



INK LOSER'S MANUAL



This video game enjoys the DOUBLE DABBLE feature, in a manner of speaking you may play for a game version on first generation MSX Home Computers and to play for an another enhanced version of the same game on upper generation MSX Home Computers.

••• READ CAREFUL • IT'S FOR YOUR INTEREST •••

- ▶ Turn off the computer.
- ▶ Insert *INK • EXXON SURFING* cartridge into the card slot from your M\$X Home Computer.
- ▶ Turn on the computer.
- ▶ Select PACIFIC or ATLANTIC for common or rush play mode



... INK • EXXON SURFING •... GUIDE FOR ENJOYMENT



This is *Kuro*, the little kraken. His mission is yours, to spot the seas and avoid other aquatic creatures.



Claws the crabs kills *Kuro* if they touch him. They can be frozed pushing SPACE or FIRE. When crabs are frozed they are inoffensive.



Watermelongum the octopode rub away *Kuro's* prints. He is hungry for ink and his touch is harmless.



Witty the starfish smacks crabs, spin herself round like a record. Their touch is harmless for *Kuro*.

Alaska 1989, *Exxon Valdez* spills 11 million gallons of crude oil. Spain 2002, *Prestige* sinks off 1.200 miles of seafront. Worldwide 2006, *Ink* stains the entire M\$X fandom.

The most colossal nitemare flash from the deepest ocean, a little kraken called *Kuro*. No mission nor cause, just nature calling, he stains his way like a subaquatic road roller. Crabs, octopodes and starfishes are against *Kuro*'s stamp-mania, the squid row attitude.

Be the master of this little kraken and control him, let's tip up the groovy goop and feel yourself pretty dirty!

Your aim is to stain all the passing zones before the PANIC counter turns zero. When your EXXONmeter is empty, refuel it turning back over your footprints.

Use CURSOR KEYS and SPACE BAR or COCKSTICK for entertainment.





© 2005-2006 INK TEAM / MATRA CORP
Provided by Matra Computer Automations,
a S★T★A★R Ltd Company
www.matranet.net

MADE IN MARS

REV. A