL ASSEMBLE ITSELF AND BEGIN TO WORK YOU MUST NOW MAKE YOUR WAY BACK TO THE FIRST SCREEN ANS SO TO THE EXIT.

TO LOAD THE PROGRAM USE:- LOAD""
SHOULD YOU HAVE ANY PROBLEMS LOADING THIS TAPE, REWIND AND ADJUST THE VOLUME/TONE CONTROSL BEFORE TRYING AGAIN.

IF YOU ENJOYED PLAYING THIS TAPE, WHY NOT SEND FOR AN UP TO DATE LIST?

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