

PLASMA

LOADING INSTRUCTIONS

1. Insert BASIC cartridge into the slot of your Atari 400/800 comput
2. Turn on computer, insert program cassette into recorder.
3. Rewind tape to beginning.
4. Press PLAY on the tape recorder.
5. Type **CLOAD** and then press [RETURN].
6. When computer beeps, press [RETURN] again.
7. After the program has loaded, type **RUN** press [RETURN].

PLAYING INSTRUCTIONS

The Plasma creature will sense your presence and attempt to follow and destroy you. As you move around the screen, you will leave a trail of bricks behind you. These bricks make it difficult but not impossible for the creature to follow you. You must be careful not to surround yourself with brick. When all else fails, you can explode the area around you with a bomb. This will destroy the creature adding 50 points to your score. Note that you only have a limited number of bombs.

Note: You may not use the bombs in the area of the screen borders.

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DISKETTE/CASSETTE

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