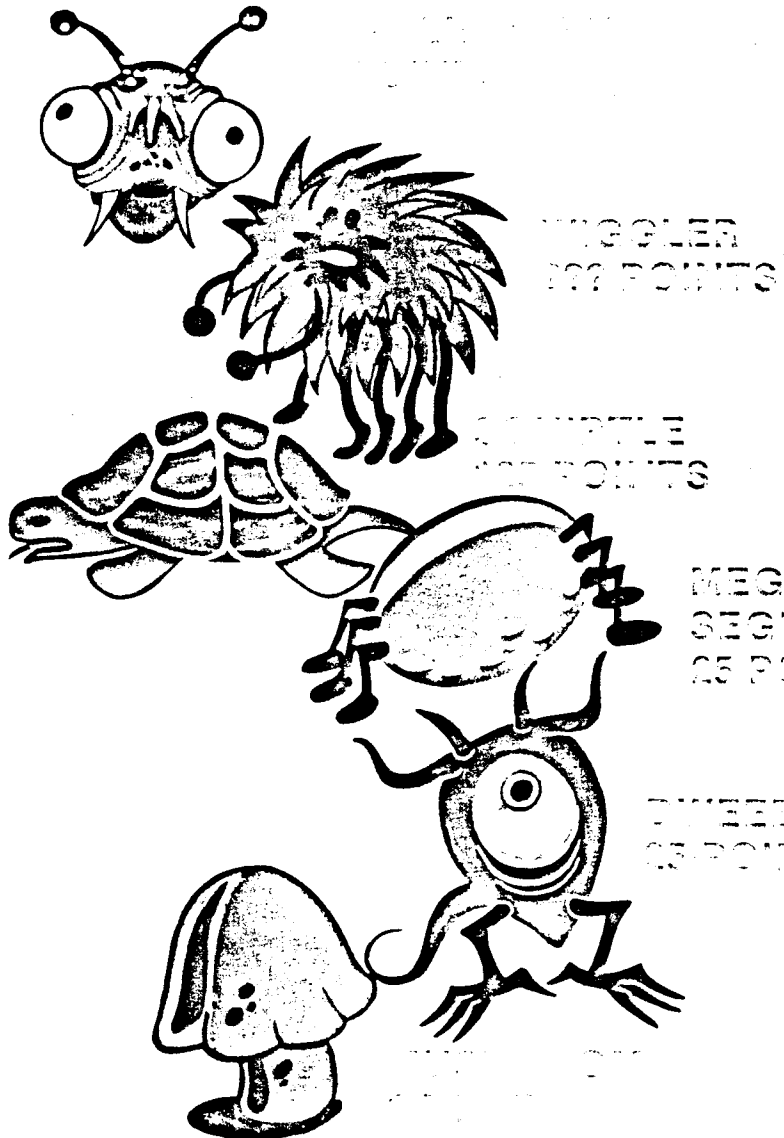


# MEGAPOINTS

JOYSTICK REQUIRED

\$34.95

- CASSETTE
- DISK



WIGGLER  
100 POINTS

SPINY  
100 POINTS

MEGALEG  
SEGMENT  
25 POINTS

TAILED  
25 POINTS

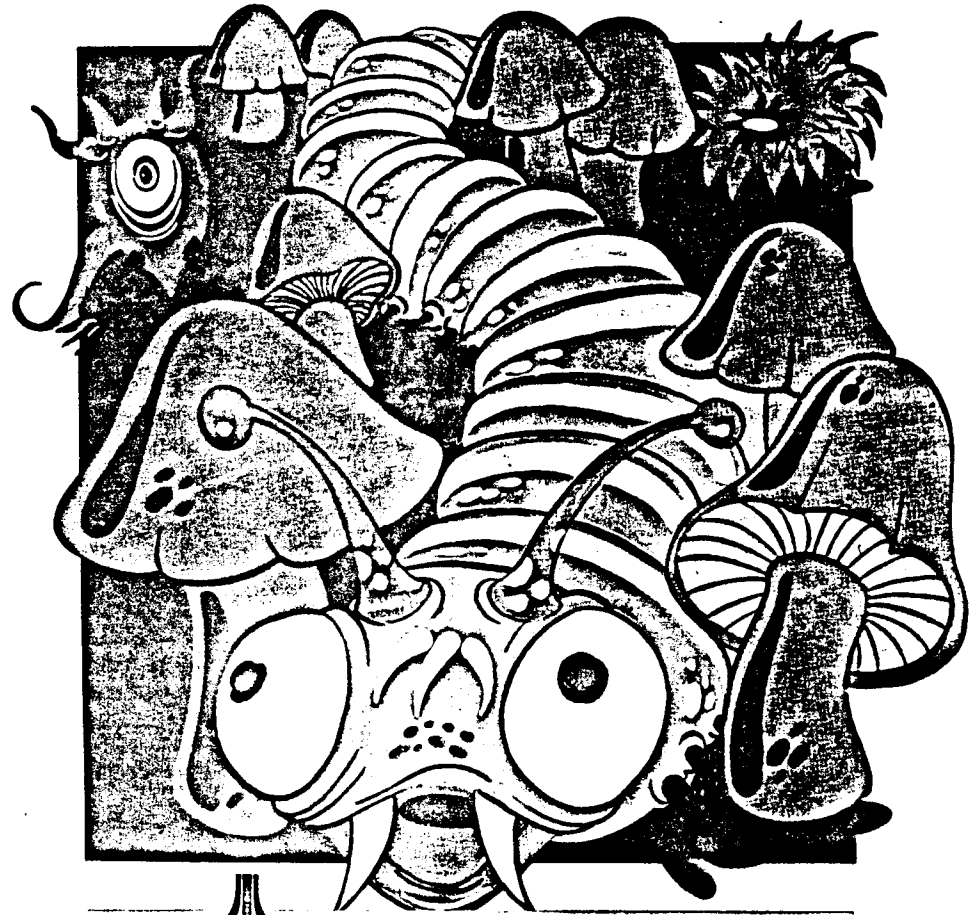
PROGRAMMED BY DUBNO  
ANIMATION USING MEGAGRAPHSICS • MACHINE LANGUAGE 16K

## MEGASOFT INC.

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# NEW CREATURES



FOR ATARI 400 and 800™ COMPUTERS • 16K

# MEGALEGS™

by DUBNO

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# MEGALEGS™

BY DUBNO

## **TAPE LOADING INSTRUCTIONS:**

Turn off the computer and remove any cartridges. Turn off any other Atari equipment (Disk drive, Interface module, etc...). Put the cassette into the Atari 410 recorder and REWIND the tape all the way to the beginning. Press the PLAY button on the recorder. Holding the START button of the Atari down, turn the computer on. Once the computer beeps, hit the RETURN key. The tape should start to turn and load in about two minutes.

## **DISK LOADING INSTRUCTIONS:**

Turn off the computer and remove any cartridges. Turn off any other Atari equipment (other than the disk drive). Place the disk in the Atari 810 disk drive and shut the drive door. Turn the computer on. The program should load in about 20 seconds.

## **GAME PLAYING INSTRUCTIONS:**

The game will start by pressing the START button on the computer or pressing the joystick fire button. You are given three lives, and are rewarded a free life every 10,000 points. The player's motion is controlled by the joystick. The objective is to stay alive and collect the greatest amount of points by killing off the attacking creatures. The speed and difficulty of the game increases as the game progresses.

Use the OPTION key on the computer console to pause the game. Resume play by pressing the joystick fire button.

## **ACCESSORIES REQUIRED**

Atari 400 or 800 with 16K memory  
One Joystick Controller

## **PROGRAM NOTICE**

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