

L I V E W I R E

By: Tom Hudson. Typed by: Sean Kelly.

To play, just binary load it, without cartridges inserted.

In Livewire! you are a logic probe on A mission to rid your computer of various faults. You sit atop various circuit junctions(which happen to(spell LIVEWIRE)as the enemies of your computer climb up the circuit lines toward you. There are 64 levels in the game, each one more difficult than the last. You can use joystick or paddle to play, but a paddle is recommended

Choose the controller with the SELECT key and press START to begin playing. Move along the circuit rim, and press the trigger to fire up to 6 deadly electron bursts at a time. Keep alert, because they also fire at you. In a tight situation, the space bar will destroy all enemies on the screen. Use this weapon wisely, as you only have one use of 'zap' per grid. Your score is shown at lower left of the screen. Probes remaining next to it, and level next to probes.

You begin with 3 lives. Bonus life at 20,000 pts. ESC will pause the game. press again to continue. ARCS are clever objects which unpredictably jump from one line to another: Worth 50 pts. SURGES rise up the circuit grid, then change direction toward the bottom.

TRANSIENTS Are nasty objects which appear and disappear at random. When invisible, they cannot be destroyed, but they can destroy you!(Worth 150 pts.)

VOLTAGE SPIKES aren't particularly dangerous until it reaches the top. When they do, they turn into SHORTS.(described later). Worth 200 pts.

RESISTANCES cannot be destroyed with electron bursts. If it is hit by one, it is bounced back at the logic probe! The only way to kill it is with the ZAP(Worth 250pts.)

SHORTS Up to 4 of these guys can be at the rim at a time. They follow the rim at random. They kill you on contact. They can only be destroyed with the ZAP feature. Worth 400 pts.

GOOD LUCK!!!!

WRITTEN BY: Brian Hendricks