DIECOM PRODUCTS INC.

PRESENTS

RUSH'N ASSAULT

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BY: DAVE DIES

SYSTEM REQUIREMENTS:

Mission: Rush'n Assault requires a 64 k Color Computer with one or two joysticks.

LOADING INSTRUCTIONS

DISK:
1. Place disk in drive 0
2. Type LOADM"RUSH" <ENTER>
3. The game will load and execute automatically

CASSETTE:
1. Place cassette in tape recorder
2. Type CLOADM <ENTER>
3. The character in the top left corner will keep cycling while the program is loading, if it stops on the letter <E> then an error has occured. If this happens, try loading again with different volume or try the second copy on the tape.

After the program has loaded, follow the instructions to set the screen color. When asked if you have two button joysticks, answer <Y>es if you are using a Coco 3 and your joysticks have two buttons. If not press <N>o.

PLAYING INSTRUCTIONS

STARTING THE GAME:
Push the <ENTER> key to start game. Select the number of players <1> or <2>.

MOVING THE PLAYERS:

Use the joystick to move your player around the screen. You can move up, down, left, right and in all diagonals. Use the joystick button to fire bullets. If you are using two button joysticks, the second button throws grenades. If you are using a one button joystick, you must hold the button down to throw a grenade.

BULLETS AND GRENADES:

When you are playing you must remember you have a limited supply of bullets and grenades. The number of bullets and grenades are displayed on the right side of the screen. You can pick up extra grenades and bullets as you play the game. You do this by running over the squares with a <B> and <G> in them.

You can increase the length that your player's bullets are fired by running over a square containing a small gun.

You can increase the power of your player's grenades by running over the square with a grenade in it.

YOUR PLAYERS HEALTH:

On the right side of the screen is a colored bar matching the color of your player's headband and this is your health bar. When the health bar has totally disappeared, the word <DEAD> will appear over the player number message, and your player will be dead. If two people are playing at the same time, the game does not end until both players are dead. If a player is shot by an enemy bullet, the player will lose a small amount of energy, but if he gets hit by an enemy grenade explosion, he will lose much more energy. A player can gain extra strength by running over a square containing an <H>.

THE ENEMY:

You will encounter many different obstacles such as enemy soldiers, bunkers and tanks. Some of the enemy can be shot and killed with bullets, and others must be destroyed with grenades. Some of the enemy will fire bullets at you, some will throw grenades, and others will fire both.

PAUSE:

You can pause the game with the <P> key. Resume the game by hitting <P> again.

QUITTING A GAME:

You can quit a game by pressing the <BREAK> key.

SCORES:
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ENEMY SOLDIER .............      300 POINTS
ENEMY TANK ................      300 POINTS
BUNKERS ...................      500 POINTS
WALL GUNS .................      250 POINTS
GRENADE LAUNCHERS .........      350 POINTS
STEEL DOORS ...............    1,500 POINTS
<P> SQUARE ................    2,500 POINTS
RESCUING POW'S ............   50,000 POINTS
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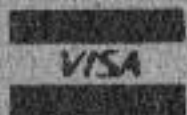
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