

# VIRUS RAGE

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## GAME OBJECTIVE

To attain the highest level by eliminating all the Active Nuclei on each level. This can be accomplished by destroying all the Live Cells immediately surrounding each Active Nucleus on a level.

## TO BEGIN THE GAME

1. Boot the system with the IBM DOS diskette in drive A.
2. Remove the IBM DOS diskette from drive A.
3. Turn on the graphics display.
4. Insert the VIRUS RAGE game diskette into drive A.
5. Type VIRUS after the A> prompt, then press the ENTER key. (Type DEMO instead of VIRUS to see a demonstration of the game. Use F4/4 to end the demo.)

## PLAY OPTIONS

### KEYBOARD (default option)

Press the space bar to use the Keyboard play option.

Press one of the four cursor keys to direct the player's movement.

Press the shift key simultaneously with a cursor key to direct the shooting.

### JOYSTICK

Press the J key to initiate the Joystick play option.

Use either button to fire bullets.

Press the firing button down, then use the Joystick to direct the shooting.

Press the space bar or either button on the Joystick to begin a new level or game.

Press the J key to switch between Keyboard and Joystick modes.

## KEYS

- F1/1 — Pauses game (press space bar to resume game)
- F2/2 — Sets sound on/off
- F3/3 — Restarts the game
- F4/4 — Ends the game

## SCORING

|                           | Points |
|---------------------------|--------|
| Destroy a Nucleus         | 15     |
| Destroy a Mutant          | 10     |
| Destroy a Live Virus Cell | 5      |
| Advance a level           | 25     |

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## **Description of the Game Characteristics**

### **BULLET**

- Destroys a Live Cell or a Mutant, turning either into a Dead Cell
- Rebounds after hitting a Nucleus (Active or Dormant)

### **MUTANT**

- Created when a Live Cell is destroyed
- Turns a Dead Cell into a Live Cell by moving over it
- Kills the player on contact
- Destroyed by a bullet

### **NUCLEI**

- Active Nuclei are white in color
- Active Nuclei are destroyed when totally surrounded by Dead Cells or walls
- Dormant Nuclei are pink in color
- Dormant Nuclei become Active when touched by a Live Cell or a Spore

### **PLAYER**

- Can travel over Dead Cells
- Killed when hit by a rebounded bullet, a Mutant, or a Spore

### **SPORE**

- Released at random from any Active Nucleus
- Launched at the player and aimed to kill
- Activates a Dormant Nucleus or a Dead Cell
- Can travel over Virus Cells (Dead or Live)

### **VIRUS CELL**

- Live Cells are pink in color
- Live Cells can be killed by a bullet
- Dead Cells are green in color
- Dead Cells turn into Live Cells when touched by a Spore or traveled over by a Mutant

## GENERAL INFORMATION

### JOYSTICK

Some joysticks do not function at their maximum limits (x,y values). For those joysticks, do not move the stick to the leftmost, rightmost, top, or bottom location when setting up the joystick for use.

In order to set up the joystick to function properly, follow the instructions below:

When moving the joystick all the way left, right, up, or down, the values of the displayed numbers (x,y values) should never reach zero.

If either value reaches zero, then move the joystick back to a location with non-zero value.

Now press the button on the joystick to set its function.

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