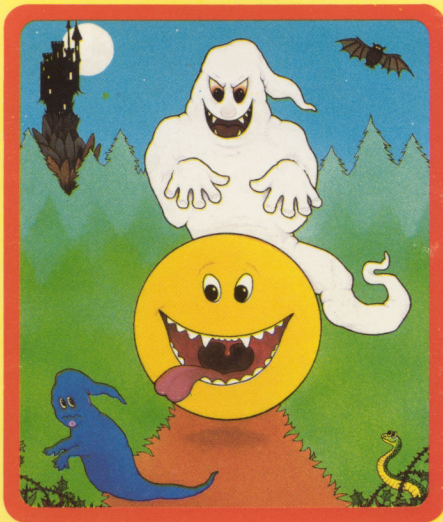


Monster Munch!

COMMODORE 64



ATLANTIS

COMMODORE
64

Monster Munch

AT 102

COMMODORE 64

JOYSTICK REQUIRED

Can you clear the maze of dots without getting caught by the monsters?
Test your skill. A great variation of the arcade classic with some devious
extra surprises thrown in.

ATLANTIS

LOADING

To load, hold down **SHIFT** and press **RUN/STOP**. Press **PLAY** on your cassette recorder. The programme will now load automatically.

CONTROLS

Joystick in Port 2. Press **FIRE** button to start.

PLAY

Guide 'Munchie' around the maze and help him to eat all the white dots. Watch out for the monsters. If they catch 'Munchie', one of his three lives is lost. Turn the monsters blue by eating one of the flashing power pills. While they are blue, 'Munchie' can kill them and gain lots of bonus points. When the question mark appears, eat it for a mystery bonus. When all the dots are eaten, you start a new screen which has even more dangers than the last.

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If you have written a good programme and would like to discuss marketing, please write to:

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