

Loading: The program will load into any Atari 400 or 800 machine (cassette or disc) as long as it has either 32K or 48K of memory. The CLOAD command should be used as normal to load the program.

The game: Gallery of Death is an arcade game, based on the fairground shooting gallery system of multiple targets moving across your field of fire. There are four rows of targets; two of which move from left to right while the others move from right to left. Each row features many different targets in three different colours, the yellow ones score most and the red ones the least, while the top row scores more points than the bottom row.

To add to the fun the four rows also possess different properties. The lowest row costs one shot per hit but will drop bombs on you, the second row costs three shots per hit. The third row will give you one bonus shot per hit on a yellow or green target and a free shot for hitting a red target. The top row will also give you a free shot for hitting a red target, two bonus shots for a green one and four bonus shots for a yellow target.

All your shells are delayed action, the target may appear unscathed only to disintegrate as it moves across the screen. The lowest row can also drop their bombs as they explode so beware of gloating over your apparent success!

Each life, you have three, is equipped with 20 shots and the life is lost once these are exhausted (assuming that you haven't been bombed first!) so it is obviously worth trying to get those bonus shots from the top two rows. You will gain an extra life for each 10,000 points scored but the game also speeds up to make things a little more interesting.

The scoring system used in Gallery of Death is very complex. Not only do the target colours affect the points scored for a hit but the number of shots left and the number of lives left. It is part of the game's strategy to establish which targets are the best to go for at the various stages of play; do you try to get bonus shots or should you simply aim for a steady scoring rate, for example.