

PANIC PLANET — Commodore 64

AGE: 11 PLUS

HOME ENTERTAINMENT

Have you the ingenuity and stamina to fight off an invading horde of alien monsters, armed only with a shovel. What do you do? How can you use it?

Frantically dig monster pits and bury the alien beings into the earth. And so your challenge of death begins. Fast to react, quick with the digging, your near state of exhaustion pays off when you succeed in matching your foe, only to find a more powerful assembly of monsters appears and these you have to dig through two layers of earth. Make sure you're careful for if a monster climbs out of his grave he'll be after you with the renewed strength of one of his more deadly friends.

Can you win through to conquer the most awesome of all — it's unlikely. Put your powers of concentration and skills of agility to the ultimate test in this absorbing race against death.

3 Lives

Points: 100 points per monster 200 points for two monsters killed simultaneously

Red — killed by 1 level 100 points per level
Green — killed by 2 levels 300 points per level
White — killed by 3 levels 500 points per level

Hi-score entry, use same keys or joysticks

To Move: Left **Z** Right **X** Up and fill **:** Down and dig **/**

Loading Instructions

Switch machine off then on

Hit **Shift** / **Run/Stop** keys together

Time to load: 15 minutes.

High resolution graphics and imaginative sound effects.



commodore 64

PANIC PLANET



Alligata

©1984 Alligata Software Limited, 178 West Street, Sheffield S1 4ET

All rights reserved. Unauthorised copying, lending, broadcasting or resale by any means strictly prohibited



SOFTWARE WITH BITE
Alligata
For Commodore 64