

DISK BONUS

SYMBOLISM

by
Trevor Briscoe



A machine code thinker's challenge that will keep you on your toes

The BONUS on this Issue's disk is a 100% machine code game which should be booted with the OPTION key held. The title screen will appear from which the following may be selected

- OPTION** - alters the players/joysticks
- SELECT** - alters the difficulty
- START** - alters the starting screen level

Press the joystick in port 1 to start the game. When the introduction screen appears for any level, press the relevant joystick button.

PLAYING SYMBOLISM

You control a black marble bouncing around a grid of tiles. The joystick movements cause the marble to jump in the required direction and pressing the button makes the marble leap over the adjacent square.

Each tile in the grid has a colour and a symbol, the object of the game is to collect the tiles in sequence according to similar colours and/or symbols in order to gain bonus points. The points awarded for matching a tile to the previous tile at the base of the scoreboard are:

- Same colour 25 points**
- Same symbol 50 points**
- Identical 100 points**

As the marble gathers matching tiles, the bonus increases and when the highest bonus attained reaches a threshold level you can exit the screen by moving to the 'Gate Tile' and pressing the joystick button with the stick in the centre position. If you should bounce the marble over the edge of the grid, fall down a hole or bounce on a blank tile then your current bonus is reset to zero.

As the marble bounces along the tiles, it leaves a trail of blank squares, the tiles in this trail will flip over in turn to reveal new symbols which can be matched. If the trail catches up with the marble then it will be flung off-screen, however the Gate Tile is safe while the marble is bouncing on it. If the marble falls from the grid then it will not return until all of the blank tiles have flipped over.

When you complete a level, you will be awarded 'time credits' for every 10 seconds time remaining, these credits can be exchanged for rewards in the Time Bank. You can make a withdrawal of 4 credits from the Time Bank during any level and this will gain you an extra 20 seconds.

TIME BANK

If you complete a level and have 10 or more credits in the Time Bank then you will visit the bank and have a chance to exchange credits for services.

500 points	10 credits
Skip Next Level	20 credits
Play a Joker	30 credits
Time Chase	40 credits
Extra Life	50 credits

Skip Level - You will miss the next screen level but receive the points for completing it.

Play a Joker - The bonus you receive for your next screen will be doubled

Time Chase - Enter the bonus level

Extra Life - You will receive an extra life (maximum of 7 lives at any one time)

TIME CHASE

In the Time Chase bonus level you must follow the Gate Tile as it moves around the grid. The longer you manage to avoid falling through the grid, the more bonus points you will receive, but as time passes the tiles move faster and faster.

CONTROLS

Joystick movement ...	move marble
Movement + button ...	move marble two squares
ESC/OPTION	quit level
SPACE/SELECT	swap credits for seconds
START	return to title page

This excellent game is the BONUS on this Issue's disk. Disk subscribers will receive their copy with this issue but the disk can be purchased separately for just £2.95 and includes all of the other programs from this issue, ready to run. Order by post from PAGE 6, P.O. BOX54, STAFFORD, ST16 1DR or by phone on 0785 213928