Don't Panic

An exciting new multilevel action game in wonderful monochrome video for the Sinclair 16K ZX81 home computer.

Loose yourself for hours and hours in our brand new game. Specially written for your entertainment and delight. Includes special laser beam technology with hidden scoring. Superfast broadband connection not required.

Panic has taken over the inhabitants of planet Earth after news that the planet is scheduled to be demolished to make way for an intergalactic highway construction project for a new hyperspace express route.

Your mission, should you choose to accept it, and you must accept this mission, to save face (and no, I don't mean that nice looking attractive guy from The A-Team), is to remove as much panic as possible. Only when you have removed all traces of panic will the population calm down and peace can be restored. Well at least until a Vogon recites some poetry...

Please note, this action packed game is only suitable for ZX81 computers that have 16K bytes of available RAM. Only compatible with the version 2/improved ZX81 ROM.

To play, inset the cassette tape face up, rewind to the beginning, switch on your ZX81 and when the inverse K appears, type LOAD ""

To get LOAD to appear just press the 'J' key, to get the double quotes, press and hold the 'SHIFT' key and then press the 'P' key.

Once the game has loaded, it will auto start automatically.

Keyboard controls:

Use Z to move left

Use X to move right

Use M to fire

Use Q to end the current game.

Y'all have fun now.

Please look out for more exciting new action games coming soon to all your favourite home computers. We are tirelessly working on games for a range of systems and are hoping to soon release new games for the ZX Spectrum, the Sinclair QL and the wonderful Z88 as well as extending our range of ZX81 games. If resources allow, we are also looking to develop a limited number of games for the Lambda 8300/ Power 3000 computers.

Main title artwork courtesy of hankbaumbach. Credit to Bean for the M/C Copyright 1024MAK

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