LEG

FOR ANY

DRAGON 32K

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ONE PLAYER

This crazy quest for points and freedom will have you leaping up and down with excitement and frustration.

There you are, stuck at the bottom of the screen and the only way to reach the top and gain your freedom is to leap through the ever moving gaps that appear above you, but beware, one false move and you could fall through a gap and knock yourself out.

The going gets tougher and tougher, and if that's not enough a multitude of nasties begin to appear to attack and hinder you.

What with ever moving gaps and an ever increasing number of nasties out to get you, life begins to get very, very tough. Find out if you have the skill to leap your way to safety and success.

Please turn over.

HOW TO PLAY

Leaping Lenny will appear at the bottom of the screen with eight layers above him. Initially these layers contain two moving gaps, as the game progresses the number of gaps increases.
The object of the game is to leap Lenny through the gaps using the specified controls. Should he run off the edge of the screen, he will wrap around to the other edge. Should he fall down a layer he will bang his head and remain unconscious for a period of time during which he cannot move. Every time he arrives at the bottom of the screen unconscious he loses a life.
After each successful leap a new gap appears; the first three new gaps descend, the next three ascend — up to a maximum of eight gaps. When Lenny makes a successful leap at the top layer the 'next level' sequence is entered.
Hazards will begin to appear after the first level; one initially, up to a maximum of twenty. If Lenny collides with a hazard he will be knocked unconscious.
Good luck!

LOADING: Rewind cassette.
Type CLOAD.
When the prompt 'O.K.' re-appears stop cassette.
Type RUN.
Press play; once option instructions appear stop cassette.

PLAYING INSTRUCTIONS: There are two options, left or right handed.
OPTION 1 — RIGHT-SHIFT
LEFT-/
JUMP-SPACE BAR
OPTION 2 — RIGHT-Z
LEFT-SHIFT
JUMP-/
Press any key to start the game; press 1 for pause and Q to re-start.
If cassette fails to load, repeat with a different tone/volume setting, or reverse tape.

GAME DESIGN by Albert Ball
: Dragon version by Roy Lowry.