

ATLANTIS

16 screens of arcade action for 1 or 2 players. Each screen gets progressively harder, but completing it gives you the chance of a surprise bonus score. Hi-score kept.

COMMODORE 64/128 JOYSTICK

'ROLLIN'

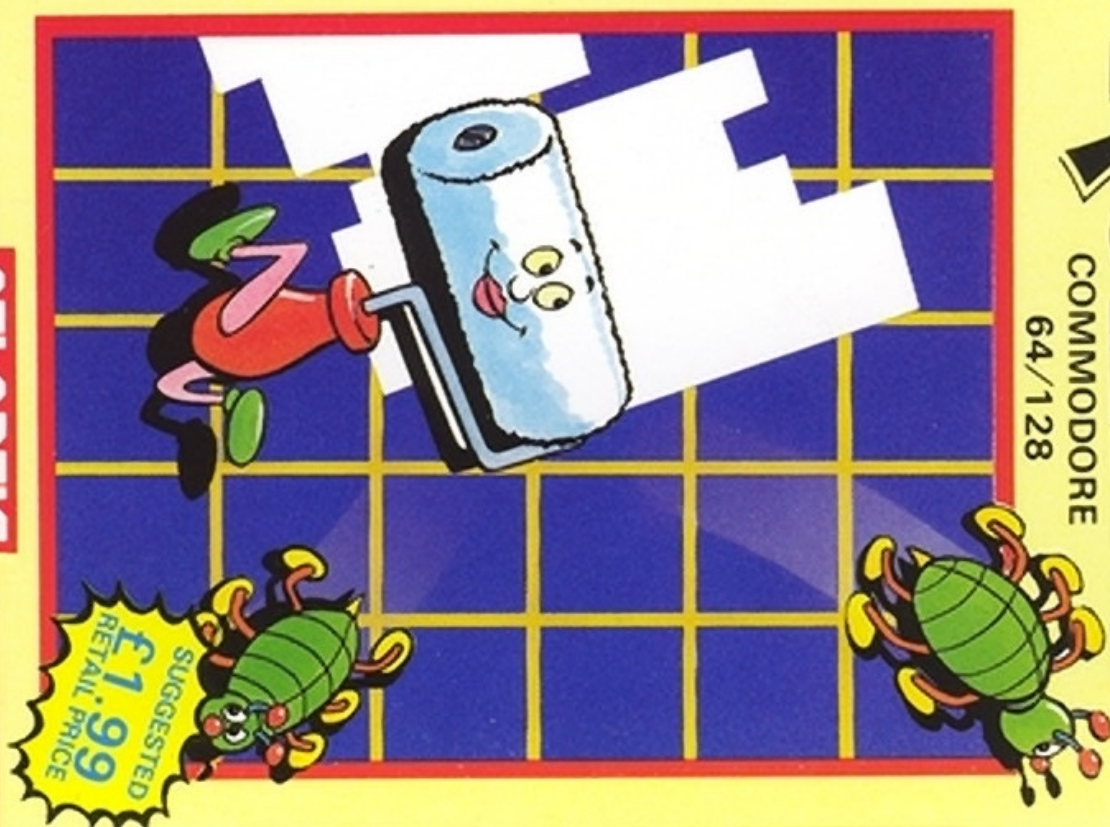
COMMODORE 64/128



AT 109

'ROLLIN'

COMMODORE
64/128

**LOADING**

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

(The programme is recorded on both sides of the tape. In case of difficulty, turn the tape over, rewind to the beginning and load again.)

CONTROLS:

- F1 ... 1 player, joystick in port 1
- F3 ... 2 players, joystick in port 1
- F5 ... 2 players, joysticks in ports 1 and 2
- F7 ... Music on/off
- Fire button ... emergency escape if trapped

GAME:

Paint all the squares to complete a screen. Avoid the bugs until your roller turns white, then 'roll' them for extra points. If you get trapped, use your 'fire' button for an emergency escape but use it sparingly as you only get 3 chances for each screen/life. At the end of each screen there is a chance to earn a high bonus score. 16 screens of increasing difficulty.

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

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