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> **Gremmaray** is a grid-style shooting game for one or two players -- one player against the clock, one player against the computer, or two players competing against each other.

INSTRUCTIONS

General:

The **Gremmaray** grid is an array of blocks (cyan) and mines (red circles). The object of **Gremmaray** is to get as many points as possible in 45 seconds by shooting them with your Gremma-ship.

Cyan blocks score 10 points and disappear when hit Mines explode when hit and destroy other blocks and mines in adjacent spaces. They score 50 points plus the score of any other objects destroyed in the explosion. Shooting a group of mines will cause a high-scoring chain reaction. If you or your opponent's ship is too close to a mine when it explodes, it will be temporarily incapacitated. If you incapacitate your opponent's ship, either by hitting a nearby mine or by hitting it directly, you get 1000 points.

In addition to scoring points, it is necessary to shoot the blocks and mines to clear a path for your ship to move. The closer you are to the objects you are firing at, the faster your ship will fire.

Each time the grid is cleared before the time has expired, the game will reset.

> **Note:** If there is a memory expansion cartridge in the expansion port of your computer, **Gremmaray** will not work.

Starting the one-player game:

To play against the clock, press the F1 key. Your ship will appear in blue on the left side of the screen. It can be controlled either with the VIC-20 keyboard or with a joystick.

To play against the computer, press the F3 key. Your ship will appear in blue on the left side of the screen. It can be controlled either with the keyboard or the joystick. VIC-20's ship will appear in green on the right and it will take care of itself. Not to mention you, if you're not careful.

Starting the two-player game:

Press the F5 key. Your ship appears in blue on the left side of the screen and is controlled by the keyboard. Your opponent's ship appears in green on the right side of the screen and is controlled with a joystick.

> **Using the keyboard:**
> R moves the ship **up**
> V moves the ship **down**
> J moves the ship **left**
> L moves the ship **right**
> Use the **space bar** to **fire**

Instructions for Gremmaray II:
The same but faster

Instructions for Gremmaray III:
The same but faster yet

Sophisticated Software Systems

May 24, 1983

Camera Department Purchasing
Rogers Catalog Showrooms
950 28th St., SW
Grand Rapids, Michigan 49509

Dear Sir / Madam:

Enclosed with this letter you will find a sample tape of **Gremmaray**, an exciting new game program for the Commodore VIC-20 computer.

Gremmaray is a grid-style shooting game for one or two players -- one player against the clock, one player against the computer, or two players competing against each other. Each game is timed to 45 seconds, and when the game is over, another can be started without reloading. For one-player games, **Gremmaray** uses either the key board or a joystick. The two-player game requires a joystick for one player and the keyboard for the other. **Gremmaray** is written entirely in machine language for fast play action and color graphics.

Production copies of the program will be on cassette tape, and will require only the basic unexpanded VIC-20 and a cassette tape player. Anyone owning a VIC-20 will be able to use it. Of course it will come with attractive packaging and complete game instructions.

Give the sample a try. We think that after you play it, you will agree with us that **Gremmaray** would be a valuable addition to your line of VIC-20 software. Our suggested retail price is $13.95, with a price to you of $10.00 each in quantities of 1 - 10, $9.00 each in quantities of 11 - 50, and we pay the shipping. We anticipate that shipment will be made within four weeks after receiving a purchase order.

Thank you for trying **Gremmaray**. We look forward to hearing from you.

Sincerely,

· Gregory K. Seelhoff