

Classic Gamer Game Instructions

BASIC CLASSIC GAMER OPERATIONS FOR KEYBOARD USE:

- 0 To select a game, click the mouse on the game screen.
- 1 For Control Stick directional control, use the ARROW keys.
- 2 For right fire button, use CTRL key.
- 3 For left fire button, use SPACE BAR.
- 4 For numbers, use the NUMBER keys.
- 5 For *, use the "*" key on number pad or SHIFT/8.
- 6 For #, use SHIFT/3.
- 7 To pause, use the PAUSE/BREAK key.
- 8 To unpause, use the PAUSE/BREAK key again.
- 9 To restart the current game, use the F1 key.
- 10 To go to the main selection screen, use the ESC key.

BASIC CLASSIC GAMER OPERATIONS FOR JOYSTICK USE:

- 11 For Control Stick directional control, use the joystick.
- 12 For right fire button, use button 1.
- 13 For left fire button, use button 2.
- 14 For all other features, use the keys above.

If you have no joysticks connected to your system, the keyboard will be your sole means of control for all players. No head to head play is possible with this configuration.

A WORD ON JOYSTICK ASSIGNMENT

If you have only one joystick attached to your system, the "tab" key can be used to assign the joystick to either player one or player two. By default Classic Gamer assigns the joystick to player one. To allow head-to-head play, press the "tab" key to toggle joystick control to player two. The joystick status is displayed in the Classic Gamer title bar.

If you have two joysticks connected to your system, Classic Gamer will automatically assign them to player one and player two.

BASIC CLASSIC GAMER OPERATIONS FOR MOUSE USE:

The mouse is not used in game play, it is only used to select game buttons and to close windows.

ALCAZAR

The Forgotten Fortress

The country is covered with castles and curios, with bridges and carpets that fly. And there's no way around it. Your destination is on the other side. What perils lurk in these mysterious castles? Which

path is quick and sure? With map in hand, you'll dare across, collecting the tools you'll need. Tools to master that grandest of castles, the lure, the dream, the goal... the legendary keep, Alcazar.

THE TASK AT HAND

You are an explorer moving through a countryside of castles, enroute to Alcazar. Along the way, you must gather the implements needed for a successful journey. Your goal is to enter Alcazar, find your way to its crown room and sit on its fabled throne - but **not** while a demon is chasing you.

GETTING STARTED

- 15 To watch the demonstration mode, wait 30 seconds. You will see a brief display of the demons you are about to meet.
- 16 To select difficulty level, press the corresponding number on the keypad:

Level 1 - Beginner

Level 2 - Intermediate

Level 3 - Advanced

Level 4 - Expert

- 17 To begin the adventure, press "*" after selecting difficulty level.
- 18 To pause the adventure at any time, press "0". To resume the action, press "#".
- 19 To begin a new adventure at the end of the game, press "#".

PATHWAYS TO ADVENTURE

The first thing you'll see is a large strategy map. It displays a countryside dotted with castles connected by paths. Your explorer is represented on the map as a flashing dot. You'll enter the country on the left side and move toward Alcazar, the largest castle, on the right. Plan your route wisely. This map changes with each new game and can be referred to often. See "Controls".

CONTROLS

- 20 To move your explorer, move joystick left, right, forward or back.
- 21 To pick up an item, simply walk over it. If you walk over an object while your hand and pockets are full, the new object will be switched with the object in your hand. If you don't want the new object, just repeat the process.
- 22 To switch things from pocket to hand, press and release the joystick button.
- 23 To refer to the large map, press and **hold** the joystick button. This won't work when a demon is on the screen.
- 24 To throw or fire an item in your hand, press the joystick button then move the joystick in the desired direction. To fire multiple shots, follow the same procedure but hold the button down.

CASTLES

- 25 By moving the white dot on the map screen into one of the castles, you will see your explorer standing in the corridor of that castle. You will now be able to move your explorer through the castle finding tools and fighting demons. More on this later.
- 26 All castles are two stories high, except for Alcazar, which has three stories.
- 27 To enter a castle, simply follow a pathway which leads into it.
- 28 Upon entering, the screen displays a top-down view of the room you've just stepped into. It changes as you move from room to room.

- 29 The three squares at the top right of the screen display the contents of your pockets ; to their right, a fourth square displays what you are holding in your hand.
- 30 The number at the upper right indicates the number of explorers in reserve.
- 31 After you've defeated the first required demon (see "Difficulty Levels"), a small map of the castle you are in appears at screen bottom. The square on the left represents the first floor, the square on the right represents the second; the blinking dot shows where you are in the castle, and the rooms you've entered are shown in white.
- 32 Shortcuts to Alcazar can be used only if you have certain implements: a raft is required to cross the lake; a ring is required to cross either of the two flying carpets (represented by two blinking white squares above the lake); a rope is required to cross either of the two broken bridges (represented by two blinking black squares in the lower left corner).

CONTENTS OF CASTLES

The contents of a castle are indicated by its color. Its most sought-after object is always guarded by that castle's major demon.

| CASTLE COLOR | CONTENTS | DEMONS |
|--------------|---|---|
| blue | rope, guns, raw meat | tigers, griffin, tarantulas, flies |
| purple | ring, oil, bleach, raw meat | oilmoebas, guard, tarantulas, flies |
| red | raft, water | griffins, genie, tarantulas, flies |
| black | extra explorer in dungeon, bleach, raw meat | guards, tiger, oilmoeba, tarantulas, flies |
| Alcazar | throne in crown room, bleach, raw meat | genies, tiger, oilmoeba, griffin, tarantulas, flies |

Visual and audible warnings are given when danger is nearby. Avoid a confrontation or gather the proper defense.

| DEMONS | WARNING SIGNS | DEFENSE |
|------------------|---|------------------------------|
| tiger | pawprints on floor | three bullets |
| griffin | raspy breathing sound | oil or six bullets |
| oilmoeba | black slime on the floor | bleach or five bullets |
| guard | tinkling sound of keys | four bullets |
| genie | genie jar on floor | water or six bullets or ring |
| tarantula | no warning, but they're slow | one bullet or the raft |
| bottomless shaft | torches hanging on walls flame black | do not enter |
| flies | loud buzzing sound (obscures all other audible warnings!) | one bullet or the rope |

Another warning: Your hair turns red when you're on the verge of "extinction". Another few bites from a demon and you've had it. Renew your strength by leaving the castle!

Another defense: The raw meat scattered about is laced with tranquillizers, all demons (except flies) will be stunned for ten seconds when you toss them this handy between-meal snack.

MORE ABOUT DEMONS

All demons (except flies and tarantulas) will lie in wait until they see or hear you. Shooting a gun, bumping into a genie jar or using your keys will attract all nearby demons. If a demon is chasing you, try to leave a room before he enters it. Doing so will end the chase. Demons will return to a castle when you enter any **other** castle, but the useful objects are never restocked, during a game.

DUNGEONS, SHAFTS AND PERSIAN RUGS

Dungeons: are found in the black castle and in Alcazar. They can be entered through a hallway or a locked gate (the latter requiring a set of keys). Once inside a dungeon, rescue the explorer by touching him, and receive an extra life.

Bottomless shafts: are scattered throughout the castles. Falls therein are fatal.

Persian rugs: are also scattered about. Some are harmless, while others are deranged flying carpets that will whisk you (or a demon) to a random room in the same castle.

Additionally, a **floor-sized flying carpet** lies in every castle without a dungeon or crown room. Since it covers the entire floor, all visual warnings are also covered. You can tip-toe around this carpet. Flying carpets will never drop you into a shaft but they may deposit you inside a dungeon or into a room with a demon.

DIFFICULTY LEVELS

- 33 **Level 1 - Beginner.** Start with five explorers and three guns. No raw meat, small pits, rafts or flying carpets in castles. Dungeon keys are obtained from guards or genies. Castle floor plans appear upon destroying the first demon.
- 34 **Level 2 - Intermediate.** Start with four explorers and two guns. No raw meat or small pits. Dungeon keys are obtained from guards or genies. Floor plans appear upon destroying the first demon.
- 35 **Level 3 - Advanced.** Start with two explorers and one gun. All items present. Dungeon keys are obtained from guards only. Floor plans appear after destroying a guard or genie.
- 36 **Level 4 - Expert.** Start with two explorers and one gun. All items present. Dungeon keys are obtained from guards only. Floor plans appear after destroying a genie. Fewer guns and one additional major demon are in each castle. Demons move faster at the higher difficulty levels.

