

LOADING:

On workbench prompt, insert Snoball in Hell disc. The game will load automatically.
Leave disc in computer during play.

CONTROLS:

Joystick: Up/Down/Fire as normal.

or **Keyboard:** Q = Up, A = Down & Space = Fire.

Plus **Esc** to **Pause**, **Space** to **resume** play, **Q** (when paused) to Quit current mission.

GAME:

You are under constant attack from wave after wave of hostile aliens as you attempt to clear the 16 different combat zones with your top secret 'Snoball' battle tractor. If you lose control of the 'Snoball' missile, or if the battle tractor is struck by an alien, you lose one of your 5 lives. If you succeed in clearing the current zone you progress to the next conflict where you will face an alien attack of even greater ferocity.

There are **BONUSES** to **HELP YOU** (extra points, slower missile speed, auto-rebound, shield, extra life, or 'Proceed to next level') and **ANTI-BONUSES** to **HINDER YOU** (lose points, slow fire rate, start attack wave, lose a life or re-start level). Which is which? That is for you to discover.

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If you have written a good programme and would like to discuss marketing,
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