

BOMB ZONE



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PLAY OPTIONS

Press the J key switch between Keyboard and Joystick modes.

KEYBOARD (default option)

Press the space bar to use the keyboard option.

Press any of the arrow keys (2,4,6,8 on the numeric key pad) to direct the player's movement.

Press the shift key simultaneously with any of the arrow keys on the numeric key pad to direct the shooting.

Press the shift key simultaneously with the 5 key on the numeric key pad to turn on the player's force field.

JOYSTICK (2 buttons)

Select one button to turn on the player's force field.

Use the other button to fire bullets.

Press the firing button down, then use the joystick to direct the shooting.

Press the space bar or either button on the joystick to begin a new game.

KEYS

F1 — pauses game (press space bar to resume the game)

F3 — sets sound on/off

F5 — restarts the game

F7 — ends the game

FORCE FIELD

Is on when player's shirt is pink.

Automatically activated for each new player.

Protects player from bullets, Killer Drones, and exploding bombs.

First 3 uses are free; any subsequent use costs 10 points.

BULLET

Firing a bullet costs 1 point.

Rebounds after hitting a Killer Drone.

Detonates a bomb after hitting it.

Kills player, Deactobot, Sealer, and Magnabot.

Stops after hitting a Bomber or a wall.

BOMB

Has 3 phases — white then green then red then explodes.

Deactivated by the player on contact.

Only a bullet or the Bomber can explode a deactivated bomb.

Only the Assassin can go over bombs.

CRATER

Is the remains of an explosion.

Only the Magnabot and Assassin can go over it.

Bullet can go through it.

The following creatures are in the game.
Any one of them kills the player on contact.

KILLER DRONE

Has up to 4 layers of armour.
Killed when all layers of armour have been blown up.
Killed by a nearby exploding bomb, Deactobot, Sealer or Magnabot.
Killed by Bomber on contact.
When all are killed, player advances to next level.

ASSASSIN

Goes over anything.
Cannot be killed.

BOMBER

Moves horizontally across screen.
Fires bullets up and down.

DEACTOBOT

Removes bomb on contact.

MAGNABOT

Is attracted to the player.

SEALER

Removes crater on contact.

SCORING

	Points
Deactivate a white bomb	+ 2
green bomb	+ 4
red bomb	+ 6
Explode a bomb	+ 5
Destroy a layer of armour	+ 5
Kill Killer Drone	+ 15
Kill Deactobot, Sealer or Magnabot	+ 20
Shoot a bullet	- 1
Use force field	- 10
Advance a level	+ 25

BOMB ZONE

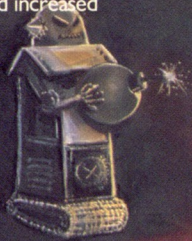
AN AFFORDABLE HIGH QUALITY GAME

Game Objectives:

Overcome all the obstacles and constraints to defeat the menacing Killer Drones. Each level offers new challenges and increased difficulty.

Highlights of the Game:

- Fast action Arcade style game
- Keyboard or Joystick play option
- Over 30 levels of difficulty
- Maintains a record of high scores
- Demo/Practice mode for testing higher levels
- Pause key to stop game in midplay
- Superior color graphics
- Exceptional sounds effects (High-speed compiled BASIC and Assembler Language)



System Requirements:

IBM Personal Computer, a disk drive, Color Graphics Adapter, 64K and DOS 1.0 or 1.1, or, 96K and DOS 2.0.



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GENERAL INFORMATION

BACKUP COPY

Before using the Original diskette, use the PC DOS DISKCOPY command to copy the contents of the Original diskette onto a separate diskette. In the event that the program becomes inoperable, use the PC DOS DISKCOPY command to copy the contents of the backup diskette onto the Original diskette. The program is designed to run on the Original diskette only. DO NOT FORMAT THE ORIGINAL DISKETTE UNDER ANY CIRCUMSTANCES.

TO BEGIN THE GAME

1. Boot the system with the DOS diskette in drive A.
2. Remove the DOS diskette from drive A.
3. Insert the BOMB ZONE game diskette in drive A.
4. Type BOMBZONE after the A> prompt, then press the ENTER key.

JOYSTICK

Some joysticks do not function at their maximum limits (x,y values). For those joysticks, do not move the stick to the leftmost, rightmost, top, or bottom location when setting up the joystick for use.

In order to set up the joystick to function properly, follow the instructions below:

When moving the joystick all the way left, right, up, or down, the values of the displayed numbers (x,y values) should never reach zero.

If either value reaches zero, then move the joystick back to a location with non-zero value.

Now press the button on the joystick to set its function.

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