A FINAL, IMPORTANT FACT

You can effectively shoot or throw things into adjoining rooms. If you think a demon is in the next room, you needn't risk your life by entering it! Just fire the required defense through the door, and you will hit the demon. This works just dandy if you're using a one-piece defense. However, if you are firing a series of bullets into an adjoining room, be prepared: While you're shooting, the demon will run out, into your room. So, stand against the farthest wall and shoot quickly.

WORDS TO THE WISE

To succeed, you must be able to predict which rooms contain demons. The best method is to draw two floor plan maps - or for the small castles (all basically the same) and one for Alcazar. Become adept at correlating these floor plans with the warning signs you see and hear along the way. Learn how to give demons the shaft! You can stand on the farthest edge of a bottomless shaft and shoot into the adjoining room. When the demon runs out toward you, he'll fall to the depths. It's a great move when you're down to one bullet. Demons can also be tricked onto flying carpets, though you won't know where they'll turn up later. Neither of these tricks works with genies, flies or tarantulas (they'll fly up or spin a web).

Plan ahead! Know where you're going and carry only what you will need. Enter Alcazar with a bucket of water to survive the first genie, and in levels three and four, bring keys, too, since there are no guards in Alcazar.

Use the strategy map to note where a castle's entrances/exits are. Remember that some are on the first floor and some are on the second.

AMAZING BUMPMAN

AQUA ATTACK

Aquattack is the Euram code name for a mission to destroy the Axtoatle Combine. It is a perilous expedition because the Axtoatles defend their territory fiercely. Superior skill and finesse are required to successfully complete the mission.

OBJECT OF THE GAME

Your job is to guide the Euram agent Captain Blitztek through enemy territory to prevent the Axtoatles from taking control of world forces. If the defenders inflict more than nine damage points on the Captain, the mission is aborted and the game is over. A game point system has been devised to further measure your skills as a navigator and survivor.

STARTING THE GAME

Press the "*" key to start the game. The "#" or "Pause" key will stop the action at any time. To resume play, press any number key from 1 to 9 or press "Pause" again.

Phase I and II

Blitztek's hydroship has penetrated the Axtoatle Canal and must defend against enemy fire from Death 'Copters and tanks while dodging sand bars and depth charges. Although the tanks can be destroyed, the Death 'Copters are beyond the ship's firing range. Fuel is limited, but whenever the audio alert is sounded, Euram refueling craft appear overhead with hydrocarbon gas packets. The joystick controls the speed and direction of the hydroship. The number keys control the direction of shots from the ship, and the fire buttons shoot to the top or bottom of the screen.

The second stage of Mission Aquattack is similar to Phase I; only now Captain Blitztek has entered a tunnel and his enemies are more difficult to detect.

Phase III

The hydroship is abandoned for a hang-glider. Assault Stations fire clouds of white methane gas and high-velocity missiles at the Captain. Meanwhile, hover-craft launch heat-sensing rockets from the periphery. The hovercraft are well protected by silicon shields, but the Assault Stations can be destroyed either by flying through them or by firing at them. Since Blitztek has only four shots initially he must contact the randomly dispersed black Ammo Depots along the route to ensure that he is always well armed. You will no longer require the keypad, but the right fire button controls glider speed, and the left fire button shoots forward.

Phase IV

The final step of the mission is to transport four hydrogen bombs, one by one from the bottom of the Axtoatle energy field to the top. When this is accomplished, the fleet of nuclear-armed helicopters is destroyed. However, Captain Blitztek has a 99 count time limit, and the field is mined with mobile radioactive solar bars. At higher levels of play, Guard Droids patrol the base.

SCORING

| | |
|---|------------|
| Traversing one unit distance..... | 2 points |
| Destroying enemy tank (Phases I & II)..... | 125 points |
| Flying through an Assault Station (Phase III)..... | 75 points |
| Shooting an Assault Station..... | 50 points |
| Lifting or depositing a hydrogen bomb (Phase IV)..... | 200 points |

Bonus points are awarded for collecting ammunition from Ammo Depots (Phase III) and for quickly completing the final screen (Phase IV).

Each time the Axtoatle Combine is destroyed, the mission begins again at an advanced level. The action is faster, the enemy's aim is more accurate, and the Assault Stations are more sophisticated.

BEAMRIDER

The Restrictor Shield, 98 sectors deep, now surrounds the Earth. You are the Beamrider, on a mission to clear the Shield. There you must demolish an onslaught of alien frights as you dodge from beam to beam. Sector after sector, the deluge deepens...

STARTING THE GAME

Select number of players by pressing the appropriate number key, 1-4. Select level of difficulty by pressing its corresponding number key.

| LEVEL | BEGINS AT SECTOR |
|-------|------------------|
| 1 | 1 |
| 2 | 5 |
| 3 | 10 |

You will immediately be in the Space Station. Its control panel displays your score, two reserve ships, sector, number of enemy saucers in sector and three torpedoes.

To start the action, move the Control Stick up. The hatch doors will open, thrusting you through hyperspace to the Restrictor Shield. Your Light Ship will move left or right when you move the Control Stick left or right. To fire laser lariats, press the left fire button. To fire torpedoes, press the right fire button.

Pause the action whenever you like by pressing "0" or PAUSE/BREAK. The screen will go black. To resume the game, press PAUSE/BREAK or any other number key.

To drop out of a multi-player game without interrupting the other players, press "5" when your turn begins. Your score will be omitted and the sequence of play will adjust to the remaining players.

BEAM BEARINGS

The Space Station: Whenever your ship is destroyed or when you complete a sector, you will return via hyperspace to the space station. When you're ready to continue, move the Control Stick up. The hatch doors will open and you'll be on your way.

Enemy Saucers: There are 15 enemy saucers in each sector. They all must be destroyed before you can go to the next sector. Every time a saucer is hit, the number in the upper left corner of the screen will count down by one.

The Sector Sentinel: When all 15 white enemy saucers have been destroyed in a sector, their Sentinel ship will cruise across the top of the beams. Only a torpedo can destroy it.

Weapons: Laser lariats are only effective against certain invaders (see "Dangerous Encounters"). Torpedoes, however, will destroy the first object they meet on a beam. You are only given 3 torpedoes per sector. Use them sparingly since they are your only weapon against the sector Sentinel.

Yellow Rejuvenators: Occasionally, yellow rejuvenators will float through the beam matrix. Allow them to land on your deck, as each connection will add a bonus ship to your fleet. If you shoot or torpedo a rejuvenator by mistake, it will turn red from the heated blast. Get out of the way! The wreckage will destroy you on contact.

DANGEROUS ENCOUNTERS

With the first swing of your laser lariat the white enemy saucers approach, but there's more. As you progress through the Restrictor Shield, a sinister collection of aliens will materialize. A new danger is added with every other sector, up to sector 16.

| SECTOR | CRAFT | VULNERABLE |
|--------|---------------------|------------|
| 1 | White Enemy Saucers | Yes |
| 2 | Brown Space Debris | No |
| 4 | Yellow Chirper | Yes |
| 6 | Green Blocker Ships | No |
| 8 | Green Bounce Craft | No |
| 10 | Blue Chargers | Yes |
| 12 | Orange Trackers | No |
| 14 | Red Zig Bombs | Yes |
| 16 | Magnetic Mines | No |

Only "vulnerable" objects are affected by laser lariats (saucers and chirpers are destroyed; chargers and zig bombs are deflected). Everything else can only be dodged or, in extreme cases, torpedoed. Magnetic Mines will pull you over unless you keep moving the Control Stick in the opposite direction of the mine.

SCORING

Points are scored each time an enemy saucer, chirper ship or Sector Sentinel is destroyed. Point values increase as you progress to higher sectors. The exact point value for each hit appears in red, briefly replacing your score the moment an enemy craft is destroyed. Also, if you manage to destroy the Sector Sentinel, you'll receive an additional bonus for each ship in your fleet.

BLOCKADE RUNNER

A 3-D space adventure

You have a commander's eye view of the galaxy in realistic 3-D as you guide your fleet of four merchant space freighters to Earth with vital supplies. Hostile aliens have sighted you and forced you into a dangerous asteroid belt. The skilled commander will avoid the asteroids, destroy Robot mines and alien ships, contend with fuel shortages, and prevent the deflector shields from over-heating.

STARTING THE GAME

Press the left fire button to begin the game. The "#" key pauses the action; press "0" to resume play. Use the number keys to fire your missiles (any number key will work).

A TRUE TWO-PLAYER GAME WITH SELF ADJUSTING LEVELS

The command can be shared by two players in BLOCKADE RUNNER. One person controls the ship's speed and direction using the fire-buttons and joystick, while the other fires missiles using the keypad of the second controller. Players cooperate and join forces as a team; they do not have to alternate as they do in some other video games.

