

Collect the crosses while avoiding the aliens and keep your balance without going over the edge or falling down any of the nasty holes before your time runs out to reach the bonus and complete the level.

A game of skill and strategy.

Joystick or Keyboard.
One Player Only.

WRITTEN BY
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MANUFACTURED IN THE U.K.

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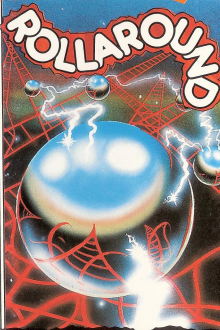
RECORDED ON
BASF
TAPE

LA 0335

AMSTRAD

ROLLAROUND

AMSTRAD/SHNEIDER
464 - 664 - 6128



MASTERTRONIC

THE GAME

The object of the game is to collect the correct number of coloured crosses within the time limit, while avoiding the aliens. You must not collect too many crosses only the correct number will do. Just as your life even more difficult there are holes to fall down and edges to drop over, both of which kill you. You can move around by rolling, or you can jump, to avoid being killed by aliens or falling down holes.

On each level there are nine screens laid out as a 3 by 3 grid, on each screen there can be up to a hundred individual squares. There are seven different types of squares. They are:

Plain Squares
Holes
X Squares

Used for moving around on, no other purpose.
Watch out for these, falling down them is detrimental to your health. That is squares with crosses on them, move over these to collect the crosses, and thereby complete the level. The squares come in a variety of colours, you need to collect just the right number of crosses from each colour.

Flip Squares
Grids

There are two types of these, both alter the other squares on the level. Marked with a grid pattern. These change plain squares into X squares, and vice versa. You need to use these to complete some of the higher levels.

H Squares

These turn plain squares into holes, and the other way round, useful for killing aliens.

Clock Squares
7 Squares

These stop the clock for a limited time and slow the aliens down. These are tricky squares, they can either award you 1000 points or a bonus life or they can kill you.

Aliens

There are several types of aliens, each of which can come in a variety of guises, so keep your eyes peeled. They range from the simplest type, who have exactly the same abilities as you, up through various vicious types that turn squares into holes, to a really mean type that can jump over holes. There are also aliens that sit and guard a single square, and bombs that home in on the square you are occupying.

If you get into an impossible situation you can abort the level at the cost of a life. After you successfully complete a level you will have the chance to improve your score on a bonus level.

Controls

Use a joystick using the fire button to jump or the cursor keys and COPY to jump or -

Left Bottom Row Z, C, B, M, or
Right Bottom Row X, V, M, or /
Down Second Row A-;
Up Top Row C-@
Jump Number Row 1-0, +
CLR Pauses Games
DEL Aborts level, costs one life

Loading Instructions

Amstrad 464
Press CNTRL and small ENTER.
Amstrad 6128
Type I TAPE and press RETURN.
Press CNTRL and small ENTER.

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Made in Great Britain

Design: Words & Pictures Ltd., London

