

FRENZY

commodore
64

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MICRO POWER LTD.

Sheepscar House, Sheepscar Street South,
Leeds LS7 1AD Telephone 0532 434006

As one of the largest independent software houses in the UK, Micro Power Ltd, are able to offer a continuously expanding software range. We are also involved in all other aspects of Micro Computing, ensuring high quality products and expert support services for our customers.



Deadly sub-atomic particles have escaped from the high security research lab. Trap the darting Leptons as they zip around the room. Speed is essential as the heat-seeking Chasers are forever on your trail.



Also available for the Commodore 64:

Bumble Bee, Stock Car, Ghouls,
Cybertron Mission, Jet Power Jack,
Felix in the Factory, Swoop.

CAPTAIN K, THE SOFTWARE SENTINEL, SAYS:
"WATCH OUT FOR MORE TOP QUALITY
PROGRAMS FROM MICRO POWER!"

For details of future releases, write to the address on the flap.

FRENZY

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Loading Instructions:

Insert the cassette with the label facing upwards and ensure that the tape is fully rewound.

Hold down the SHIFT key and press RUN/STOP. Press PLAY on the cassette recorder. When the game has finished loading remember to press STOP on the recorder.

The Game:

Deadly sub-atomic particles are running free in a scientific research centre. It is your job to trap the darting Leptons using a robot craft before your time runs out.

As you move the craft across the screen a green ion-trail is dragged along behind. When you reach the edge again the smaller area, confined by this green line, is filled in. A Lepton is captured if it is trapped in this area or if 95% of the screen has been filled. A bar running along the bottom of the screen indicates the percentage of the total area remaining to be filled. Enclosed areas are coloured red, but at any time you can switch to the faster speed and areas so filled are coloured pink.

Higher levels introduce Chasers which move along the borders. A life is lost if you collide with one of these or if a Lepton hits your trail. The number of Leptons and Chasers increases up to a maximum of 5 of each. An extra craft is obtained on completion of the third, sixth and ninth screens.

A good strategy is to build small narrow pink blocks up the centre of

an unfilled area in fast mode and then to finish off by using the slower mode to reach the top of the screen and capture the Lepton (producing a red block).

Scoring:

The base score for a fast-filled screen is 1237 – double for slow-filled areas. By way of example the maximum score that can be obtained on screen 7 (if 95% area is filled and all Leptons captured, on slow-fill) is calculated as follows:

Score = $1237 \times 0.95 \times 2$ (all slow fill) $\times 5$ (screen multiplier) $\times (1 + 3)$ (3 Leptons captured) = 47006. This is excluding the time bonus.

Game Controls: Plug a joystick into control port 2 or use the following keys:

SPACE BAR or FIRE:

sets the robot craft in motion.

Pressing this again causes

the craft to move faster.

Before each game,

'S' turns the sound on and 'Q' turns it off.

If you have problems:

If the computer cannot load a particular block you will be asked to rewind the tape a short way and press PLAY. A second copy of the game follows the first. Persistent loading problems may be solved by moving the recorder further away from the television. Failing this, return the cassette to us for a prompt replacement, stating when and where you bought it.

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