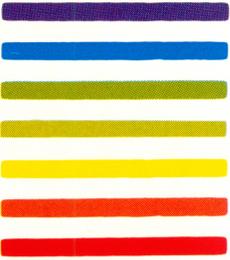
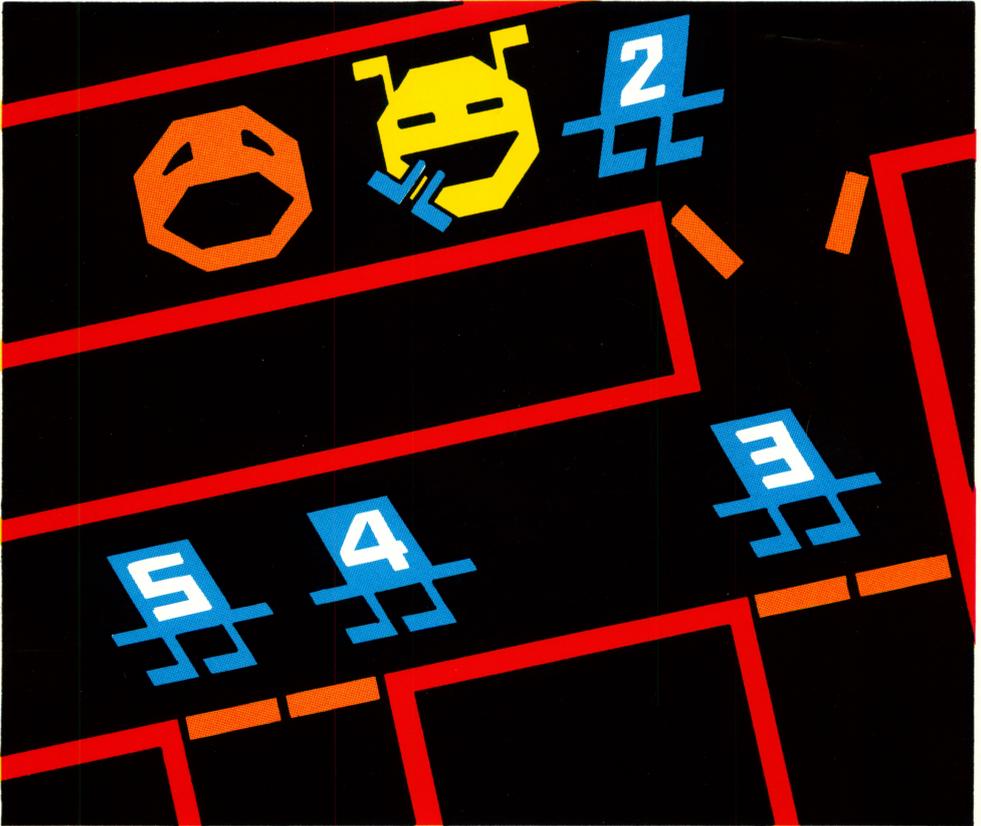


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# Piccadilly Software Presents



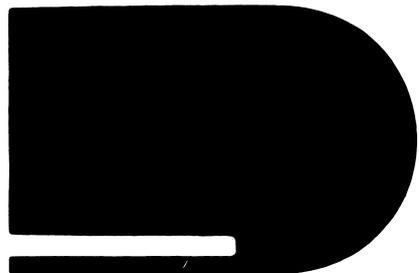
# Succession



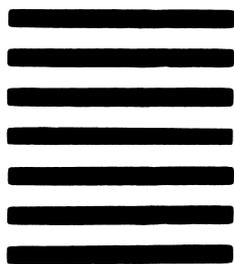
**APPLE II/APPLE II PLUS**  
48K - Dos. 3.3 or 3.2  
keyboard

**APPLE III**  
keyboard

Written by Chris Eisnaugle  
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# **Succession**

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**INSTRUCTIONS**

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# INSTRUCTIONS

1. Boot the Succession diskette and wait until the title page appears on the screen.
2. A message will show on the bottom of the screen "Enter movement keys (UDLR)". You may choose any keys for game movement; (u)p, (d)own, (l)eft, (r)ight.
3. Enter the keys in the exact order (UDLR) that you wish to use and press return. (Left and right keys are usually the left and right arrows, but you may choose any keys)

**Example:** AZ ← → A would be the up key, Z would be the down key, and left and right arrows would be the left and right keys.

4. On the bottom of the screen you will see two game options.

**P - Play      D - Demo**

5. Press P to play the game or press D to play in the non destructive demo mode.
6. Succession is played using the keyboard only.

## Play

1. You are the creature with the antennae on the top of its head. (MASHER)

2. The large creature with the big mouth is after you. (CHASER) Avoid it at all costs.
3. Your goal is to get the little creatures with numbers on their bodies. You must get the little creatures in order. If you do not, all the creatures will reappear.
4. There is a timer. (bottom left of the screen) You must get all the little creatures, in order, before time runs out.
5. There are four levels to succession: each level has one more little creature and each level is a bit faster.

**Hints:**

1. You can exit through outside tunnels if you are being chased. However you will reappear at some random place.
2. Doors will open and close randomly
3. Every so often there is an invisible door.

## Scoring

Clearing a level (get all the creatures)	<b>500 points</b>
Each mark left on the timer when you clear a level -	<b>100 points</b>
More than 15 marks left on the timer -	<b>1000 points</b>
Score reaches 20,000 points -	<b>extra masher</b>

# **Succession**

## **Object**

To get all the numbered little creatures within the maze, but you must get them in order, and within a time limit.

## **Strategy**

Move up, down, around, and even out of the maze, but don't let the "chaser" get you.

## **Succession**

Succession is completed when you get all the numbered little creatures. However that is only the end of the first level. There are three more levels, each one faster and more difficult.

Written by Chris Eisnaugle

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