

# INSTRUCTIONS

## PANIC – SPECTRUM 48K

“It must be a nightmare” he screamed as he ran around the maze of floors, desperately climbing ladders to different levels in a vain attempt to evade the ever present monsters. He had only his neutron hammer to dig holes for the vile creatures to fall into – but even then he had to repeatedly hit them before they dropped to their deaths. As if that wasn’t bad enough the air supply was also running out!! “It’s simply impossible” he wailed as the monsters advanced on all sides.....

### 1. LOADING INSTRUCTIONS:

- a) Full loading instructions are given in chapter 20 of the Spectrum manual. To load Panic:
- b) Connect the ear socket of your tape player to the ear socket of the Spectrum using the lead supplied with your Spectrum.
- c) Make sure the tape is fully rewound.
- d) Type LOAD”””
- e) Press Enter
- f) Start your tape player.
- g) When the program has loaded a title page will be displayed with the message ‘Press A Key’.

### 2. PLAYING PANIC:

Pressing any key at stage (g) above will display an instruction sheet giving details of the points available and the control keys. These are:

LEFT	: 6	DIG HOLES	: M
DOWN	: 7	FILL HOLES/KILL	
UP	: 8	MONSTERS	: B
RIGHT	: 9	QUIT/RESET HI	
		SCORE	: Q

There are three different types of monster, blue, green & purple. The green ones are worth 100 points and need only drop one level to be killed. The blue monsters are worth 200 points but must fall 2 levels to be killed. Similarly, the purple monsters are worth 300 points but must drop through three levels to be killed.

You can drop through the holes, but falling more than 1 level will cost you a life! The instruction sheet will stay on screen for approximately 20 seconds and then reset to the title page unless you start the game by pressing “P”.

At the bottom of the screen, your oxygen level is displayed. This drops all the time you are playing, until you lose a life when it is reset. The oxygen left represents the bonus you get at the end of each game.

To restart the game press “P”.

Each fresh sheet will have randomly placed ladders.

Tactics: You cannot dig holes in the bottom level. Don’t drop more than one level or land on a monster. In the later stages, if you do not kill a green monster before he climbs out of the hole, he will get angry and turn blue!

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