

Dungeon Raid

LOADING INSTRUCTIONS

See Cassette

SCREEN COLOR

You will first be asked to select your screen color, press 1 for Black, 2 for Buff and 3 for Green Backgrounds.

LEVEL OF PLAY

You must now select the level of difficulty, either 1, 2 or 3, 1 is the easiest, 3 the hardest.

CONTROL

Use the Right Hand Joystick to move left or right or to control your forward speed, using the button to fire.

METHOD OF PLAY

Press the Fire Button to start play. You must travel through the dungeon's corridors, being careful not to touch the walls (stone, brick or crystal) or the creatures that lurk there (oafs, snakes, snappers etc.). Your man has a limited number of time units to make his way to the set of doors which mark the end of each section. Blasting through these doors earns more time to use in getting to the next section. Time units are displayed in the upper right portion of the screen.

You must blast the 'ghost' that lurks at the end of each main dungeon level, in order to progress to the next level, or series of sections. Points are scored for destroying the dungeon's inhabitants, with these exceptions: shooting the 'white hand' earns you an additional 10 time units; shooting a clone (they look just like your man) results in your losing one reserve man, if any are available.

A bonus man is given every 10,000 points. (Note that the 'spinning orbs' are the highest scoring targets in the game).

At higher levels of game play, more and more creatures move at double speed.

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