

# BOMB ZONE





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## PLAY OPTIONS

Press the J key switch between Keyboard and Joystick modes.

## KEYBOARD (default option)

Press the space bar to use the keyboard option.

Press any of the arrow keys (2,4,6,8 on the numeric key pad) to direct the player's movement.

Press the shift key simultaneously with any of the arrow keys on the numeric key pad to direct the shooting.

Press the shift key simultaneously with the 5 key on the numeric key pad to turn on the player's force field.

## JOYSTICK (2 buttons)

Select one button to turn on the player's force field.

Use the other 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 game.

## KEYS

F1 — pauses game (press space bar to resume the game)

F3 — sets sound on/off

F5 — restarts the game

F7 — ends the game

## FORCE FIELD

Is on when player's shirt is pink.

Automatically activated for each new player.

Protects player from bullets, Killer Drones, and exploding bombs.

First 3 uses are free; any subsequent use costs 10 points.

## BULLET

Firing a bullet costs 1 point.

Rebounds after hitting a Killer Drone.

Detonates a bomb after hitting it.

Kills player, Deactobot, Sealer, and Magnabot.

Stops after hitting a Bomber or a wall.

## BOMB

Has 3 phases — white then green then red then explodes.

Deactivated by the player on contact.

Only a bullet or the Bomber can explode a deactivated bomb.

Only the Assassin can go over bombs.

## CRATER

Is the remains of an explosion.

Only the Magnabot and Assassin can go over it.

Bullet can go through it.



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The following creatures are in the game.  
Any one of them kills the player on contact.

**KILLER DRONE**

Has up to 4 layers of armour.  
Killed when all layers of armour have been blown up.  
Killed by a nearby exploding bomb, Deactobot, Sealer or Magnabot.  
Killed by Bomber on contact.  
When all are killed, player advances to next level.

**ASSASSIN**

Goes over anything.  
Cannot be killed.

**BOMBER**

Moves horizontally across screen.  
Fires bullets up and down.

**DEACTOBOT**

Removes bomb on contact.

**MAGNABOT**

Is attracted to the player.

**SEALER**

Removes crater on contact.

**SCORING**

	Points
Deactivate a white bomb	+ 2
green bomb	+ 4
red bomb	+ 6
Explode a bomb	+ 5
Destroy a layer of armour	+ 5
Kill Killer Drone	+ 15
Kill Deactobot, Sealer or Magnabot	+ 20
Shoot a bullet	- 1
Use force field	- 10
Advance a level	+ 25



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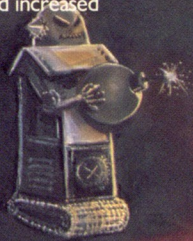
AN AFFORDABLE HIGH QUALITY GAME

## Game Objectives:

Overcome all the obstacles and constraints to defeat the menacing Killer Drones. Each level offers new challenges and increased difficulty.

## Highlights of the Game:

- Fast action Arcade style game
- Keyboard or Joystick play option
- Over 30 levels of difficulty
- Maintains a record of high scores
- Demo/Practice mode for testing higher levels
- Pause key to stop game in midplay
- Superior color graphics
- Exceptional sounds effects (High-speed compiled BASIC and Assembler Language)



## System Requirements:

IBM Personal Computer, a disk drive, Color Graphics Adapter, 64K and DOS 1.0 or 1.1, or, 96K and DOS 2.0.



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