BLOCKADE RUNNER will also self-adjust to the skill level of the player! The more adept the commander, the more difficult the game. And the further the ship travels into the asteroid belt, the greater the effect of collisions with rocks.

SURVIVAL

Each freighter is protected with a deflector shield that converts the kinetic energy of asteroid collisions and space explosions into heat. If the shield is allowed to reach the critical temperature, the ship will self-destruct. The shield cools slowly with time and by contact with ice crystals which appear at random (your sonar will alert you). The ice also replenishes the limited nuclear fusion fuel that powers the ship.

KNOW THY ENEMY

If bars appear near the sights, you are approaching the edge of the asteroid belt. The ship is about to leave the "Trajectory Corridor" and since there are more rocks to avoid in this area, it is advisable to resume a more direct course as soon as possible. Heat-seeking Robot mines have been planted within the belt. You must attack immediately as they will soon explode. To protect yourself, place the mine in the sights and fire a missile. The missile will actually track the mine even if it does not remain in the crosshairs!

Should you survive these dangers, alien ships will emerge and fire circular plasma blasts at your freighter. Since these weapons heat your shield by 30%, it is wise to steer clear of them. The alien ships must be damaged three times with missiles before they are obliterated.

SCORING

You gain:

| | |
|--------------------------------------|--------------|
| for each unit of distance travelled | 5 points |
| for each refueling with ice crystals | 1000 points |
| for destroying a Robot mine | 2500 points |
| for destroying an alien ship | 5000 points |
| for reaching home planet | 10000 points |

You lose:

| | |
|-------------------------------------|-------------|
| for each second of time elapsed | 50 points |
| for each collision with an asteroid | 250 points |
| for every Robot mine explosion | 1000 points |

for each freighter lost

5000 points

CAMPAIGN '84

Fight the dirty fight! Live by the sword die by the sword! Lie, cheat, steal, whatever it takes to win! Does this sound like a medieval battle fought to determine who will possess the highest power in the land? Close! It's good old American politics! Your quest is to persuade the electorate that you are worthy to be their leader. To do this you must traverse the nation kissing babies and shaking the hands of your faithful constituents.

OBJECT OF THE GAME

You must acquire the votes of the populous of the United States to become President. This is accomplished by taking a stand on certain key issues presented at the beginning of the game. You, the candidate, must then travel to as many of the 48 states as possible, representing these issues. By greeting the voters of these states, popularity and eventually votes are obtained.

STARTING THE GAME

After the title screen and theme song are presented, you will be shown the game option screen. From this menu you may choose the number of players and the level of difficulty to be implemented in your game.

| Press Key | Skill Level | Number of Players |
|------------------|--------------------|------------------------------|
| 1 | 1 | 1 |
| 2 | 2 | 1 |
| 3 | 3 | 1 |
| 4 | 4 | 1 |
| 5 | 1 | 2 |
| 6 | 2 | 2 |
| 7 | 3 | 2 |
| 8 | 4 | 2 |

PLAYING THE GAME

The Issues

The first screen depicts eight key issues that are randomly chosen from a table of fifteen, to represent this election year. Each issue is displayed and assigned a number. As you move the cursor up and down over the issue's numbers you can decide whether to support or oppose the issues at hand. If you press the left fire button, you have chosen to support that issue. If you wish to change your candidate's stand on an issue, you must move the cursor over the issue you previously selected and press the left fire button again. After all issues are decided, you must choose your candidate's party symbol. When a party is decided upon, you may set out on the campaign trail to represent your political stance.

The Campaign Trail

The second screen is a representation of a map of the United States along with a timer counting down the campaign hours remaining until the election is held. You must maneuver your party's symbol

around the border of each of the states. Following you along the state boundaries are the ever present symbols for "Bad Press" (represented by red mini-cams) and "Fund Raising" (represented by white dinner plates). The "Bad Press" can originate in any state at any time. When it finally catches up to you it will delay your candidate for an explanation of the rumor, thus the candidate will lose valuable campaign time. In contrast however, when you come in contact with a "Fund Raiser" it will give your candidate finances to buy television time, which is then added to the timer.

When your candidate wishes to campaign in a state, you simply hold down the left fire button and encircle the state. After a candidate has campaigned in a state, it is filled in and the candidate cannot reenter it to campaign further.

Shaking the Hand of the Regular Man

In the third screen your candidate is shown moving throughout the state's populous shaking hands and thereby gaining votes. The campaign timer is at the top and the popularity scale is represented at the bottom of the screen. Move your candidate around the screen with the arrow keys or with the joystick to meet your supporters. As the voters are greeted they will disappear and the popularity scale will begin to reflect the increase of support toward the mark necessary to carry the state.

Along with the candidate, the issues will be moving randomly around the screen. If the candidate comes in contact with an issue he has chosen to support, he is awarded extra popularity on the scale. This saves valuable campaign time and moves you closer to carrying the state. However, if the candidate is confronted by an issue that is not part of his platform, the popularity scale will decrease proportionally. The popularity scale is an estimated percentage, so it is a good idea to acquire as much as possible to ensure a majority vote. If your candidate moves throughout the population so that he cannot contact another person, then his campaign in that state is ended.

The Election

Finally, when time has expired on the hour timer or when all 48 states have been visited, the election will begin. The fourth screen displays the total percentage of the vote counted. Below that are the two candidate's names or the names of the computer incumbent and the challenger. The third row will show the total number of votes attributed to each candidate. At the bottom of the screen is the U.S. map. As the votes are counted, the computer will determine a winner in each state. The state will be filled in with the color corresponding to the candidate that carried that state. When all of the votes are in and counted, the winner's name and the states carried will be displayed in their respective colors. This screen has no player intervention, therefore no interactive control is required.

COSMIC CRISIS

OBJECT OF GAME:

- 37 The object of Cosmic Crisis is to capture demons by setting traps.
- 38 Set up a trap by digging a hole in the floor and fill it immediately after a demon has been caught.

DEMON CONTROL:

- 39 Trace the demons by pulling the control stick in four directions: up-down and left-right
- 40 Press left side button to dig a hole and fill the hole by pressing the button on right side.

- 41 Dig a hole in a proper location; the hammer will be of no use if you try to dig a hole too near the ladder.
- 42 Fill the hole very quickly while a demon has been trapped. Never confront the demons in any way, it's most dangerous.
- 43 In each scene, only four failures are allowed.

TARGETS:

- 44 The following list indicates the quantity of demons of different colors:
 Scene 1: 3 White
 Scene 2: 3 White, 1 Red
 Scene 3: 3 White, 1 Red, 1 Blue
 Scene 4: 4 White, 2 Red, 1 Blue
 Scene 5: 4 White, 1 Red, 1 Blue
 Scene 6: 4 White, 2 Red, 2 Blue
- 45 If any demon escapes twice, it will increase its power as the color also changes, e.g. White>Red>Blue.

SCORING:

White demons will be trapped and perish if they fall through one floor, yet Red demons will perish only if they fall through 2 floors, and 3 floors are necessary to destroy Blue demons.

| | White Demon | Red Demon | Blue Demon |
|----------------|-------------|-----------|------------|
| Falls 1 Floor | 500 pts | | |
| Falls 2 Floors | 750 pts | 1000 pts | |
| Falls 3 Floors | 1000 pts | 1250 pts | 1500 pts |
| Falls 4 Floors | 1250 pts | 1500 pts | 1750 pts |
| Falls 5 Floors | 1500 pts | 1750 pts | 2000 pts |

START/GAME OVER:

- 46 Press * to replay the game previously played; press # to start game from beginning option scene.

DECATHLON

Joystick:

- 47 Continually move the Joystick to the left and right to run or approach the scratch line. The faster you move the Joystick, the faster you move.

Scoring:

- 48 Earn points for each event. Screen displays event score following each attempt, and total score.

Scratch line:

- 49 Don't cross the scratch line before pressing the fire button or you will be disqualified.

Distance measure:

- 50 Distance is measured on-screen in meters for appropriate events.

DRAGONFIRE

STARTING THE GAME

Select number of players: Press "1" or "2". Select skill level: Press "0" (easiest) through "9" (hardest). After selecting level, game begins. When your seven lives are gone, game is over. Push "F1" button to begin again.

STATUS ROW

Located at the top of the screen. From left to right it indicates:

Bridge Screen: Level, Lives, Player, Score
Treasure Room Screen: Level, Score, Lives

PLAYING THE GAME

On the Bridge

- 51 Guide the prince across from left to right by using joystick or pressing arrow keys corresponding to the direction you want him to run.
- 52 Duck under high fireballs by pulling joystick down or pressing the down arrow key.
- 53 Jump over low fireballs by pressing fire button.
- 54 Jump from a crouching position by simultaneously pressing down on the down arrow key or joystick and pressing fire button.
- 55 The prince is safe from fireballs in doorway at the right of bridge.

