

Cycle Tron

Introduction

The object of this game is to block your opponent off with your deadly radioactive laser trail which you leave behind as you go. Player one uses a SEGA joystick to control the first Laser Cycle and player number two uses the cursor keys to control the other. You also have space garbage to contend with depending on the difficulty level.

Both players' ultimate aim in this game is to survive for the longest amount of time.

Loading Instructions

1. Connect the computer as shown on the User Instruction card and insert a Basic level IIIa or IIIb cartridge.
2. Connect a lead from the EARPHONE socket of the tape recorder or from the OUTPUT socket of the data recorder to the "IN" socket on the back of the computer.
3. Switch on the computer.
4. Type in LOAD or, while holding down the FUNC key press the key with the word LOAD written above it. (You will find this on the number zero key.) Now press the CR key. The message LOADING START will appear on the screen.
5. Insert the tape into the tape recorder or data recorder and rewind the cassette. Now press the PLAY or LOAD button. After a short delay if everything has been set up correctly a message will be displayed telling you that the program has been found. The program will then be loaded from the tape recorder or the data recorder into the computer.

6. If the volume and the tone controls are correctly set, after a short time the message **LOADING END** will appear. You will probably find volume and tone settings of about 6-7 will be most successful. If the message **TAPE READ ERROR** is displayed the program has not been loaded correctly. This is probably due to an incorrectly set volume or tone level. Alter the settings, rewind the cassette and go back to **STEP 4**.
7. To start the program type in **RUN** and press the **CR** key or, while holding down the **FUNC** key press the key with the word **RUN** above it. (You will find this on the key at the top right of the keyboard.) The program will then begin.
8. This program is loaded in two sections (the title screen and the program itself). Please note the program will not run if the first section is not loaded and run first. The second section is loaded automatically from the first program. To load in the second section of the program follow the instructions given to you by the computer.

There are two copies of the program on the cassette (one on each side). If, after altering the volume and tone settings you cannot get the program to load in on side, one turn the cassette over and try the second side. The program recorded on the side 2 is exactly the same, however it is recorded at different levels.

Copyright
GRANDSTAND LEISURE LTD
P.O. Box 2353, Auckland, N.Z.
All rights reserved.

GRANDSTAND
SEGA[®]