HOW TO PLAY

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LOADING INSTRUCTIONS.

Insert the cassette with the label facing upwards and ensure that the tape is fully rewound.

Hold down the 'CTRL' key and press 'ENTER' on the numeric keypad. Press PLAY on the datacorder. When the program has finished loading remember to press STOP.

KILLER GORILLA

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The object of the game is to climb to the top of each stage as quickly as possible whilst avoiding the hazards.

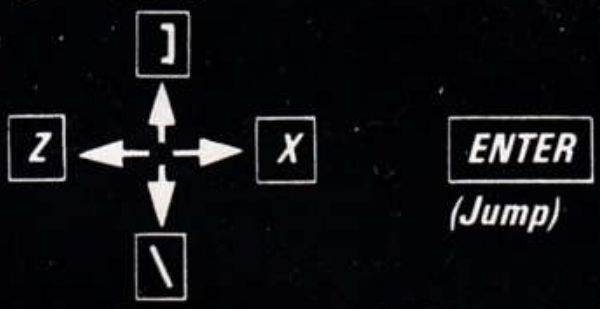
There are a total of four stages and if you complete all four you return to the first but with extra hazards to negotiate and faster movement.

Stage four is different from the others in that you have to walk or jump over all eight yellow blocks, thus collapsing the ironwork and causing the Gorilla to plummet headfirst to the ground. After completing stage three for the first time you will be given an extra life. Extra points will be awarded if you collect the heiress's belongings on the way up (handbag, umbrella etc.,). It is possible to jump and grab a hammer; and then for a limited period of time you can smash any of the 'nasties' you may encounter. However whilst carrying the hammer it is not possible to jump over gaps or climb ladders.

You must complete each level before your bonus runs out or you will die of exhaustion.

Game Controls:

Plug in a joystick or use the following keys:



'P' pauses the game and 'Spacebar' resumes play. Pressing 'ESC' during the game returns you to the hi-score table.

GAUNTLET

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From the depths of space come the hostile Reegs. Fly your X15 over the desolate landscape to protect the Canisters from the attacking alien forces. LANDERS follow the contours of the landscape in search of Canisters. If a Lander succeeds in grabbing a Canister and carrying it to the top of the screen it becomes a MUTANT.

Shoot the alien ship and catch the Canister as it falls then carry it safely to the ground. If it falls a long way it will disintegrate on impact. CRUISERS unleash a swarm of BUZZERS when they are hit. Activating a Smart Bomb will cause everything on the screen to disintegrate. On higher waves each MINE LAYER will launch three KILLERS, unless destroyed beforehand. If all the Canisters are destroyed then the land disintegrates and you have to contend with a swarm of mutants.

Scoring:

Lander	*10*
Mine Layer	*20*
Crawler	*30*
Mutant	*40*
Killer	*40*
Cruiser	*40*
Buzzer	*50*
Destroying Canister	*0*
Canister landing safely	*60*
Canister caught whilst falling	*80*
Canister returned to earth	*80*

A bonus is awarded for each remaining Canister at the end of every attack wave.

An extra life and an additional Smart Bomb is awarded every 1000 points.

Game Controls:

Plug in a joystick or use the following keys:



IF YOU HAVE ANY PROBLEMS.

If you have problems getting this program to load try cleaning the playback head of your datacorder with a cotton bud dipped in head cleaning fluid. If you still cannot get the program to load reliably then return the cassette to us for a prompt replacement, stating where and when you bought it.

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