REFLECTRON

AbCARD

HE system

PC Engine

AETHERBYTE

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Care of your AbCARD

1. Always keep your AbCARD in its protective case.
2. Do not bend, stamp on or attempt to eat.
3. Do not subject to high temperatures.
4. Keep away from corrosive substances.

REFLECTRON

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You are a Biological Entity Remover Node And Repair Droid (or B.E.R.N.A.R.D. for short), working for the evil robot overlord on his deadly mobile space station.

Charged with maintaining the primary laser cannon, B.E.R.N.A.R.D has, however, developed something of a conscience. Instead, he has chosen to defy his master and do his best to stop the cannon's DELTA CRYSTAL from charging up by destroying the MEGA PROTONS with his cranial gun.

Will he be able to stop the cannon from decimating another innocent world?

D-PAD
Moves B.E.R.N.A.R.D. left or right

BUTTON II
Fires the cranial gun.

BUTTON I
No function.

SELECT BUTTON
No function.

RUN BUTTON
Begins the game

Move B.E.R.N.A.R.D. left and right across the bottom of the screen. Fire his cranial gun so that shots reflect of the sloped ceiling and destroy the MEGA PROTONS that gradually move upwards. If five MEGA-PROTONS reach the DELTA CRYSTAL and charge up the laser, the game is over.

B.E.R.N.A.R.D.   DELTA CRYSTAL   MEGA PROTONS
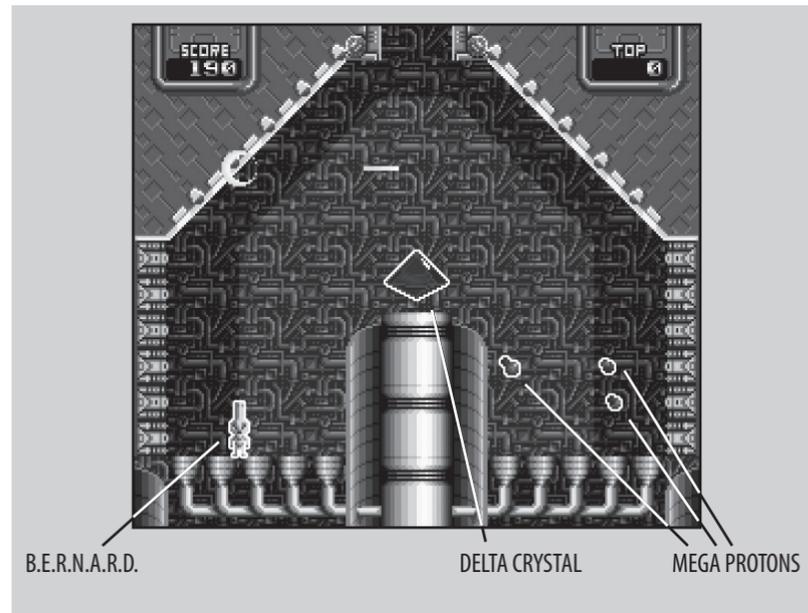
CREDITS
Program, Music and Sound FX: Andrew Darovich. Graphics and planning: Paul Weller. Cover artwork: Matthew Harding.
Based on the ZX Spectrum type-in game 'Rebound' by Phil Willcox, published in Sinclair Programs October 1983.