LEVEL(S)

| | |
|-------|---|
| 3 - 5 | Red section of bridge opens and closes. Prince must leap gap. |
| 6 - 8 | Prince must dodge the archer's arrows. |
| 9 | Beware arrows and the open bridge. |

Inside the Castle

- 56 In the storeroom, the prince is safe inside doorway at right side. When certain of his course, he must collect every treasure, dodging the Dragon's fireballs.
- 57 When all treasures are collected, escape through door at far left corner. After escaping, the prince reappears at the bridge ready for another raid.
- 58 If two are playing, a turn ends when the prince escapes.
- 59 At levels 3 - 5, a magic troll appears. Beware of him! He is the lizard's servant. If he touches the prince with his sword, the prince loses a life. But if the prince touches him, the troll is vanquished.
- 60 At levels 6 and above, when the prince snatches a treasure an arrow is fired at him. Beware these archers! They too are the lizard's servants.

SCORING

| | |
|--------------------|------------------|
| Recover a treasure | 100, 200, or 300 |
| Vanquish a Troll | 1000 |

FATHOM

STARTING THE GAME

The Fathom screen appears with the current level set at one. Select beginning level by hitting joystick. The maximum starting level is five. After selecting level, push any button to begin the game. When all your energy is gone, the game is over. You can reset by pressing the fire button after a two second delay.

STATUS ROW

Located at the base of the screen. From left to right it indicates:

Transformation: A bird or fish appears when transformation is possible. To do this you must touch a number of seahorses/clouds equal to your level. Transformation can only occur on the starting screen.

Trident: Pieces of the trident appear in the center of the status row as you successfully collect them.

Energy: Monitor your energy! If it drops to zero, you disappear and lose the game. Energy, decreases on a time basis and when you collide with attackers and seaweed. Remember! You do not lose energy on transformation screen.

Compass: Find the compass and it appears on the right side of the status row. Its direction indicates where to find the next piece of the trident. An **X** indicates that trident can be found on current screen. Guard your compass! Beginning on Level three a collision with an attacker takes it away and you must return to the compass screen.

PRIMARY OBJECTIVES

- 61 Find the compass. This is done by touching all seahorses/clouds on a given screen. The compass remains on same screen for each given level.
- 62 Finding the compass leads to the trident screens. If given it indicates that the current screen is the trident screen, touch all seahorses/clouds to make a star appear. Touch the star and a piece of the trident appears on the status row.
- 63 Collect the entire trident and you have the magical powers to free Neptina from the bow of the sunken ship. Touch her and you complete the level. Then push the button on the joystick to begin the next level.

RAMMING

The shark and the octopus are two deadly attackers. Yet, the dolphin can stun these adversaries by using his ramming speed. To ram (not available on Level 1), push button while directing dolphin with joystick. If the dolphin's speed is great enough, he stuns the shark or octopus for the remainder of the level. Warning! Use this power wisely! Ramming drains your energy.

SCORING

POINTS

COSTS YOU

| | | |
|-------------------------|------|-----------------------|
| Compass | 50 | 0 |
| Star (piece of trident) | 100 | 0 |
| Ramming | 100 | 1/2 of current energy |
| Freeing Neptina | 1000 | all remaining energy |

GUST BUSTER

OBJECT OF THE GAME

Navigate your way through a most colorful amusement park. Keep an eye on the windsocks since they indicate the force and direction of the wind gusts that will blow you around the park. Select your balloons with the keypad. Inflate and deflate the balloons to reach the desired altitude by using each fire button. But be careful that you don't inflate too much or you will bust the balloon and have to land and replace it with one in your pocket. Avoid park hazards such as rides, fireworks, and animals to name a few, while attempting to land in the most crowded areas in the park to sell your balloons. Restock your supply of balloons by landing on the randomly appearing popcorn truck. GUST BUSTER offers a challenge for the entire family.

PLAYING THE GAME

On the Ground

In order to land all balloons must be fully deflated. Landing on a crowd enables you to gain points by selling the balloons in your pocket. These balloons are indicated at the top right of the game screen. Landing on a POPCORN truck enables you to restock your supply of balloons. Any landing allows you to transfer balloons from your pocket to your hand.

In the Air

Inflating your balloons causes you to rise. Depending on your height, the wind gusts determine your horizontal direction. Wind direction and speed are indicated by the wind socks at left. If you hit a stationary object, e.g. park sign or fountain, you will lose your grip on your balloons and fall to the ground. If a moving object, e.g. fireworks or airplane, hits your balloon it will pop that balloon. If it hits you, you will lose your grip on your balloons.

SCORING

Points are awarded when you sell your balloons to the crowds. Bonus points are awarded when the amusement park is lapped.

STARTING THE GAME

| Press Button | Starts Game at Level |
|---------------------|-----------------------------|
| 1 | 1 |
| 2 | 2 |
| 3 | 3 |
| 4 | 4 |

LEVELS OF PLAY

At each level additional hazards appear. At the fifth level the winds change direction.

CONTROLS

Left Fire Button -- releases air from a balloon (press and hold)

Right Fire Button -- pumps air into a balloon (press repeatedly)

Press Button

- 1 -- selects the red balloon
- 3 -- selects the yellow balloon
- 7 -- selects the blue balloon
- 9 -- selects the green balloon

When a game is completed, the "*" key or the "#" key will start a new game.

HELPFUL HINTS

- 64 When inflating balloons, pump rapidly until the balloon full sound (honk) is heard and then stop.
- 65 When the balloon full sound is heard, the next pump will "bust" that balloon, therefore, you must select another balloon to pump or deflate the current balloon.
- 66 Work with as few balloons as possible to achieve desired height, i.e., always fill up a balloon completely before selecting the next one.
- 67 Sell your balloons as early as possible so that you can take advantage of the popcorn truck when it appears.
- 68 All balloons must be fully deflated in order to land, so that you can sell balloons, replenish supply, or replace a "busted" balloon.
- 69 Whenever possible, save some balloons in your pocket for emergencies.
- 70 Use the different wind directions to synchronize your flight with the fountain and the peanut in order to avoid a collision .
- 71 You may wish to pass up some crowds if landing on them brings you too close to an obstacle, since you would be unable to successfully take off after the sale.

H.E.R.O.

HELICOPTER EMERGENCY RESCUE OPERATION

DOWN AND DIRTY!

Reach miners trapped miles under the surface of the earth! Use the Prop-pack to maneuver through a maze of mineshafts! Blast vile vermin with the Microlaser Beam! Dynamite walls! Negotiate across the lethal lava flow! Rescue all the miners you can before running out of lives or power!

STARTING THE GAME

- 72 To select one of five games, press number 1 - 5 on the keyboard. The higher the number, the greater the challenge.
- 73 To start, move the joystick or press an arrow key.
- 74 To pause at any time, press "*" or "Pause". Press again to resume play.

RESERVES

Begin with one life in use and three in reserve. Acquire an additional life, to a maximum of six in reserve, for every 20,000 points earned.

POWER GAUGE

Power begins to diminish when you move the Joystick after Rod Hero appears onscreen. If power runs out and a reserve life remains, you return to the top of that level. Game ends when you run out of lives.

VARIATIONS

| Game Number | Starting Level |
|-------------|----------------|
| 1 | 1 |
| 2 | 5 |
| 3 | 9 |
| 4 | 13 |
| 5 | 17* |

*All following levels are random and no level number appears. In games 1 -4, the word **PRO** appears in place of the level number after level 20.

EQUIPMENT CHECK

Prop Pack:

- 75 To fly up or run or fly left or right: Move control stick or Joystick in that direction.
- 76 To hover: Tap control stick or Joystick forward.
- 77 To fly down a shaft: Step off the ledge.

Microlaser Beam: Your helmet's Microlaser Beam can blast creatures or slice through small walls.

- 78 To fire with controller: " Press left side button, Hold for continuous fire.
- 79 To fire with Joystick: Press button. Hold for continuous fire.

Dynamite: Each of the six sticks you begin with can blow up all or part of a small wall.

- 80 Land and move near a wall.
- 81 To place and ignite: Press controller right side button. In using the Joystick, pull toward you. Move fast or be blown up!

Raft: Ride the raft across the river whenever it appears.

Lanterns: Careful! Touch or shoot out a lantern and that section of the mine goes dark.

SCORING

| | |
|---|-------------|
| Shoot a critter: | 50 points |
| Each dynamite stick remaining when miner is rescued | 50 points |
| Dynamite a wall: | 75 points |
| Rescue miner | 1000 points |

Earn points for every unit of power left when a miner is rescued. The higher the level number, the more each power unit is worth. You've saved the day when the score reaches 1,000,000.

