

LOADING

To load, press **LOAD** “. Press **PLAY** on your cassette recorder. The programme will now load automatically. *(The programme is recorded on both sides of the tape. In case of loading difficulty, turn the tape over, rewind to the beginning and load again.)*

Controls:

Q = UP, **A** = DOWN, **O** = LEFT, **P** = RIGHT

1, 2 & 3 to access droids

4 & 5 together to start new life

BREAK and **CAPS** together to start new game

ENTER to pause game

GAME:

Your mission is to rescue almost a thousand survivors from a hibernation dome, damaged in the recent nuclear war. To complete the task you must guide three Droids through the 7 levels of the building and teleport the survivors to safety.

Each of the Droids has a different function. **Droid 1** can tunnel through tons of earth at high speed. **Droid 2** is a very advanced Droid whose function is to teleport the survivors to safety, and **Droid 3** is a Droid of immense strength, used for moving fallen boulders (although even he can only move one at a time).

The damage to the dome is so severe that the slightest mistake can result in a fall of boulders. If one of your Droids is hit by a boulder, serious power loss will result. Beware also the MK. 1 ‘Guardian’ Droids, left in the dome to maintain the life support systems. Their circuits were damaged by the nuclear fall-out and they are now hostile. Contact with one of these will also cause serious loss of power. The only way to dispose of these mutant Droids is to trap or crush them with a boulder.

Every move must be planned to ensure that your Droids do not become trapped. Failure of your mission will result in certain death for the SURVIVORS.

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