SKRAMBLE!

ACTION-PACKED AIR-STRIKE GAME



Joystick Optional



CASSETTE for VIC 20™

Cassette Unit Required



SKRAMBLE!

ABOUT SKRAMBLE

SKRAMBLE! is a game of incredible skill. You must land your spacecraft beyond the defenses of a hostile enemy. There are eight enemy defenses through which you must manuever your spacecraft:

- 1) Overland
- 2) Overland through Rockets
- 3) Wiggy Tunnel
- 4) Twisty Cavern
- 5) Meteor Trail
- 6) Rocket City
- 7) City Maze 8) Homing Slot

You have three ways to defend yourself:

- 1) Bombing enemy defenses
- 2) Shooting enemy defenses using the laser gun
- 3) Manuevering the spacecraft around enemy defenses

Your spacecraft does not have enough fuel to complete the mission. However, additional fuel is acquired whenever you destroy enemy oil tanks. Points are scored whenever you destroy enemy helicopters and rockets. Remember, it is possible to get through the enemy defenses and land your spacecraft in the Homing Slot.

PLAYING SKRAMBLE

To start or restart a game, press either the FIRE button on the joystick or any key on the

VIC. During play, the joystick controls the spacecraft in the normal manner. The FIRE button simultaneously drops bombs and fires the laser. To control the spacecraft using the keyboard, use the following keys:

- @ moves the spacecraft UP / moves the spacecraft DOWN
- : moves the spacecraft LEFT = moves the spacecraft RIGHT

CTRL fires the LASER
CBM drops the BOMBS

NOTE: The CBM key is located below the RUN/STOP key.

GENERAL RULES OF PLAY

Points are scored whenever enemy helicopters and rockets are destroyed. Points are displayed on the left indicator panel at the bottom of the screen. Scores are determined as follows:

Bombing helicopters = 100 points Bombing rockets = 10 points

Laser blasting helicopters = 10 points Laser blasting rockets = 100 points

Ten fuel points are obtained for each enemy oil tank that you destroy. If you run out of fuel, you will crash and burn. The amount of fuel remaining is displayed on the right indicator panel at the bottom of the screen.

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