

INSTRUCTIONS FOR
R O M E O

ROME0 is an adventure game that operates in Extended BASIC. Joysticks are required.

Please take the time to read these instructions to assist you in enjoying some of the finer points of playing ROME0.

OBJECT OF THE GAME:

ROME0 is an adventure game which begins with ROME0 stuck on desert sand dunes. He must jump up and hold on to the passing balloons in order to progress to the next dune. Passing from dune to dune, he eventually gets to a stream where he must fight his way forward through alligators and sharks. After the stream he must run through a cavern to receive his just and fitting reward.

Points are scored for each progressive accomplishment but the ultimate goal is to help ROME0 get to his reward.

HOW TO PLAY:

You will first be reminded to place the "alpha-lock" key in the up position (so that the joysticks will operate in the upward direction). Depress the alpha-lock key until it is in the "up" or "off" position.

After choosing the joystick you want to use, you choose a skill level from "1 to 5", with 1 being the easiest and 5 being the most difficult.

AT THE DUNES

ROME0 first appears on the left-most sand dune. Use the fire button on the joystick you chose to jump him up to catch the balloon passing overhead. You may move him left or right on the dune for a more advantageous position to jump from by moving the joystick left or right.

If ROME0 remains on the dune too long he will overheat and die, so don't wait too long. He first turns red to indicate he has maybe one more try at the balloon. (You can keep ROME0 cool a little longer by jumping him up and down while waiting for the balloon but don't let this distract you from timing him to catch the next balloon.

When ROME0 catches hold of a balloon, he will travel with it. He must jump onto the next dune (use the fire button) or he will lose his grip. Use this method to pass from dune to dune until he reaches the stream (next screen).

After passing three dunes (when ROME0 goes off the right side of the screen), the sun will advance the time of day and ROME0 will be at the next set of dunes. Continue from dune to dune until the sun advances 5 times, then the stream will appear.

AT THE STREAM

When the stream appears, ROMEO will jump into it. At the top right of the screen, a bar timer will be shown with a white line that moves from right to left. ROMEO must advance from the left to the right edge of the stream before the timer reaches the left end of the bar.

Alligators and sharks will attack ROMEO starting from the right side of the screen. You can move ROMEO to improve his position by using the eight joystick positions to indicate the direction he is to move. If he bumps his head on a log or gets eaten, you must start from the left again.

Press the fire button to produce a knife for ROMEO to fight off the attacking creatures. When ROMEO kills a creature, another will attack in the same level from the right. Using this method, stagger the attacking creatures so that ROMEO can go around them to get to the right edge of the screen.

IN THE CAVERN

Finally, ROMEO must run through a cavern, jumping over the stalagmites, but being careful not to bump his head on the stalagmites. After a successful journey, ROMEO will receive his just reward.

SCORING:

- 200 points for each dune arrived at safely.
- 100 points for advancing through each part of the stream.
- 100 points for each stalagmite jumped.
- 5000 points when you get ROMEO to his reward.

Extra TRIES accumulated for each 5000 points scored.

END OF GAME:

When all TRIES have been used up, your score will be shown. Press the fire button to start again or hold down the FCTN key and press "4" (CLEAR) to terminate play. You may restart ROMEO by typing RUN and pressing the ENTER key, if you wish.

CASSETTE LOADING:

Load the cassette version by entering Extended BASIC and using the OLD CS1 and RUN commands or RUN "CS1" as explained in your Extended BASIC manual. Begin "READING" after the voice announcement of "ROMEO" is heard on the tape and before the tone begins (about ten seconds in between).

DISKETTE LOADING:

ROMEO will load and run if the ROMEO diskette is in the drive when you enter Extended BASIC. Otherwise, type RUN "DSK1.ROMEO", then press ENTER.

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