APPLE PANIC

Rules and Regulations

The Object
The object is to destroy the little apples chasing you by digging holes in the brick floors for them to fall into. Once an apple has gotten stuck in the hole you have to knock it through the hole by beating it over the head. If you get to the apple too late, it may crawl out of the hole and get you.

Movement
The movement of your little man is controlled by the joystick in slot 2. To dig a hole in the bricks you must press the joystick button. To fill a hole up, press the button again. Your man cannot dig too close to ladders or if his feet are in the wrong position.

Advanced Monsters
At advanced levels you will be confronted by the Green Butterfly. The only way to kill the butterfly is to dig one hole directly above another so that the butterfly falls into the top hole and then gets bashed through both of them. At even more advanced levels you may confront the Mask of Death, which is blue. This you have to bash through three levels at a time. The trick is to line up the holes perfectly.

Extra Lives
You have three lives. If you survive long enough to come face to face with the Green Butterfly, you will be given another life. If you use up all your lives, the screen will experience rigor mortis, a condition which can be alleviated by pressing "Start."

Scoring
Pounding an Apple through the bricks scores 100 points per level (if the Apple falls 2 floors, you get 200 points). The Green Butterfly scores 200 points per level and the Mask of Death 300 points per level. In addition, bonus points are scored each time you clear the screen, depending on how quickly you work.

Administrative Details
Apple Panic requires 48K Atari 400/800 and a joystick. Atari version coded by Olaf Lubeck. Each game is fully guaranteed. If it ever fails to boot, for any reason whatever, return the disk to Brøderbund Software for a free replacement. If the disk has been physically damaged, you will be charged five dollars for a replacement disk.

Brøderbund Software