



BOX 94801
SCHAUMBURG, IL 60193

- clanky 10 POINTS
- claws 20 POINTS
- rabbot 30 POINTS
- flatop 40 POINTS
- bonzo 50 POINTS

This program will not work unless these instructions are followed.

Key in:INPUT;RUN then start the recorder, now press go. The game starts by showing you five levels and point values of each.

You will find yourself in a room surrounded by monsters who's only mission is to kill and destroy. You are the target. You have been armed with a skill to build walls very quickly. This is done by moving the joystick in the direction that you want to build the wall and holding the trigger till a building block forms, then reversing direction so you don't run into it. If a monster, hits a wall or another monster he dies and you receive points. Each level becomes more difficult. Higher level monsters can turn walls into doors; if you throw a block ontop of a monster it is turned into a shield which he can pass through but you cannot. There is a escape door through the bottom that you can use when all is lost, provided it's open. Bonus man is awarded after completing all five levels. Intensity increases as score gets higher.

- CLANKY-10 POINTS-leaves blocks intact, can be stepped on if not moving,
 - CLAWS -20 POINTS-makes doors, cannot be stepped on, you can move through his shield
 - RABBOT-30 POINTS-makes doors, more aggressive, can be stepped on.
 - FLATOP-40 POINTS makes doors, more aggressive, can be stepped on.
 - BONZO -50 POINTS makes doors, cannot be stepped on
- *A DOOR CANNOT BE CHANGED BACK TO A BLOCK

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10 .10277 A);%(B)=C
11 .1N?????????????@?13106 4567
12 .1N?????????C- ?(?-?GBOX 7680 N???
14 .1N??0?+???????,9?(?1792 N???
15 .1N?????0?3?????@?RETURN 256 N???
16 .1N?????????????????13106 45
18 GOTO 100
20 B=20222;FOR A=TTO A+18STEP 2;%(B)=%
(A);B=B+2;NEXT A;RETURN
21 G=A;H=C
22 %(20203)=256xH+G;%(20213)=128;CALL20200;
RETURN
23 J=X;K=Y
24 %(20203)=256xK+J;%(20213)=129;CALL20200;
RETURN
29 VA=0;VB=0;RETURN
30 VA=15;VB=15;VF=2;RETURN
40 GOSUB 21;FOR Z=0TO 39;E=Z+4;MO=RMx12
50 GOSUB 24;NEXT Z;I=I+1;GOSUB 29;GOTO 140
70 VF=0;M=A-72;GOSUB 22;T=U;GOSUB 20
71 FOR MO=-20TO 27STEP 3;GOSUB 22;FC=MOx15
72 NEXT MO;T=*(L);GOSUB 20;VR=0
73 FC=0;N=-C+40;@(P)=0;S=S+1;D=D+L
74 IF D>Q D=0;SM=2;PRINT ;SM=0
75 BOX M,N,7,7,PX(M+2,N)x3x(L>1)
76 CY=-40;CX=-32;PRINT " SCORE ",#1,D,"0 ",;
RETURN
80 E=Ex10+X-72;F=Fx10-Y+40
84 BOX E,F,9,9,PX(E+4,F)=0x3;FOR Z=1TO 55;MO=Z;
NEXT Z;RETURN
96 BOX 0,4,150,79,1;BOX 0,5,130,61,2
97 IF I<5K=69;J=67;FOR A=1TO 4;J=J-10;GOSUB
24;NEXT A
98 FOR A=-65TO 65STEP 10;BOX A,42,5,3,2;NEXT
A;RETURN
99 BOX X-72,-Y+40,28,28,3;RETURN
100 G=40;L=0;CLEAR ;GOSUB 96;FOR Z=1TO 5;CX=0
110 CY=-Zx10+38;PRINT #0,Zx10," POINTS
120 H=Zx10;T=*(Z);GOSUB 20;GOSUB 22
130 NEXT Z;FOR Z=1TO 1000;NEXT Z;D=0;I=0;L=1
140 GOSUB 96
141 CY=-40;T=*(L);GOSUB 20;BC=Lx56-2;IF I>4
GOTO 500
145 X=RND (11)x10+12;Y=RND (4)x10+10;GOSUB 99
160 O=D+V;FOR Z=0TO (L+0)x2STEP 2
170 C=RND (6)x10;A=RND (12)x10+2;IF PX(A-72,
-C+40)GOTO 170
180 GOSUB 21;@(Z)=A;@(Z+1)=C;NEXT Z;GOSUB 99;
GOSUB 23;S=0
200 GOSUB 30;FOR P=0TO (L+0)x2STEP 2; IF @
(P)<16GOTO 320
205 A=@(P);C=@(P+1);GOSUB 21
210 VR=VR+1;E=(A<X)x20-10
220 F=(C<Y)x20-10x( (C=Y)+(P<4)#2)x(RND (L)#3)
230 A=A+E;C=C+F;IF C<10C=10
235 IF A>132A=132
240 IF A<12A=12
250 IF C>60C=60
260 X=X+JX(1)x10;Y=Y-JY(1)x10
270 GOSUB 24;GOSUB 23
290 R=X-71;W=-Y+42;IF PX(R,W)=0GOTO 40
300 IF A=XIF C=YGOTO 40
310 GOSUB 21;@(P)=A;@(P+1)=C;IF Y=70GOTO 390
311 IF PX(A-72,-C+40)=0GOSUB 70
312 IF &(16)>16E=JX(1);F=JY(1);GOSUB 80
320 NEXT P;IF S>L+0 D=D+(Lx5);GOSUB 76;GOTO 400
330 BOX 0,-30,16,10,2;GOTO 200
390 PRINT ;CX=-20;PRINT "CHICKEN!";GOTO 405
400 L=L+1;IF L>5L=1;I=I-(I>2)
405 MO=30+RND (50);VR=1;FOR A=6TO 16;PRINT
410 TA=*(A)+100;TB=RM;GOSUB 30;NEXT A;GOSUB
29;GOTO 140
500 CY=0;CX=-23;PRINT "GAME OVER";GOSUB 76
510 FOR A=16TO 23;IF &(A)RUN
520 NEXT A;GOTO 510

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