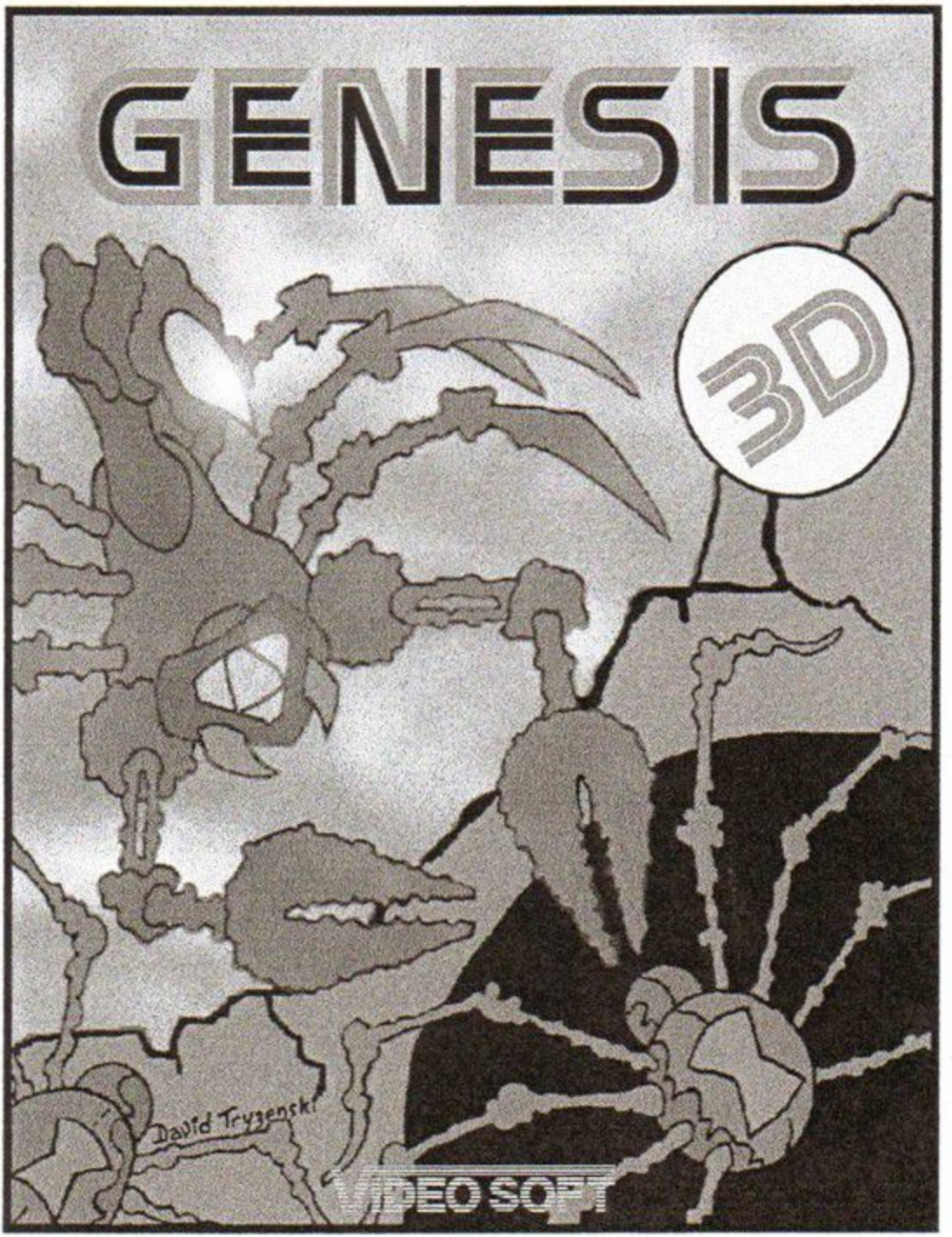

GENESIS
3D
David Tryzenski
VIDEO SOFT

PEACE THROUGH SUPERIOR FIREPOWER!

In the far future, the planet is overrun with enormous, super insects, who fiercely battle each other for survival. You've chosen a side to fight for, and the enemy has been funneled into a deep crevice, but now you're outnumbered. You put their numbers to the test. They say the meek shall inherit the Earth, but how long can you defend it?

This was originally planned to be 1 of 3 "3-D" games on Power-Play Arcade cart #1. A screenshot was shown in a catalog for Amiga's Power System, but no description was included. It was programmed by Dan McElroy and Jerry Lawson implemented the use of 3-D.

Press **SELECT** to chose either 1 or 2-player game. The **Difficulty Switches** don't appear to be used. Press **RESET** to initialize a new game and press the **Fire** button to start.

You control a yellow scorpion that moves around a 3-D tube-like playfield. Moving the joystick left or right rotates the scorpion around the outer edge. Spider enemies will run around the inside edge and climb up towards the outer edge.

When one reaches it, it might knock a section out, otherwise it'll bounce back down. Pressing the fire button activates your stinger, and each spider shot is worth 100 points.

The "rail snail" appears as a yellow part of the outer edge and is always sliding around the edge. It's usually lethal upon contact, but before it changes direction, it will briefly flash and emit a 2-note tone. Touching the snail isn't lethal at that point, and is worth 10 points. It also increases the point multiplier by 1 (max is 4), gives you the ability to either repair a damaged edge section, and offers you a one-time immunity from contact with the snail when it's not flashing.

Touching a spider or snail (without immunity) or moving into a gap in the outer edge is deadly and will cause you to fall down into the hole. You only have 3 lives per game.

Each time you shoot a specific number of spiders, gameplay will pause and the wave counter will flash, notifying you that the wave was cleared. There are a total of 8 distinct waves, and the 8th wave continually repeats after you clear it. The wave counter doesn't go any higher than 8.

The Video Soft 3-D GENESIS cartridge is designed to operate with the ATARI® 2600™ Video Computer System™ console and all compatible machines.

NOTE: Always turn the console POWER switch OFF when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your cartridge and your ATARI® 2600™ VCS™.

The 3-D GENESIS team:

Jerry Lawson, designer
Dan McElroy, programmer
David Tryzenski, artwork
Randy Crihfield, cartridge pcbs
Joe Santulli, cartridge casings
Harry Dodgson, help with coding
Tim Duarte, marketing
Scott Stilphen, everything else

*Special thanks to Jerry Lawson, for making this project possible.

© 2010 Video Soft, Inc.