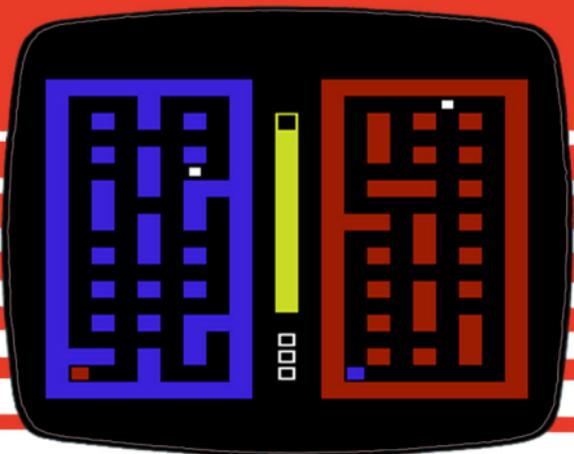


FOR THE UNEXPANDED

VIC-20

TEN TEN  
GAME CASSETTE



commodore  
DENIAL

INSTRUCTIONS:

In a world of bilocation, your objective is to achieve synchronicity by aligning two dots.

The player controls both "Tens" (red and blue dots) on separate play fields.

Take advantage of asymmetry to bring each to its respective goal (smaller white dots).

The enemy wins by either occupying the castle or destroying all player units.

Use the Joystick or Keyboard program versions.

FIRE button or C= key: starts the game (and speeds up the timer to end a game)  
JOYSTICK or W,A,S,D keys: moves both tens.

Adjust difficulty by holding a function key at start.  
F1 is a slow, practice mode.  
F3 is a challenging, training mode.  
Shift Lock pause the game between scores.

Made by Jeffrey Daniels in 2016.

[sleepingelephant.com/denial](http://sleepingelephant.com/denial)

VIC-20

TEN TEN

**NO RAM EXPANSION REQUIRED**

This game has been recorded in full colour and sound. In case of damage, the program should be recorded twice on both sides. Manufactured by you.

JEFFREY DANIELS