TAZZ
INSTRUCTIONS

Loading: Turn computer on and insert tape. Ensure tape is rewound to the start. Press and hold down shift key then press 'Play' on tape. TAZZ will then load and run automatically.

The game consists of 10 rooms and 10 'super' rooms. There is also a BONUS room after every 2 rooms.

The player controls a small yellow man with a joystick in port 2. This man can move and fire up, down, left and right.
In each room there will be 20 to 230 'bugs' (the actual number increases from room to room). The object is to shoot the stationary bugs and the nasties that pursue you BEFORE YOU ARE CRUSHED BY THE ADVANCING WALLS. These walls close in from the top and bottom of the screen, and their speed picks up as more bugs are shot. When the last bug in a room has been cleared, exits will appear on either side of the screen and you will be able to progress to the next level. Each room has its own set of nasties, which differ in shape, movement and, in some cases, method of destruction.

In the Bonus room you must run over as many points as possible and leave before you are crushed by the walls. You should also pick up the two BOMBS, as you will be able to use these in later rooms. You start off with 2 bombs, and any key will detonate them. All the nasties on the screen will disappear and the walls will stop for a short while.

You start off with 5 lives, and an extra life is awarded every 10,000 points.

You lose a life if
a)   You touch a nastie.
b)   You run into a bug.
c)   You are crushed by the walls.

You can pause the action by pressing F1 and restart it by pressing the fire button.

A ten place 'Hall of Fame' is also provided.