KEYSTONE KAPERS

"FLASH! Harry Hooligan, notorious con-artist, thief and all-around-not-a-nice-person, has escaped! He is now at large and in the vicinity of Southwick's Emporium. At this moment, Hooligan is foiling every attempt to end his felonious freedom."

"On the scene is Keystone Kelly, pride of the men in blue. Officer Kelly, what's it like in there?"

"Oh, tis a cryin' shame! Shenanigans like ya wouldn't believe! Dastardly deeds that defy description! That rogue is hurlin' everything in reach! Shopping carts, biplanes, beachballs-everything but cathedral radios. LOOK OUT! It's a cathedral radio!! Gotta go, I mean to recover the loot and bust that brute!"

"Will that double-dyed hoodlum keep Keystone in triple trouble, or will YOU help the greatest gumshoe going catch that no good galoot?? Grab your billyclubs and joysticks! It's curtains now Hooligan!"

STARTING THE GAME

After the title screen is briefly displayed, the game will start automatically.

PLAYING THE GAME

- 82 Keystone Kelly follows the left or right movements of the Joystick. He jumps when you press the red button. For a long, running jump, press the red button while pushing your Joystick left or right. Keystone will duck when you pull the Joystick back. He'll step into an elevator when you push the Joystick forward, and he'll step out when you pull the Joystick back.
- 83 The security scanner at the bottom of the screen is an overview of all the floors and the roof. Keystone is the black dot, the crook is the white dot. The elevator is the moving blue square in the middle and the escalators are the black slashes on either end.
- 84 The merit system's timer is beneath your score. It starts counting down as soon as the game begins. Nine seconds are deducted whenever Keystone collides with a shopping cart, beachball or radio. When only 10 seconds remain, the timer flashes. Be warned!
- 85 To pause the action, press the space bar or a letter key on the keyboard. To resume the action, press it again.
- 86 The game ends when your entire squad of cops has gone 'off duty'. Any of the following will send them on their way: Colliding with a biplane, running out of time, allowing the crook to escape off the roof.

SCORING

Each time a crook is apprehended, you'll receive 1000 points plus a bonus based on the time remaining. Also, points are scored for recovered loot:

| | |
|-----------------|--|
| Suitcase | 200 points on floor 1 400 points on floor 3 |
| Gold Bag | 500 points on floor 2 1000 points on the roof |

BONUS COPS

You begin with Keystone Kelly on active duty and three cops on reserve.. With every 10,000 point increase, a bonus cop is added to your reserve squad, up to a maximum of 3 on screen at a time.

METEORIC SHOWER

OBJECT OF THE GAME

Your mission is to destroy all the aliens before they destroy you. You must fire your lasers and annihilate the coming menace before their invasion eradicates your civilization. Shoot and avoid their ships and weapon fire before they get you first!

STARTING THE GAME

After the short demonstration is shown, pressing number keys 1-8 will allow you to select a game option before beginning to play. Pressing "*" after a game allows you to replay the same game option; pressing "F1" after a game allows you to return to a game option screen.

| PRESS KEY | SKILL LEVEL | NUMBER OF PLAYERS |
|----------------------|------------------------|------------------------------|
| 1 | 1 | ONE |
| 2 | 2 | ONE |
| 3 | 3 | ONE |
| 4 | 4 | ONE |
| 5 | 1 | TWO |
| 6 | 2 | TWO |
| 7 | 3 | TWO |
| 8 | 4 | TWO |

PLAYING THE GAME

Use the left and right arrow keys or the joystick to move left and right. Use the up and down arrow keys or the joystick to move up and down or to change your direction of fire. Use either fire button to shoot the enemy. Beware! They come at you from the top and bottom, so you must have quick reflexes and a good eye to blast through each phase.

With each successive level more and more alien ships appear to hamper your progress through the occupied territory.

SCORING

Score points by out maneuvering and destroying different colors of ships in the alien invasion force. Points are awarded as follows:

| ALIEN COLOR | POINTS |
|--------------------|---------------|
| Red | 100 |
| Green | 150 |
| Purple | 200 |

MOON SWEEPER

OBJECT OF THE GAME

As the last hope in the long-raging lunar wars, your mission as a Lunar Patrol Officer is to rescue the soldiers who have been stranded on the surface, while avoiding or destroying enemy ships and transmission towers. If you succeed, you could be single-handedly responsible for ending the wars and bringing peace to planets and their moons all over the universe.

STARTING THE GAME

There are four galaxies in need of your assistance. Points are awarded according to the degree of difficulty. You will receive 1000 points for rescuing your comrades in the first galaxy, 3000 for the second galaxy, 6000 for the third and 9000 for the fourth. As the point reward increases, you can be sure so do the number and skill of your enemy. Choose a galaxy to help by moving the cursor over the appropriate star system using the arrow keys or joystick controller. The game will automatically begin when your ship enters the sector of the troubled system.

PLAYING THE GAME

You will enter orbit around the planet where the troubled moons reside. You must avoid or destroy any asteroids, comets, satellites or other space debris in your path. To land on a moon simply fly over it as it rockets your way. You have five ships available to you during the completion of this mission. If all five are destroyed, your mission has failed and you are lunar toast. You can restart the mission and try again by pressing either fire button or "F1".

On the surface, you will see that your men have been expecting you. They are on the ground waving frantically to get your attention. Fly over them to pick them up while avoiding or destroying enemy ships launched by the mother ship in front of you. You should also destroy any enemy transmission towers you see in order to cripple the alien menace. When you have picked up all the men you can carry, (five figures on your dashboard) booster devices will appear that open for your ship as you approach. Fly through these to speed your progress out of orbit to safety. However, you must still destroy or avoid objects until you acheive outer orbit. You will automatically be awarded points for the rescue and any additional points for the destruction of enemy properties. You will then be allowed to choose the location of your next mission.

THE CONTROLS

The dashboard display will summarize your situation. On the right-hand side your are given a read out of fuel remaining as well as a count of ships available and personnel aboard. In the middle is a representation of your position on the surface, and on the left-hand side the status of your left / right position and velocity are found. To move left and right, use the left and right arrow keys on the keyboard or the left and right directional controls on your joypad or joystick controller. To slow down, use the down arrow key or pull back on your joystick. To speed up, use the up arrow key or push forward on your joystick. To fire at enemy property or space debris, press either fire button.

MOTOCROSS RACER

Bone-jarring off-road motorcycle racing in three events. The Desert Scramble is a race of speed and time as you avoid cactus, desert creatures, rocks and sagebrush. The Hill Climb is a torturous race up a switchback mountain full of obstacles, where your skill and control will really be tested. Qualify with a fast time and you're in the Beach Sprint against other qualifiers in an all out dash for the championship!

OBJECT OF THE GAME

Race and qualify in each of three motocross events while avoiding obstacles and scoring the LOWEST time throughout the race.

CONTROLS

Use keypad to select skill levels and select gears. Left fire button accelerates, right fire button brakes.

SCORE DISPLAY

At the bottom of the screen is your Score Display. At the top left is your Elapsed Time and below that is the Record or Pace Time for the skill level selected. In the left center of the Score Display is your Miles Per Hour (MPH), in the center is your current GEAR, and to the right is your tachometer (RPM). To the right is your Elapsed Distance and Penalty Time.

SKILL LEVELS

There are three skill levels which can be selected, prior to starting the game, by pressing the keypad number. Each level increases the speed at which you must race each event, and has lower Record or Pace Times.

| Skill Level | Difficulty Setting (press key #) | Average Pace |
|--------------|-------------------------------------|--------------|
| Novice | 1 | 30 MPH |
| Intermediate | 2 | 60 MPH |
| Expert | 3 | 90 MPH |

GAME LAYOUT

MOTOCROSS RACER is made up of three exciting races over different terrains and conditions so that your video motorcycle driving skills will truly be tested.

Desert Scramble:

First comes a race across the flat desert where objects (cactus, desert creatures, rocks and sagebrush) must be avoided or you'll crash. Each crash decreases your bike's performance and if you have five crashes you'll be unable to finish the race. Drive between the pairs of cones or you will get penalty time. When you reach the Mountain and if you beat the Record Time, you'll proceed to the next race.

Hill Climb:

The Hill Climb is a race up a mountain logging road. You must try to stay on the road or you will lose valuable time. Drive between the pairs of cones or you get penalty time. Try to maintain your low Elapsed Time so that you can qualify for the Beach Sprint. Your motorcycle will be repaired before each race, so again you have a maximum of five collisions before your motorcycle is no longer able to continue the race.

