

- 1. Object of game is to shoot as many Robots as possible and escape from room.**
- 2. Player is controlled by control stick and can move in eight directions.**
- 3. Aim with control stick and shoot with either FIRE button.**
NOTE: Player stops moving when shot is fired.
- 4. Robots are worth 50 points. Bonus Score for destroying all Robots (even if Robots destroy each other).**
- 5. EVIL OTTO comes out from position player started, cannot be destroyed, will go thru walls, and follows player with its object to destroy the player.**
Extra man for score of 5,000.

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