

=Protek= SPECTRAPEDE

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Load and run by entering Load"". If you have any problems with tape loading, consult pages 141-148 of the Sinclair ZX Spectrum handbook. The program loads in four parts, only stop the recorder when the program starts to operate. The program is recorded twice on one side of the cassette.

You must defend the mushroom patch against marauding centipedes, spiders, snails, scorpions and worms. You can move your gun in four directions using the arrow keys (5 to 8) and 0 for fire. Alternatively you can use a **PROTEK** joystick.

When you hit the centipede, it will break into two and the parts will move in opposite directions. Scorpions drop deadly fleas that form new mushrooms, snails leave a trail of poisonous mushrooms and the worms drop on you unexpectedly! Bonus points are awarded when you eliminate a complete centipede.

The skill levels vary from 1 (slow) to 3 (fast). Press any key to start the game and skip the hall of fame and score card.

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