

LOADING INSTRUCTIONS

Reset computer by holding down CTRL, SHIFT and ESC keys together in that order. Place cassette into the Datacorder. Rewind tape to beginning then press STOP/EJECT once. Press CTRL and small ENTER keys simultaneously then press PLAY followed by any key. This program will take about 3½ minutes to load.

Ask Roland to unravel a Rubic's cube and you end up with something like ROLAND GOES SQUARE BASHING. Twenty screens of 3D mind puzzles of increasing complexity will test your IQ for quick thinking logic. The player has to resolve the correct path over, under, around and sometimes behind the tiles (which are seen in 3D and therefore not always easy to follow) so that Roland (the little man who looks like a sugar cube) jumps on each and every tile at least once. As soon as play has started the tile underneath Roland will start to decay quite rapidly so it is necessary to keep moving, and you must plan ahead so that you don't get stuck out on a limb. The first screens are pretty easy, and have been designed to prepare the player for the real brain itch that starts around screen 7.

KEYS

7 = moves Roland North-west

9 = moves Roland North-east

1 = moves Roland South-west

3 = moves Roland South-east

R = to redefine keys

S = to choose which screen to start on before play commences

Spare Bar = to advance to your preferred screen

or Amsoft Joystick JY1.

© COPYRIGHT DURELL 1985