Beach Sprint:

The last of the motocross races is the Beach Sprint. On the course will be some crazy dune buggy drivers as you race on the sandy beaches between the dunes and the ocean. Again you must avoid the various obstacles in front of you that can cause a crash., but also you must watch out for the dune buggies in front of AND behind you! Race to the finish line and check your Elapsed Time. Lowest score wins.

PLAYING THE GAME

Desert Scramble:

When you have selected the skill level that you are going to play, the first race will start. You must shift gears and accelerate and brake just like a real motorcycle. Press "1" to engage first gear and accelerate. Too many RPMs and you could blow your engine, so take it easy. Your motorcycle has three gears and is capable of 100 MPH top speed, but with each crash into an obstacle, your bike is damaged and therefore capable of successively lower speed. Five crashes and you are out of the race. Use your joystick to maneuver left and right, the left fire button to accelerate and the right fire button to brake.

Your object is to cross the desert with the best speed possible, avoid crashes, drive between the cones, and have the lowest Elapsed Time.

If you crash, you will skid to a stop and then you must accelerate and shift gears to get back up to speed. Your Elapsed Time must be lower than the Record Time (including your Penalty Time) if you are going to qualify for the next race. The first race is two miles long.

Hill Climb:

If you qualified for the second race by beating the Pace Time, you will automatically advance to the start of the Hill Climb. Again, use your JOYSTICK, keypad, and buttons to turn, accelerate, brake and shift gears on your motorcycle. You must stay on the course or you will lose valuable time. Stay on the road by pushing the joystick left or right for a turn. Also pushing up or pulling down will adjust the location of your bike in the road. Keep in mind your speed in relation to the Pace Time. It's better to finish the race than to go too fast and total your bike.

Beach Sprint:

The last of the three races is a sprint race where you'll be racing with crazy dune buggies running over the course. This race takes place on the sand flats between high sand dunes and the ocean. Again, you must watch out for various obstacles in front of you (flags, beach blankets, volleyball nets, etc.) and you must take care not to crash into the dune buggies that are in front of AND coming up behind you! Practice your skills and score well and soon you will be able to move up to the higher qualifying times of the more skilled Motocross Racers.

KNOW YOUR MOTORCYCLE

Your off-road motocross motorcycle is designed to take the tough punishment of dirt racing. It has a top speed of 100 MPH, but with each crash you have its top speed decreases and its ability to brake quickly is impaired. After your first crash, the top speed drops to 90MPH. The second crash reduces the speed to 75MPH, the third to 55 MPH and the fourth crash to 30 MPH. On your fifth crash the motorcycle will not run any more and you'll have to wait for the next race (press "F1") to try again. You must learn to accelerate and shift your motorcycle. Too slow RPM's and your bike will jump and stall. Too high RPM's for the lower gears and you'll blow your engine. Practice, practice, practice.

REPAIRS

At the beginning of each race (Desert Scramble, Hill Climb and Beach Sprint) you have been given enough time to fully repair your motocross racer, so it will be capable of doing the maximum speed for each race. Again, each crash will slow its top speed as described.

MOUNTAIN KING

Armed only with a flashlight and raw courage, you collect diamonds and treasures as mystical music draws you toward the flame spirit. Deep in the heart of the mountain, you offer the flame spirit to the skull

spirit, enter the tomb for its treasured crown and begin your escape. The music plays faster and faster, you must reach the top of the mountain before the bats steal your crown and the music stops. Once you have reached the top, you've become the "Mountain King" and begin another quest.

STARTING THE GAME

You may begin the game at a variety of levels depending on your skill. The difficulty increases with each stage of the game. Use the table below as a reference for directly beginning advanced levels. Press the corresponding number key to begin on that level.

| LEVEL | TOTAL TIME | TIME TO FIND FLAME SPIRIT | TIME TO REACH MOUNTAINTOP |
|-------|------------|---------------------------|---------------------------|
| 1 | 8:00 | Unlimited | :45 |
| 2 | 6:00 | :40 | :40 |
| 3 | 5:00 | :35 | :30 |
| 4 | 4:00 | :30 | :30 |
| 5 | 3:00 | :25 | :30 |
| 6 | 3:00 | :22 | :30 |
| 7 | 3:00 | :22 | :30 |
| 8 | 3:00 | :20 | :30 |

PLAYING THE GAME

In MOUNTAIN KING you play the part of the intrepid Explorer. Use your Joystick Controller to maneuver him throughout the mountain, making him run to the left or right and jump from plateau to plateau. To jump, push the Joystick away from you at a 45 degree angle to the left or right; the Explorer will leap in the respective direction. If you jump or fall to a lower plateau, you won't be hurt. But, if you fall too far, you'll be momentarily stunned and unable to proceed for a few seconds.

- 87 To climb ladders, push the Joystick away from you. Pull it towards you to go down ladders or to kneel.
- 88 You must kneel in order to claim the Flame Spirit, open Treasure Chests and gain entry to the Temple.
- 89 Your Explorer is equipped with a flashlight used to find Treasure Chests and to confirm the location of the Flame Spirit. To activate the flashlight, press either fire button. The flashlight may only shine in the direction in which your Explorer is headed. It cannot shine up or down.

DIAMONDS & THE FLAME SPIRIT

In order to gain entry to the Temple, you must first be in possession of the Flame Spirit. To qualify for possession you must collect over 1,000 points worth of diamonds. Diamonds are embedded in the cavern walls throughout the mountain. Merely pass over them to pick them up. Each cluster of five diamonds is worth 25 points.

Once you have earned over 1,000 diamond points, a flickering flame will appear at the bottom of your screen, indicating that the Flame Spirit is now available for capture.

LOOK FOR: a very brief flame flicker. This marks the location of the Flame Spirit. The Flame Spirit itself is only fully visible with the flashlight on it.

LISTEN FOR: the theme music. The louder the music, the closer you are to the Flame Spirit.

On level one, you'll have an unlimited amount of time to capture the Flame Spirit. On levels two through eight, the theme music will only play through a few verses. If you fail to capture the Flame Spirit before the music ends, it will disappear. Before it becomes available again you'll have to collect at least another 1,000 points worth of diamonds. The Flame Spirit is randomly hidden within the mountain and is not likely to pop up in the same position more than once.

Once you have successfully located the Flame Spirit, position your Explorer directly on top of it and pull the Joystick towards you to kneel down and pick it up. The Explorer will then be surrounded by a glittering halo and you'll score bonus points. The faster you get the Flame Spirit, the larger the bonus. You'll also earn an additional minute of playing time every time you gain possession of the Flame Spirit.

CAVE BATS

Gray Cave Bats inhabit the caves of the mountain, serving to protect both the Temple and its Golden Crown. On Levels two through eight, Cave Bats will try to steal the Flame Spirit from you before you make it into the Temple. On all levels, they'll try to steal back the Golden Crown before you're able to get it to the mountaintop.

THE GIANT SPIDER

Lurking at the bottom of the mine is a Giant Spider waiting to wind your Explorer in its web. If you get caught, you'll be able to escape the web by rapidly moving the Joystick forward and back. You must do this quickly. If the Spider returns to find you still struggling, he will eat you and end the game. The Spider will also steal back the Golden Crown should you possess it when caught and will take back the Flame Spirit as well. You may escape the Spider altogether by leaping over him or jumping to a ladder or higher plateau.

TREASURE CHESTS

Randomly hidden throughout the depths of the mountain are Treasure Chests, visible only with the flashlight. Each one is loaded with diamonds and should you open one, a short fanfare will sound and 250 diamond points will be added to your point total.

To open a Treasure Chest, position the Explorer directly on top of it and pull the Joystick towards you. A new Treasure Chest will always be hidden for every one opened.

THE SKULL SPIRIT

Guarding the entrance to the Temple is the ominous Skull Spirit, visible only with the flashlight. Offer him the Flame Spirit and he will grant you entrance to the Temple. To do this, position your Explorer directly under the entranceway and pull the Joystick towards you. The Skull Spirit will take the Flame Spirit and become visible only long enough for you to dash into the Temple. Be fast; if the Skull Spirit disappears before you enter, you'll have to bring him the Flame Spirit again.

THE GOLDEN CROWN

Once inside the Temple, you must scale the walls to get to the Golden Crown. Position your Explorer directly under the Golden Crown. Move the Joystick forward to place it on your head and then pull it towards you to remove both you and the crown from the pedestal. You'll receive 5,000 bonus points for obtaining the Crown.

ESCAPING

Once the Golden Crown is on your head, the MOUNTAIN KING theme music will begin to play, indicating that it's time to make tracks. Drop to the floor of the Temple and back out into the mine. Your challenge now is to get to the top of the mountain where the Perpetual Flame burns before time runs out

or before the Cave Bats steal the Crown from you. If you make it to the top of the mountain, you will receive bonus points and play will then continue on the next higher level. The faster you get to the top of the mountain, the more bonus points you will receive.

