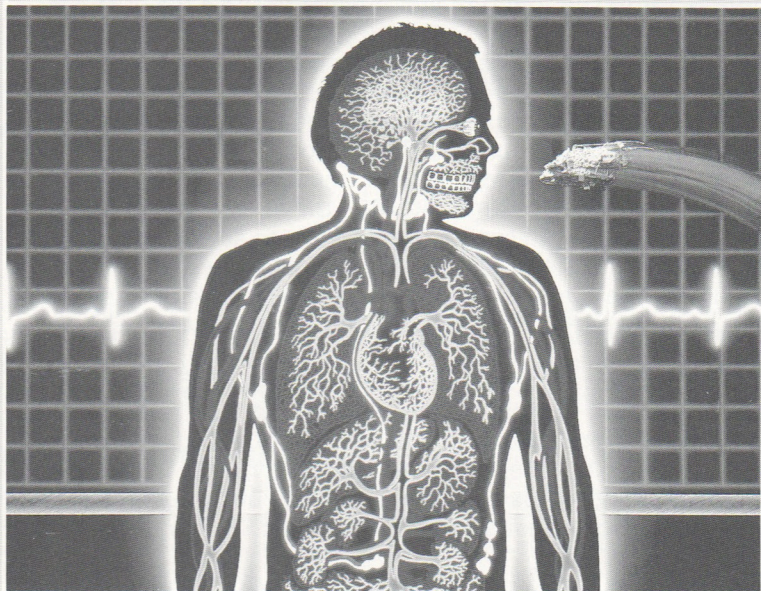




MICROSURGEON™

GAME PROGRAM INSTRUCTIONS



The patient is critically ill! Check the patient's status chart to see which vital organs need immediate attention. Then navigate the tiny robot probe through the blood stream, outmaneuvering white blood cells that attempt to destroy you as foreign matter. Hurry — every second counts.

Get Ready . . .

Object: Maneuver the robot probe through patient's body, discovering and curing 8 different types of diseases.

Controls: This game can be played using 2 joysticks, 1 joystick, or the keyboard. If using 1 joystick, be sure it is plugged into the joystick slot closest to the edge of the PCjr.

To start: Plug in the cartridge, turn power on, and wait for the title screen to appear. Select 1 of 3 skill levels and 1 of 3 different patients. To select skill level hit the red button on either joystick or the ENTER key on the keyboard. Select between student (easy), intern (medium), or surgeon (difficult). To select patient status, move the joystick up or down or use the cursor up/down keys to select fair, critical, or random (patient status unknown). After selecting the level, hit the black button on either joystick or the SPACE bar on keyboard. The status screen will appear.

Status Screen: The status screen indicates location in the body, overall status of the patient (good, fair, serious, critical, or terminal), and the amount of robot probe power remaining. It lists statuses of individual organs and diseases. To go to patient screen, press both buttons on the joystick simultaneously or hit the ENTER key.

The Patient: Once in the patient's body, steer the robot probe through veins and arteries to locate diseases. Use the joystick to move the probe or the cursor control keys on lower right of keyboard. To inspect the status screen, press both buttons on the joystick simultaneously or hit the ENTER key.

Diseases:

LOCATION

LUNGS

LIVER

KIDNEYS

STOMACH

INTESTINES

BRAIN

LYMPHATIC
SYSTEM

BLOOD VESSELS

DISEASE

tar deposits

liver spots

kidney stones

ulcer

tapeworms

tumors

bacterias — little

green bugs that

hop around

leukemia — little

pink cells that

hop around

CURE

ULTRASONIC SHOT

ULTRASONIC SHOT

ULTRASONIC SHOT

ULTRASONIC SHOT

ULTRASONIC SHOT

ULTRASONIC SHOT

ANTIBIOTIC SHOT

ULTRASONIC SHOT

Viruses are yellow infectious agents that chase after the robot probe. Eliminate viruses with ASPIRIN shots. Four power units are awarded for eliminating a virus.

Removing Diseases: Shoot diseases with the proper type of shot. Every time you fire, one power unit is used. To fire a shot, press the red button on the joystick. To select the type of shot, press the black button on the joystick to rotate among ULTRASONIC, ANTIBIOTIC, and ASPIRIN shots. To fire a shot using the keyboard, hit '1' to fire an ultrasonic shot, '2' to fire an antibiotic shot, and '3' to fire an aspirin shot. The shot fires in the direction the probe is moving.

Use ASPIRIN shot to eliminate viruses that randomly appear. Use ANTIBIOTIC shot to eliminate BACTERIA that appear in the lymphatic system. Use ULTRASONIC shot to eliminate all other diseases.

Curing the Patient:

As you eliminate disease from an organ, that organ's status progresses toward 'GOOD'. When all disease is removed from the organ, it becomes 'GOOD', and stays 'GOOD' for the remainder of the game. An organ that is other than 'GOOD' will become progressively worse. When an organ becomes 'TERMINAL', it is too late to save.

White Blood Cells: When the robot probe wanders outside of the blood vessels, white blood cells attack the probe, thinking it is a foreign object in the body. If a white cell hits the probe, one unit of power is taken from the probe. You can shoot them with Ultrasonic shots, but no additional power units are awarded for destroying white blood cells.

Ending the Game: The game can end in 3 ways:

- 1) The patients overall status becomes 'TERMINAL'.
- 2) The robot probe power drops to 0.
- 3) The robot probe leaves the body.

When the game ends, the status screen is displayed, and the player is awarded a fee, which is his final score. To restart the game, press either button on the joystick or the ENTER key on the keyboard.

Scoring:

For each power unit left at end of surgery — \$10.

For each organ in 'GOOD' condition — \$2000.

Patient overall status is:

GOOD	— \$40,000.
FAIR	— \$30,000.
SERIOUS	— \$20,000.
CRITICAL	— \$10,000.
TERMINAL	— \$0.

Patient initial status was:

FAIR — \$10,000.
SERIOUS — \$20,000.
CRITICAL — \$30,000.

Surgeons skill level is:

SURGEON — multiply above
total * 100
INTERN — multiply above
total * 10
STUDENT — no change

Fee at end of microsurgery is calculated automatically. Since fees are high for microsurgery, only patients with full medical insurance are billed. Microsurgeons donate their fees to research foundations.

Two Player Version:

Microsurgeon can be played with two players at the same time. Using two joysticks, the first player uses the first joystick to steer the robot probe, and the second player uses the second joystick to fire the shots. Move the second joystick the direction you want to fire, and the shot fires automatically. In this way, two players can move and shoot in different directions. The second player can also select the type of shot by pressing the black button on his joystick.

NOTE: THE GAME SHOULD BE TURNED OFF WHEN NOT IN USE.



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