

To load **3D MONSTER CHASE**:—
Type RUN"" and press
ENTER on the numeric pad.

There are seven keys to be found. Key one must be found first. Immediately that is done the bomb starts ticking. This must be located and defused before you return to your starting place. If you do not find the bomb in time you will lose a life. Next you must locate key two, defuse the bomb and return home. Now find key three, etc. etc.

Look out for the indestructible crazy balls that roll around the maze. You will be stunned for a short while if one bumps into you.

Watch out also for the monsters that lurk in the maze. You start the game with a limited number of grenades, which, if used at the correct range, will destroy them (The number of grenades remaining is shown at the top left). If a monster is feeling frenzied he may even attack, before you can defend yourself, as you leave a lift or return home.

There are three floors to the maze, Alpha, Delta, and Zeta. You always start on Zeta, but the keys and bomb can be on any floor. Although, while wandering through the maze, you may see a key with a higher number than the one you are looking for, they can only be collected in numeric order.

To change floors it is necessary to find a lift and simply move forward into it. Operation is then automatic. If you do not wish to use the lift just turn away from it.

'SONAR' will, with a little practice, help in locating your current goal (i.e. key, bomb or home). As you near this the 'trace' shortens until finally, when you are very close, it disappears. If the trace is very long you are some distance from your objective and possibly on the wrong floor.

On pressing 'P' a map of the floor you are on is displayed. L,K,B and H are used to indicate the positions of Lifts, Keys, Bombs and Home respectively.

Controls:

Use the cursor keys or a joystick.

Spacebar = Grenade.

Press P to commence play.

This cassette contains one very high quality copy of the program. If you have any problems loading the program, then return it to Romik Software Ltd., at the address overleaf within two weeks of purchase, with proof of purchase, for immediate replacement. Please ensure before loading that the heads of your cassette deck are clean and demagnetised.

We reserve the right to slightly alter the program from this insert.

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