SCARFMAN
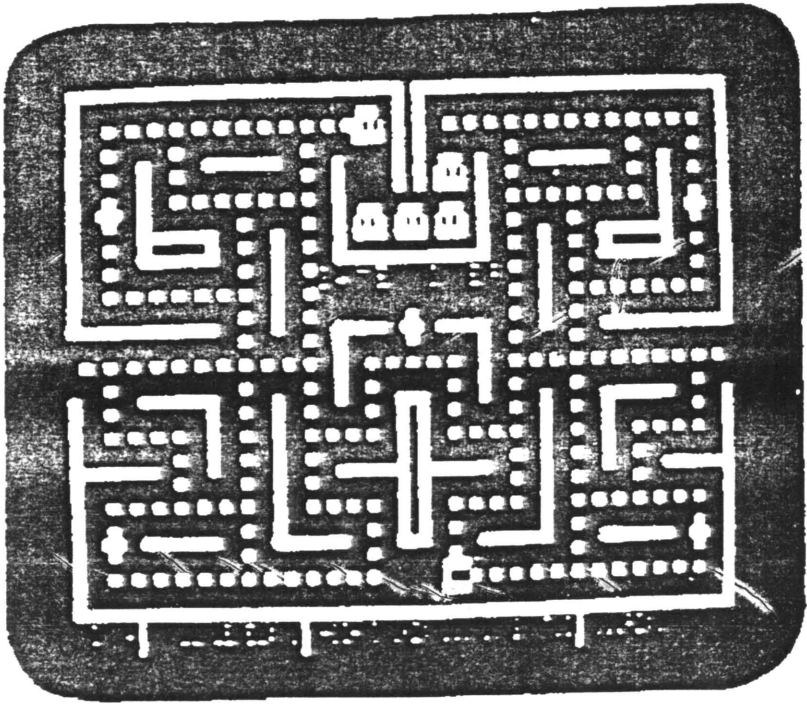
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SCARFMAN

Will you SCARF your way to victory?

Can you avoid the MONSTERS that guard the maze?

Answers to these questions await the brave, who dare to enter the maze where the monsters live. SCARFMAN , written by the author of MISSILE ATTACK, features quality GRAPHICS, SOUND, REAL TIME MONSTERS, and hours of ENJOYMENT. Nine progressive skill levels make the game more difficult as you get better. Do you have what it takes to reach skill level 9?

Scarfman is a fast-paced game controlled by either the [ARROW] keys or via an Alpha Products compatible joystick. At any time during the play of the game, the current game may be aborted by simultaneously depressing the [CLEAR] and [BREAK] keys. At that time, the game can be either restarted, or you can abort to DOS by depressing the [Q] key.

Note: This disk boots up on a Model I, III, or 4 (in III mode). It transfers the file(s) to TRSDOS 2.3 or TRSDOS 1.3. If you are using LDOS, DOSPLUS, or other compatible DOS, just do a DIR and then COPY the file(s) over to a diskette formatted by your DOS. For NEWDOS80, first generate a TRSDOS disk, then use normal methods employed by NEWDOS for converting files from TRSDOS disks.