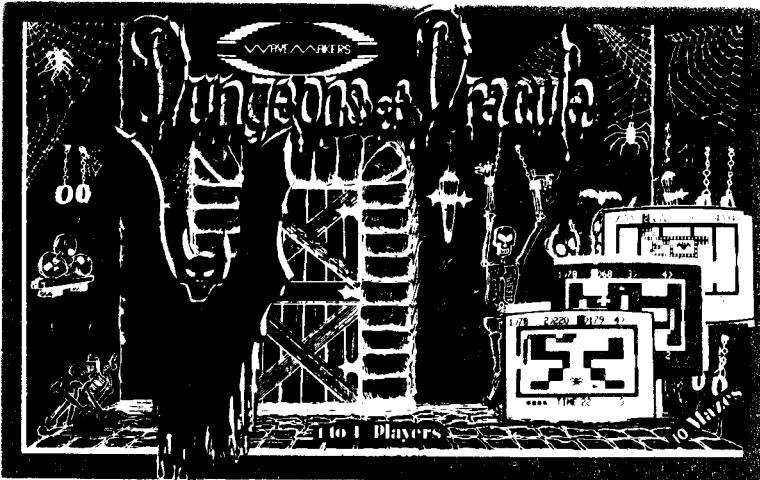




DUNGEONS OF DRACULA

A real adventure game with mazes, doors, keys, and 7 different monsters. Can you get all the way to the top room (level 10) in time? Will you trap the terrible 2 headed monster or the giant spider or Dracula himself? Find out how you will do when you play DUNGEONS OF DRACULA.

SIDE 1. All players use there own individual handle.

SIDE 2. All players use handle # 1.

INPUT FROM TAPE

To input key in :INPUT GO start the tape. DO NOT STOP THE TAPE UNTIL THE SCREEN READS PLAYERS #.

Using knob # 1 and trigger # 1 input the desired number of players.

PLAYING THE GAME

You are the chain which enters the maze from the left. Your mission is to trap the monster by surrounding him with your chain. You cannot touch anything including the key until the monster has been trapped. When you trap the monster you must grab the key which opens the door on the right to enter the next maze. Time is always running out so you must hurry. As the maze level gets higher it becomes harder to trap the monster in the maze. It may take a smaller box around the monster to trap him. You can go over your own chain to remove it and reposition your trap for the monster. Extra time can be gained by trapping the monster and picking up the key. you cannot go through the door until it is open. You can escape to the previous maze by going out the door on the right. If the monster escapes you remain at the same level but you lose time and must rebuild your traps.

HAND CONTROL FUNCTIONS ARE:

JOYSTICK	Moves chain in desired direction of travel
KNOB	No function durring game
TRIGGER	Speeds up movement of chain (be careful at high speed)

SCORING

TRAPPING MONSTER 10x level points
GETTING THE KEY 10x level points + more time

GAME OVER

Game is over (THE END) when all players have completed 5 turns. The number of turns remaining is diplayed by the number of boxes in the lower left portion of the screen. Time remaining is displayed in the center lower portion and maze level is shown on the right lower portion.
PULL TRIGGER # 1 FOR NEW GAME.