SPECIAL FEATURES

Ladders: Use these to go up and down. Your Explorer cannot jump from the top of a ladder.

Flashlight: Your flashlight has inexhaustible power. Use it to see the Flame Spirit, Skull Spirit and Treasure Chests. You cannot use it and pick up diamonds at the same time, nor will it work when you are being chased by the Spider or are in possession of the Flame Spirit or Golden Crown.

Scoring display: The score display at the bottom of your screen indicates your current score and below that, the amount of time remaining in the game.

MUSIC & SOUNDS

Music is one of the most critical and exciting elements of MOUNTAIN KING. Listen carefully to the theme music when the Flame Spirit becomes available. The closer you are to the Flame Spirit, the louder the music will be. Once you get the Golden Crown, you'll hear the theme music again. As you attempt to escape, the music will play for a period of time based on the Skill Level you're playing. If you've failed to get to the mountaintop when the music stops, the Crown will immediately disappear from atop your head and you'll have to begin your quest anew.

Among the assorted sounds heard throughout the game, one to remember is the sound of the oncoming Giant Spider. If you stay alert to this sound, you may just have enough time to get out of the way before the Spider snares you.

TIME

Time is another critical element. Depending on the level you're playing, you have a limited amount of time to complete your mission. With only 59 seconds left to play, the time display below your score will turn red, alerting you to the fact that you had better get a move on if you expect to become MOUNTAIN KING.

NOVA BLAST

OBJECT OF THE GAME

Protect the four Capsuled Cities from waves of Flying Fighters and Water Walkers. Avoid collisions with, as well as shots from enemy ships. The game ends if enemy fire destroys all four cities or if Nova 1 is damaged by too many hits or collisions.

STARTING THE GAME

At a higher rank, you will battle more flying squadrons and Water Walkers, and more cities will be under attack at one time. With each wave the challenge increases! Choose your rank to begin the game at varying skill levels as illustrated in the following chart. When you have chosen your rank, press the "*" key to begin playing the game.

THE RANKS

PRESS KEY

SKILL LEVEL

RANK

| | | |
|---|--------------|---------|
| 4 | Beginner | Cadet |
| 5 | Intermediate | Captain |
| 6 | Expert | Admiral |

STEERING

To steer Nova 1, press joystick in the desired direction of travel. The joystick also controls the thrust of Nova 1. Lean the joystick to speed Nova 1 up to maximum acceleration. When the joystick is released, Nova 1 slows down to a stop.

AMMUNITION

You have unlimited use of two types of ammunition: lasers and bombs.

Lasers: Use lasers to destroy airborne Flying Fighters. To fire lasers, press the right fire button. For continuous fire, keep the laser button pressed.

Bombs: Drop bombs on Water Walkers to prevent them from destroying Capsuled Cities...and you! To release a bomb, press the left fire button.

DAMAGE INDICATORS

As each wave begins eight black squares appear on your instrument panel, four on each side of the Surface Scanner. These are your Damage Indicators. For each collision or shot suffered by Nova 1, one Damage Indicator disappears. When the last Damage Indicator disappears, the game ends.

CAPSULED CITIES

It takes eight enemy hits to destroy a capsule. Once the capsule is down, another enemy hit will destroy the city. With each hit, the capsule changes color. Learn to recognize capsule strength by color.

BEAMING A SHIELD ON TO A CITY

If a city loses its protective capsule, you can beam a shield over it if you have enough energy in reserve to do so. Stop Nova 1 directly over the city. Press and hold the left fire button until a shield appears over the city. The more energy you beam on to a city, the more hits that capsule will endure. Beaming a shield over a city uses energy. You may need to refuel soon!

BEAMING SHIELD ENERGY ABOARD

Watch the Shield Energy Indicator on the lower left side of your instrument panel. Position Nova 1 directly over the Energy Depot. Press and hold the left fire button to beam energy aboard. Watch the rotating bar on the Energy Depot. As energy runs down, the bar spins more slowly. Energy in an Energy Depot has been exhausted when the bar stops spinning and the energy beam from Nova 1 is replaced by falling bombs. Energy Depots will regenerate energy as long as some reserves remain. Energy beamed aboard evaporates after a while, even if you do not use it. Beam energy aboard only when you need it.

USING THE SURFACE SCANNER

Use the Surface Scanner to determine which cities are under attack and need protection. Nova 1's flight "wraps around" on the Surface Scanner. If Nova 1 disappears off the right side of the Surface Scanner, it will soon reappear on the left side, moving right.

ENEMY'S PLAN OF ATTACK

Each enemy has a different plan of attack. Once they have worn away and eventually eliminated the capsule, the next hit will destroy the city. You will hear a warning beep when an enemy squadron begins its attack.

Flying Fighters: There are eight types of flying enemies: Orion Fighters, Gravitines, and more. Can you beat them all?

Water Walkers: Destroy Water Walkers before they come in contact with a city. Water Walkers try to destroy you by firing rockets. Avoid them! All enemies in one wave must be destroyed before the next wave can attack.

SCORING

For hitting an enemy ship: 100 points
For bombing a Water Walker: 1000 points

You earn bonus points at the end of a wave of attack for each city that has survived.

PITFALL

Guide Harry through a treacherous jungle maze. He must leap over obstacles and dodge deadly dangers while grabbing all the treasure he can reach!

THE PERILS OF PITFALL!

Pitfall Harry's Jungle Adventure involves great danger. Some hazards slow him down, robbing you of points; others stop him cold. The "inconvenient" hazards are open holes in the ground and rolling logs (see "Scoring"). The "catastrophic" hazards include scorpions, cobras, crocodiles, swamps, fire, quicksand and tar pits. These obstacles will not cost you points, but they will cost Harry one of his three lives.

STARTING THE GAME

After the title screen demonstration, the game will begin automatically. To begin the action, move the Control Stick left or right.

PLAYING THE GAME

- 90 To run left or right, lean Control Stick in that direction.
- 91 To jump over obstacles, press either fire button.
- 92 To climb up ladders, push the Control Stick forward; to descend, pull back.
- 93 To grab a swinging vine, press either side button while running left or right.
- 94 To release a vine, pull the Control Stick toward you.
- 95 To pick up a treasure, run by it.
- 96 To pause the action, press "2" or PAUSE/BREAK.
- 97 To resume action, press any number other than "2" or PAUSE/BREAK again.
- 98 To start a new game at any time, press "*" or "#" or F1.

SCORING

You start each adventure with 2,000 points. Should you fall down a hole you will lose 100 points. Rolling logs will also cause point loss depending on how long contact is made with them.

Finding treasure earns you points. There are eight of each type of treasure in the game, 32 in all, worth a total of 112,000 points. Collect them all without losing any points for falling down holes or tripping on logs and you'll have earned a perfect score - 114,000!

| | | | |
|------------------|-------------------|-----------------|---------------------|
| MONEY BAG | SILVER BAR | GOLD BAR | DIAMOND RING |
| 2000 points | 3000 points | 4000 points | 5000 points |

TIME

You have 20 minutes to complete each adventure. Harry begins each game with three lives. Game ends when time runs out or when Harry uses all three lives.

PITFALL II

Lost Caverns

OBJECT OF THE GAME

Help Pitfall Harry find his niece Rhonda, the cowardly cat Quickclaw and the great Raj diamond. On the way, grab all the gold bars you can (and be on the lookout for a pesky stone-aged rat). There is no time limit in the caverns!

STARTING THE GAME

After the title screen is briefly displayed, the game will start automatically.

PLAYING THE GAME

- 99 To move Pitfall Harry left or right, press left or right arrow keys.
- 100 To jump, press the left fire button.
- 101 To descend a ladder, press down arrow key just before Harry reaches the hole. To ascend a ladder, press up arrow key.
- 102 To catch a balloon, push the left fire button to jump. Move left or right to float left or right. To speed up, press up arrow key; to slow down, press down arrow key.
- 103 To cross a shaft, press left fire button right before you jump and hold it down as you move in the direction you're heading.
- 104 To pause the game, press "0". To continue, press again.
- 105 To reset game to title screen, press "*".
- 106 To turn music off, press "#". To hear music, press again.

DANGERS

Critters: Keep away from frogs, bats, condors, eels, and albino scorpions. Touching any of them will really set you back!

Red Crosses: Whenever Pitfall Harry succumbs to a danger, he is magically transported back to the last red cross he touched. So, be sure and touch each of these mystical healing centers as you encounter them.

