

To load **Atom Smasher**:—

Type RUN"" and press
ENTER on the numeric pad.

The game starts with an electron moving around the nucleus.

To delay meltdown you must shoot the Proton in the nucleus with your remote control super laser.

Each time you shoot a Proton an extra Electron is released. If you shoot an Electron, Melt-Down speeds up and the Electrons move faster.

As the Melt-Down debris encroaches, you can blast it away or destroy it by ramming your way through.

Fuel, used when you move, is automatically replenished when you are stationary by the cosmic ray absorption panels.

You start with three lives, losing one each time you collide with an Electron. The game, however, is lost instantly if you overheat the laser, run out of fuel or if the nucleus is engulfed in debris.

CONTROLS

Options are available to select skill levels and turn the sound on or off. The facility is also included to change the default control keys to suit the individual users preference.

Keyboard:

Use the cursor keys as follows:-

- ← Rotate left
- Rotate right
- ↑ Move forward
- ↓ Fire

Joystick

- | | |
|---------|--------------|
| Left | Move Left |
| Right | Move Right |
| Forward | Move Forward |
| Back | Move Down |
| Fire | Fire |

The game may be frozen (or restarted) by pressing any coloured key on the main keyboard.

Temperature and fuel levels are shown on the indicators to the right and left of the display respectively.

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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