

Instructions for 6642

(Joystick Operation)
(For One or Two Players)

SUPER AMOK

by

Roger Merritt

Copyright 1982 UMI, Inc.

GENERAL

Your mission is to recapture the passages of Space Station Alpha -- NOT an easy task! Hordes of deadly robots are lurking everywhere and you must destroy them -- before they destroy you! BLUE BLAMBLASTERS and SONIC SAWS come at you unexpectedly to protect the renegade robots from your shots. Blast them away and you rack up higher numbers. Bonus points are awarded for clearing a passage of all invaders. And if you think you're safe by exiting a passage . . . watch out! More vengeful robots await to test your skill and nerves of steel.

LOADING THE PROGRAM

1. TURN VIC POWER OFF.
2. Face the front of the computer.
3. Grasp the cartridge with the label side up and readable.
4. Insert the cartridge into your VIC's memory port. DO NOT FORCE OR POUND THE CARTRIDGE INTO POSITION.
5. Make sure the cartridge is centered properly and is firmly seated in the memory port.
6. Turn VIC power ON.

You use a standard joystick control when playing SUPER AMOK. Please make certain that the joystick cable is firmly plugged into the control port on your VIC 20 computer.

IMPORTANT: Please be sure to always turn your VIC's power OFF when inserting or removing a cartridge. This assures you of protecting the electronic components in your VIC and will prolong the life of your system.

STARTING TO PLAY

After properly loading your program, the SUPER AMOK title will appear on your screen. Simply press function key 1 (f1) for one player or function key 3 (f3) for two players to begin the action. Use the joystick to maneuver your attacker while fending off the hostile inhabitants. Press the joystick fire button to shoot. The attacker will only shoot in the direction that you aim your joystick. Pressing the fire button repeatedly will allow you to fire rapid shots and help your chances of eliminating the enemy.

When the game involves two players, you "trade off" using the joystick between player one and player two. The number 1 or 2 score box (located at the lower left-hand corner of your screen) will be RED to indicate who's turn it is to play.

SUPER AMOK CREATURES AND FEATURES

ATTACKER - The attacker is your only hope for survival. So be very careful! There's only three of you against the never ending onslaught of your enemies. An extra attacker is awarded for every 20,000 points.

ROBOTS - Never trust an AMOK robot! These unfriendly fellows will fire away at you unmercifully. But, if you're clever, you can make life easier by causing them to shoot each other. And don't get too close - if you make contact with an AMOK robot, you're dead!

BLUE BLAMBLASTERS - Don't be fooled by how "cute" these little creatures look. They'll blast through the walls when you least expect it and slow you down to move in for the kill. You'd best be alert or they'll have you crying the blues!

SONIC SAWS - These ruthless invaders will "buzz in" anywhere at any time. And good luck fending them off - they're experts at avoiding your line of fire. They'll even be so devious as to close off your exits! You'd better be quick on the draw or you'll end up as sonic "sawdust" on the floor of Space Station Alpha.

FORCE FIELD - The force field is a welcome barrier that protects you from the robot's fire. But the favor ends there. If you make contact with it, you're history. And keep on your toes - Blue Blamblasters and Sonic Saws can penetrate the force field.

PASSAGE EXITS - This is your only means of escape from those violent villains. Don't be deceived. If you think you're stepping out for a breath of fresh air - think again! Exiting a passage only leads you to the uncontrollable fury of more AMOK robots.

SURROUNDING WALLS - Blue Blamblasters will come charging through these walls at the most inconvenient moment possible. But, if it's any consolation, they create another exit of escape for you. And, by all means, try not to maneuver your attacker into a wall. If you do, you'll find yourself dissolved into non-existence!

I WANNA START OVER!

While battling it out with the AMOK robots, you may decide to "pick yourself up, dust yourself off, and start all over again". This can be done (thank goodness!) by pressing the RESTORE key on your VIC's keyboard. The title page will then appear on your screen. Press either function key 1 (f1) for one player or function key 3 (f3) for two players to begin the courageous battle again.

HOLD EVERYTHING!

If at any time during the game you want to take a breather to grab some milk and cookies, answer the phone or whatever, you may do so by pressing the SPACE BAR on your VIC 20. All the action will instantly "freeze" until you're ready to get back into the game. To resume play, just press the SPACE BAR again.

IF YOUR T.V. HAS THE "JITTERS"

If you play SUPER AMOK on your home television set, there may be a chance that the images on your screen will appear "fuzzy" or "jittery". To eliminate this problem, United Microware has incorporated an INTERLACE SCAN feature that should clear things up. So, if you find that you do have this problem, simply press function key 7 (f7). THIS MUST BE DONE WHEN THE TITLE PAGE APPEARS ON YOUR SCREEN - BEFORE YOU PRESS (f1) or (f3) to BEGIN PLAY. Your screen should now be clear of its "fuzzies" or "jitters".

SCORING

Green Robot	50 Points
Blue Robot	100 Points
Black Robot	150 Points
Red Robot	200 Points
Yellow Robot	250 Points
Blue Blamblasters	150 Points
Sonic Saws	300 Points

BONUS POINTS are awarded for clearing a passage of all invaders. The faster you clear out a passage, the higher the BONUS points you'll score.