Cut on the corner marks; fold on the dashed marks. The front faces out, the flap goes behind.



The leaflet: cut out, fold in half, and slip it into the case behind the inlay.

THE TAPE

You are the pilot tone: a reel racing along a cassette tape. One button jumps. Glitches end a run; splices are blocks to jump or ride. The border flashes a loading stripe on every beat.

LOADING

48K: LOAD "" and press PLAY.

128K or +2: choose Tape Loader (not 48 BASIC) and press PLAY.

In an emulator, open the .tap: instant loading is fine.

KEYS

48K: SPACE, ENTER or M to jump.

128K: O and A choose a level, SPACE plays it. SPACE or ENTER to jump, Q gives up, M music on or off. E the level editor, D the demo.

THE LEVELS

PILOT: a steady pace of glitches, closing in.

DATA: the glitches spell a word, eight bits to a letter.

CARRIER (128K): through the sync gate the reel becomes a pulse. Hold to climb, let go to dive.

TIPS

Jump later than feels right.

Land on top of a splice; never run into its side.

Levels you clear stay open until you switch off.

THE EDITOR (128K)

Build a level, playtest it with T, beat it, then save it to tape with S. H shows every key.

CREDITS

Game by Lawsyal. Free to play and share: mikeynma.github.io/pilot-tone