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| <b>Game</b>        |                                                                                                                                                                                                                                                                                                                                                       |
| <b>Objective:</b>  | Remove all bombs before time runs out.                                                                                                                                                                                                                                                                                                                |
| <b>Joystick</b>    | Is used to control all action; left, right or through one way doors                                                                                                                                                                                                                                                                                   |
| <b>One:</b>        | from room to room. The trigger will allow the robot to pick up or drop objects found in rooms.                                                                                                                                                                                                                                                        |
| <b>Game</b>        | The building has 26 rooms and 1 cellar which change in layout from                                                                                                                                                                                                                                                                                    |
| <b>Features:</b>   | game to game. Bombs (small orange squares on the floor) are guarded by laser beams which can only be crossed safely if the plank (orange line) is placed over the beam. It is only possible to carry one bomb at once. When the outside view is found it is possible for the robot to drop the bomb after it has passed the first of the six windows. |
|                    | One room has a trap door which leads to the cellar (the door can be covered with the plank), one of the doors from the cellar will lead to the outside. One room contains a magic window (white outline), if the trigger is pressed as the robot passes the window the robot will move to a room which will probably contain a bomb.                  |
| <b>Screen</b>      |                                                                                                                                                                                                                                                                                                                                                       |
| <b>Indicators:</b> | The number of bombs left is shown in the top left corner of the screen. Time in seconds is updated only on entering a room. If shield strength reaches zero the robot will melt. Energy is used to disable defences and robot guards (push the trigger)                                                                                               |
| <b>Game</b>        | 1-3 to find 2-4 bombs. 4-6 to find 2-4 bombs, but with reduced time                                                                                                                                                                                                                                                                                   |
| <b>Options:</b>    | and shield strength.                                                                                                                                                                                                                                                                                                                                  |
| <b>Points</b>      | Points are awarded according to the number of bombs found and the                                                                                                                                                                                                                                                                                     |
| <b>Score:</b>      | time remaining.                                                                                                                                                                                                                                                                                                                                       |

## LIMITED WARRANTY

Channel 8 shall have no liability with respect to any loss or damage caused by this product. This product will be exchanged if defective in manufacture.