ANDROMEDA

by: Solitare Group

Requires Atari 400/800 with 24K plus joystick

Assembly Language 24K

Program design by Jaime Cummins, Solitaire Group

Requires Atari 400/800 with 24K and disk drive

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ANDROMEDA

The Andromeda cell has entered a multi-cellular organism . . . you control the actions of this cell and attempt to keep it alive as long as possible.

Andromeda can move anywhere inside the organism, but its progress is slowed if you attempt to penetrate the walls of the blood vessels. Andromeda must destroy cells to gain strength to keep moving and enable it to grow in size. In the enlarged state Andromeda can even destroy attacking antibodies, but this state only lasts for a short time. If the antibodies come in contact when Andromeda is normal in size then Andromeda will be destroyed.

The fatty cells which make up the bulk of the organism will regenerate slowly, while blood cells will regenerate quite rapidly. The other cells making up the remainder of the organism are impervious to Andromeda's attacks. If you use the blood system you can prolong Andromeda's life. And remember, as Andromeda weakens, it slows down . . . when it is too weak it cannot move at all.

Levels of Play:

There are seven different levels of play. Level one, the lowest level, is the easiest level to play. Level seven will be the hardest to play. As levels increase antibodies will appear more quickly and move much more rapidly. At higher levels Andromeda stays in its enlarged state for longer periods of time. The antibody guage indicates the level of antibodies in the organism.
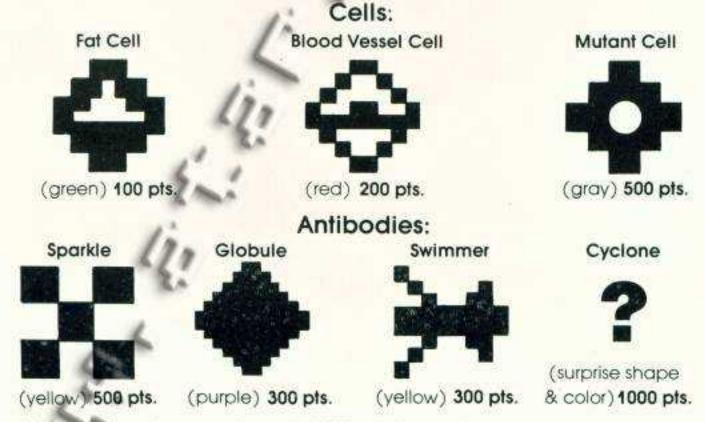
Control Keys:

BREAK key: causes game to pause until pressed again

OPTION key: selects antibody level . . . default is weakest antibody level

START key: begins game (use joystick for movement and button to destroy cells)

Points:

Cells:

Fat Cell	Blood Vessel Cell	Mutant Cell
(green) **100 pts.**	(red) **200 pts.**	(gray) **500 pts.**

Antibodies:

Sparkle	Globule	Swimmer	Cyclone
(yellow) **500 pts.**	(purple) **300 pts.**	(yellow) **300 pts.**	(surprise shape & color) **1000 pts.**

Note: Andromeda grows for each 5000 points scored.