

# Germ Blaster

Version 1.1

## Starting the Game & System Requirements

A modern PC (Pentium or higher) running Commodore OS Vision 2 is required.

## Concept

Avoid and destroy as many germ, virus, and cancer cells as possible. There are 10 Levels of gameplay.

## Game Introduction





This game is similar to the classic Intellivision game, "Astrosmash." It uses selected objects of known germs and bacteria as gameplay enemies.








## Controls and Controlling

Key	Function
Cursor Keys	Control ship
Ctrl	Fire weapon
S	Toggle Sound On/Off
ESC	Exit Game (immediately)
F12	Advance to next level (up to level 6)

To pause a game simply mouse click outside of the game's active window. To resume, click inside the gameplay area.

## Scoring

Points	Name	Graphic
10	Bacteria	
15	Herpes Virus	
10	Bacteria	
5	Bacteria	

15	Bacteria virus	
15	Cancer cells (dividing)	
50	Enemy Fighter	
5	Enterococcus	
15	Extragonadal	
5	Tentacle Virus	
20	Viral cell	

You lose points for every object that passes by your ship. The number of points lost is equal to half the amount of points for the specified object in the chart above.

You also lose 100 points every time your ship is destroyed.

#### Game Features & Hints

Avoid being hit. Destroy as much as you can.

Explosion particles will not damage your ship.

Your ship can only be moved left and right.

An extra life is gained for every 1000 points earned. Unlike with scoring, objects that pass by your ship do not impact point accumulation for an extra life.

Advance to the next level for every 1000 score points. The game consists of 10 levels. The game will continue in level 10 as long as you can stay alive, thus, there is no end to the game.

#### Saving and Loading Games

The saving and loading of games is not available.

#### Comments & Feedback

Your comments are welcomed.

#### Credits

Game Design & Programming by David Falksen

License

This game is public domain.

Version Update Information

*Version 1.1*

- Ported to *Commodore OS Vision 2*
- Ported to *Cerberus-X* as *Monkey-X* language is now open source and *Monkey-X* is no longer supported by Blitz Research Ltd.

*Version 1.0*

- Game released.

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