

BEATCHA
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Created by JON SMITH

The scene: Qange Hill Comprehensive, on "Sirius B". You must avoid the Teachers and escape.

WILL YOU BE THE SUPREME WORLD CHAMPION?

To Load "Beatcha!"

type:- LOAD "" (press return). You are a pupil at Qange Hill comprehensive school on "Sirius B", and are attempting to avoid the teachers. You have to negotiate the maze of crazy classrooms, and collect all the keys, so that you can successfully exit from the main door.

You Start with 26 lives (A-Z), and gain an extra life for each key found (when your lives get as low as 'Z', watch out, it's your last one).

The keys also load your stun gun, which, when fired (press Enter) momentarily immobi-lises teachers.

Your score is given as marks out of 1000, based upon the number of moves taken, penalties incurred, lives left and the number of keysfound.

Penalties: 1 for each move; 100 for being caught; 250 for firing stunner.

"Beware" If you bump into too many teachers in one room, you may get trapped, your only escape if this happens is "Quit".

Controls:

Z = LEFT
X = RIGHT
L= UP
M = DOWN
ENTER = FIRE
P = PAUSE
Q = QUIT

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