STOMP GROUND

instructions

STOMP GROUND

A K-TEK™ product for Commodore 64™ computers

Voyage deftly through danger-ridden territory. Suddenly a tempest of strange airborne objects bombard you from everywhere. Now, with quicksilver movements and heart-stopping accuracy, take deadly aim and fire at the evasive quary moving across the heavens. You miss those formidable barriers by a hair-breath and it's a direct hit! Rack up the points! But one false move and with sinking heart you quiver beneath the violent onslaught of the "boot of death". Control your destiny, position and fire-power with expert joystick manipulation.

- TURN on the Commodore 64™ Computer.

- INSERT the game cassette into cassette drive. Insure cassette is fully rewound. Follow the instructions in your computer manual.

- TYPE the following: LOAD "STOMP GROUND". Press "RETURN". Press "PLAY" on cassette unit. The computer will search for the game and respond with "FOUND STOMP GROUND". The computer will finish loading and respond with "READY" when loading is complete.

- BEGIN PLAY by typing "Run"—the computer will finish loading the game and begin.

- CONTROL your position with clever handling of the JOYSTICK. Defy the bouncing objects by navigating your man right or left. Shoot the moving targets at the top of your screen and joyously score points. Get hit yourself and it's curtains!

REQUIREMENTS: Commodore 64™ Computer, Cassette Drive, Joystick & Hi-Resolution Screen.

WARNING:

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