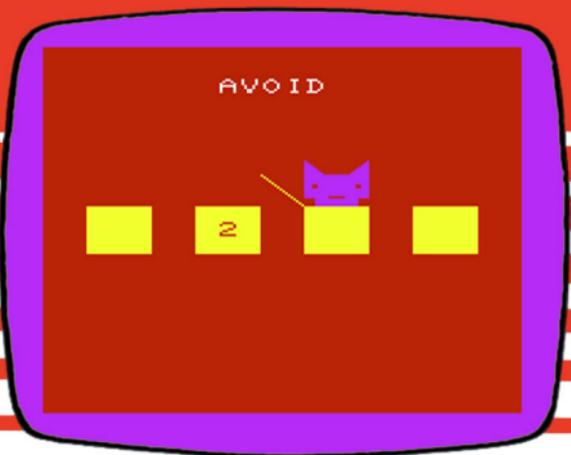


FOR THE UNEXPANDED

VIC-20

GAME THEORY

GAME CASSETTE



 **commodore**
DENIAL

INSTRUCTIONS:

Press a button at the right time in the right way in this operant conditioning game.

Survive a rapid succession of "one button" microgames. You have only seconds to figure out each game's unique strategy.

Some games may test your reflexes with a perfectly timed press. Some games may require you to rapidly press the button. Others may require different strategies for pressing the button.

Use the Joystick or Keyboard:
FIRE button or any KEY press starts the game and performs all functions of gameplay.

Made by Jeffrey Daniels in 2016.

sleepingelephant.com/denial

VIC-20

GAME THEORY

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