3D OXO

Loading Instructions

CLOAD"" (loads as B.3DOXO)

If tape does not auto stop then stop tape.
RUN Program.
Play tape.
Two screens will be loaded.
Wait until program auto runs.
Answer Y or N to questions.
(You are the yellow invaders)
Your move is indicated by the yellow invader being present in bottom right box.

At your move select where you wish to place your invader by placing the red grid (which always starts from plane 1, row 1, column 1) in the correct position.

Grid moved thus.

	Key move 1 place left	(column)
	Key move 1 place right	(column)
	Key move 1 place in	(row)
	Key move 1 place out	(row)
Shift+	key move 1 place up	(plane)
Shift+	key move 1 place down	(plane)

Once happy press Y to accept move.
You may press N to quit.

A winning line is displayed until any key (except break is hit).

To restart game if 'Break'ed.
Type.
CLEAR: GOTO 20.

Other cassette based software currently available for the Dragon 32/64 includes:

Sprint Basic Compiler	14.95
Pascal Compiler	14.95
Dragonchess	9.95
Backgammon	5.95
Othello	5.95
Dominoes	5.95

In addition we produce a range of software packages for the Spectrum 48k, BBC/Electron and Commodore 64.

All products are available from selected retailers or direct from Oasis Software, 9a Alexandra Parade, Weston-super-Mare, Avon BS23 1QT.