LOADING
To load, press **CTRL** and small **ENTER** keys together. Press **PLAY** on datacorder, then any key. The program will now load automatically. (*The program is recorded on both sides of the tape, in case of difficulty, turn the tape over, rewind to the beginning and load again.)*

START:
On loading, you are presented with an options screen. The whole game uses special **icon** control, so you will only need 4 keys or a joystick to carry out many complicated moves.
OPTIONS: Key **P** (or joystick right) to select **play, instructions** or **quit.** Key **0** (or joystick left) to select **handicap**. Key **Q** (or fire) to **activate** selection.
INSTRUCTIONS: Press **Q** (or fire) to return to main menu.
HANDICAP: 1 = 20 second start, 2 = 10 second start, 3 = 0 second start.
PLAY: The screen is split into 2 sections, with the playing area at the bottom, and the **Selection** and **Status Icons** at the top. **THE ICONS** at the top are to select your movement. These are **Jump, Up Ladder, Up Rope, Swing on Rope, Balance** and **Crawl.** The **next four icons** show your current status **(Screen, Stamina, Bravery** and **Endurance**).

CONTROLS:
0 = Left, P = Right, A = Select Icon, Q = Activate Icon.
or Use Joystick (Up = Select, Fire = Activate).

GAME:
Complete the assault course of 22 screens in the fastest time possible.
If you can complete the course, your **performance** and **finishing time** are displayed. The performance is a percentage score, based on your ability over the whole course.
ENDURANCE will deplete slowly throughout the game. **BRAVERY** will deplete with each fall. **Stamina** will reduce if you try to make illegal moves (wrong icon selected). Stamina **and** bravery can also go down if you make a number of falls on one screen. As this game is played in **real time**, a fall will also affect your finishing time.

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

Atlantis Software Limited
28 Station Road, London SE25 5AG