



GORGON

instructions

for use with ATARI® computer systems

GORGON

A K-TEK™ product for Atari™ computers

Shield your eyes from the terrible sight! Medusa the Gorgon lurks amidst the brush. She knows you have come to capture the Golden Fleece. But Medusa will not let you pass easily. Viciously she attacks! React as only Jason the Argonaut would! Turn your shield towards Medusa and let the Gorgon's own reflection destroy herself. Now quickly! Grab the Golden Fleece and return safely to your castle.



TO LOAD:

Be certain both the Atari 800 computer and 810 disk drive are turned off. Insert the Basic language cartridge into the left cartridge slot in the computer. Turn on the disk drive and insert the game diskette according to the instruction manual. Close the drive door. Turn on the computer and game will load into computer memory.

PLAY:

You are Jason the Argonaut and your mission is to rescue the Golden Fleece and return it to your castle. But always beware of Medusa the Gorgon who will attack and destroy you!

By touching your shield to the Golden Fleece and then pressing the FIREBUTTON, you will have captured it. After rescuing the Golden Fleece, the castle will then appear in the middle of the screen. You must enter the castle from the left side. Beware of Medusa! When the FIREBUTTON is pressed, she appears.

USE the JOYSTICK to control the movement of Jason's shield and to also avoid Medusa.

Choose from three levels of play: Beginning, Intermediate and Advanced. As skill levels increase, Medusa will move faster, Jason will lose his shield and more obstacles will obstruct the path.

Automatic replay. Great game!

SCORE:

Points are scored by killing Medusa, capturing the Golden Fleece and returning the Golden Fleece to the castle. Score will appear at the top of the screen.

REQUIRES: Atari® 400/800™ 32K Computer, Basic Cartridge, Disk Drive & Joystick.

WARNING:

Unauthorized reproduction of this recording is prohibited by Federal Law and subject to criminal prosecution.

K-TEL SOFTWARE, INC. LIMITED 30-DAY WARRANTY FOR DISKETTE/CASSETTE SOFTWARE

K-TEL SOFTWARE, INC. shall have no responsibility or liability to the customer or purchaser in regard to any liability, loss or damage caused, or alleged to be caused, directly or indirectly by any software diskette/cassette manufactured by or distributed by K-TEL SOFTWARE, INC.

K-TEL SOFTWARE, INC. warrants to the original consumer purchaser that this diskette/cassette shall be free from any defects in materials or workmanship for a period of 30 days from the date of purchase. If a defect which is covered by this warranty is discovered within the 30-day period, K-TEL SOFTWARE, INC. will replace the diskette/cassette providing the product and proof of date of purchase is mailed or delivered postage prepaid to the nearest location of K-TEL SOFTWARE, INC.

This warranty shall not apply if the diskette/cassette (1) has been damaged by playback equipment, or while being used with any products not designated by K-TEL SOFTWARE, INC. (2) has been misused or shows signs of excessive wear, or (3) if the purchaser causes or permits the diskette/cassette to be modified by anyone other than K-TEL SOFTWARE, INC.

If at any time after the 30-day warranty period your software becomes defective, the software and proof of date of purchase should be mailed or delivered postage prepaid to the nearest location of K-TEL SOFTWARE, INC. and we will replace the software for a \$5.00 service charge.

Package, Program and Audio-Visual © 1984 K-TEL SOFTWARE, INC.,™ 11311 K-tel Drive, Minnetonka, MN 55343. Distributed in Canada, 1670 Inkster Blvd., Winnipeg, Manitoba R2X2W8. In Australia, 46 Pymont Bridge Road, Pymont, N.S.W. 2009 Australia. In New Zealand, P.O. Box 2614, Auckland, 1 New Zealand. K-tel Software™ and K-TEK™ are trademarks of K-tel International, Inc. ATARI® is a trademark of Atari, Inc. Printed and manufactured in U.S.A. All Rights Reserved.