To load **Silicon**: remove all cartridges, switch off the computer, hold down the start key, and turn the computer on. Press play on the tape deck, and then press any key on the computer. When the game has loaded, it will automatically go to the demo mode.

The chip is shown on screen as a maze-like golden circuit board. Scattered randomly around the chips are pulsing geometric shapes. When MAD picks these up (by running over them), 10 points are scored. There is one octagonal super bit; when MAD runs over this he will change colour. Whilst he is this colour (approx. 20 secs) he is totally immune to damage from anything. When MAD is carrying his cargo of bits (maximum of 4 at a time) and manages to get to the output port (top right corner of the chip), his cargo will automatically be discharged, and bonus points awarded as follows:-
Single line = 20 points; Double line = 40 points; Square = 80 points; Octagon = 160 points.

When the chip has been cleared of all the stray bits, and they have been outputted: as long as the Glitch is not active, MAD will go on to the next chip. The Glitch is a fiery ball that enters the chip after a random delay, and floats around accompanied by an ever increasing heart beat. When the heart beat reaches a climax: the Glitch explodes violently, burning the chip irreparably, losing MAD one of his three lives.

MAD has a cannon with which to protect himself. This fires a pulse of electrons (the only way to destroy the Glitch). If he hits a bug with the pulse, the bug will degenerate to its egg state (they can hatch at any time).
There is also a radar scope to help the player divert MAD away from mobile bugs.

Bonus points are awarded when a chip is successfully cleared, and when a Glitch is destroyed. The chip has to be cleared within 100 time units, otherwise MAD will lose a life.

There are 12 selectable skill levels, with a different shaped chip at levels 5, 9, and 13. There are a maximum of 99 skill levels.