Rewards: You start out with 4,000 points. Thereafter, receive:

- 1075,000 points for every gold bar

- 10815,000 points for the cave rat
- 10920,000 points for the Raj diamond
- 11010,000 points for Rhonda
- 11110,000 points for Quickclaw

Touching dangerous creatures or falling unintentionally loses points.

QUEST FOR QUINTANA ROO

Help Yucatan Sam explore the dozens of terror filled chambers that create the mystical temple of the Mayan god Quintana Roo. You must use your supplies as well as your cat-like reactions to avoid the sleeping snakes, overcome the mummy's curse, and eliminate the other adversaries while attempting to solve the mystery that will deliver the hidden treasure to you and Yucatan Sam. Since a different solution is required each time the game is started, you will be assured hours of mind-challenging, reflex-testing entertainment. Do you dare to get involved?

OBJECT OF GAME

Yucatan Sam explores the chambers of the temple searching for the keys to open the ceremonial vault and acquire the riches inside.

STARTING THE GAME

On the level selection screen you may select the level of play at which to start. Press the proper key sequence (secret code discovered during play) for upper levels. Press the fire button to start at the first level.

Outside Temple Screen

On this screen Sam must evade the poisonous snakes while climbing the outside of the temple to reach the portals to the rooms inside. Beware of the moon god's wrath reflecting from the eyes of the temple. Use the joystick left, right, left/up or right/up to move around outside of the temple. Pressing the right fire button causes Sam to duck if he is by a portal. Pressing the left fire button causes Sam to enter the temple if he is by a portal.

Chute Screen

On this screen Sam is entering or exiting a temple room. The joystick is not used on this screen.

Inside Temple Room Screen

On this screen Sam can move around the floor of the room and use the various tools and weapons. Press the joystick in any of the eight directions to move Sam.

- 112 Pressing the "1" key causes Sam to draw his gun. Pressing the left fire button, while the gun is drawn, fires the gun. The number of bullets Sam has left is shown at the bottom right of the screen.
- 113 Pressing the "2" key causes Sam to grasp a flask of acid. Pressing the left fire button, while the acid is in Sam's hand, causes Sam to throw the acid. The amount of acid Sam has left is shown at the bottom right of the screen.
- 114 Pressing the "3" key causes Sam to grasp his chisel. Pressing the left fire button, while Sam is holding the chisel, causes Sam to use his chisel.

- 115 Pressing the "4" key causes Sam to read his Geiger counter. The Geiger counter reading is shown at the bottom center of the screen. A low value indicates nothing exciting. A mid value indicates that there is an object in the room above or below the one Sam is in. A high value indicates that there is an object in the room.
- 116 Pressing the "5" key causes Sam to drop whatever he is carrying.
- 117 Pressing the "6" key causes Sam to pick up a map rock if he is standing over one.
- 118 Pressing the right fire button causes Sam to squat and pick up objects if he has nothing in his hand. This will also allow Sam to exit a room if he is standing in the doorway.

ADVERSARIES

Inside the temple Sam will encounter the following enemies:

| ENEMY | DESTRUCTION METHOD |
|---------|-----------------------|
| snakes | destroyed by shooting |
| spiders | destroyed by shooting |
| mummies | destroyed by acid |

TREASURES

Inside the vaults Sam will find the following objects:

| TREASURE | USE |
|-----------|-----------------------|
| map rocks | used to open vault |
| treasures | used to score points |
| acid | restocks Sam's supply |

MAGIC HERBS

If Sam is bitten by a snake or spider he has one minute to find the magic herbs and pick them up thereby curing himself. The amount of time Sam has left before he dies is shown in red at the bottom left of the screen.

TEMPLE AIR

The air in the temple is very stale. When Sam enters the temple he has only one and a half minutes of breathable air. He must exit the temple before this time is gone or he will die. The time remaining is shown at the bottom left of the screen.

MAP VAULT

In order to open the map vault Sam must grasp a map rock and place it in the proper map rock hole. This is done by positioning Sam under the desired hole and pressing the left fire button. If the rock is the proper one the hole will disappear, if it is incorrect the map rock will be relocated somewhere in the temple.

OPENING VAULT

There are two ways to open a vault door. The first is using the chisel. If Sam strikes the secret rock with the chisel the vault will open. In order to hit the secret rock Sam must be standing as near to the wall

as possible. The second method uses the acid. If Sam stands as near to the wall as possible and throws the acid onto the wall, the vault door will be opened.

SCORING

| | |
|---------------------|-------------|
| Killing enemies | 100 points |
| Opening vault | 100 points |
| Picking up treasure | 1000 points |
| Inserting map rock | 1000 points |
| Opening map vault | 5000 points |

An extra man is awarded for collecting 20 treasures.

HELPFUL HINTS

- 119Bring all five map rocks to the map vault room before inserting them. This will make it easier to remember which ones you have tried.
- 120Save one flask of acid as a defense against the mummy.
- 121Leave one cache of acid flasks in an exposed vault room as an emergency supply.
- 122Sam can only carry five flasks of acid at a time. If you pick up more you will lose the excess.
- 123When you are exploring the long columns of rooms keep an eye on your air time. Only explore half of the rooms at a time.
- 124Remember when the magic herbs are.
- 125Position your torch handle over the hole you wish to try when attempting to insert map rocks.
- 126For a much needed break in the ACTION, press the "*" key for a pause. To restart the game press the "#" key.

RIVER RAID

Your mission is...to score as many points as possible by destroying enemy battleships, helicopters, fuel depots, jets, tanks, hot air balloons and bridges before your jet crashes or runs out of fuel.

STARTING THE GAME

At the game selection screen you have several options for game play. Advanced pilots may start the game at later bridges, bypassing the easier sections of the river. Your selections are as follows:

| PRESS KEY | STARTING BRIDGE NUMBER | NUMBER OF PLAYERS |
|-----------|------------------------|-------------------|
| 1 | 1 | ONE |
| 3 | 5 | ONE |
| 5 | 20 | ONE |
| 7 | 50 | ONE |
| 2 | 1 | TWO |
| 4 | 5 | TWO |
| 6 | 20 | TWO |
| 8 | 50 | TWO |

ORIENTATION

The River of No Return: The river is divided into sections, with a bridge at the end of each section. You will encounter islands, narrow channels, bays and lots of enemy aircraft and watercraft moving in to block

your path. Also, the farther down the river you fly, the more harrowing things get. The current bridge number is displayed on screen and is an indication of your progress up the river. It is updated whenever a bridge is destroyed.

Your Jet Fighter: Your plane will bank to the left or right when you move the Control Stick left or right. To accelerate, push it forward. To slow down, pull it back. Press either fire button to launch missiles (hold for continuous fire).

Your Squadron: You'll begin with four jets (one active, three on reserve). With each 10,000 point increase, you're given an additional jet. You lose a jet if it runs out of fuel, or touches anything except a fuel depot. River Raid ends when all of your jets are lost.

Fuel Gauge: Always keep an eye and an ear on your fuel gauge. Fuel is used up at a constant rate, regardless of speed. When your fuel drops below 1/4 full, a warning siren sounds to alert you. To refuel, fly over a fuel depot. The slower you fly over it, the more fuel you'll receive. A bell will sound while you are refueling. This sound changes to a higher pitch when your fuel tank is full. If you don't need fuel, you can blow up the fuel depot. But keep in mind that the farther down the river you fly, the fewer fuel depots you'll find.

Enemies: Land Tanks appear on the road at the first bridge. Beginning with Bridge 7, they'll dodge up to the shoreline and commence shooting. Helicopter Gunners begin appearing at Bridge 13.

SCORING

| TARGET | POINTS |
|-------------------|--------|
| Tanker | 30 |
| Helicopter | 60 |
| Balloon | 60 |
| Fuel Depot | 80 |
| Enemy Jet | 100 |
| Helicopter Gunner | 150 |
| Bridge | 500 |
| Bridge with Tank | 750 |

ROCK N' BOLT

Before you awaits the construction world's most complicated, confused mess of mind-boggling blueprints, bolts, beams and girders. You and you alone will have to figure it all out and put it together and you don't have all day!

MOVING UP IN THE WORLD

There's plenty of opportunity in high-rise construction.... if you want to make it to the top. Just remember to plan ahead. Minimize mistakes and work fast.

When you bolt down all the girders on the 1st floor, take the lift to the 2nd, then the 3rd, then the 4th, then the 5th, then the 6th, the 7th, the 8th...The sky's the limit!!!!

OVERVIEW

Build a 100-story building from a puzzle of moving beams. Jump from girder to girder, bolting all of them down in the proper pattern, then return to the elevator and move on to the next floor. Watch your time!

ON THE JOB

- 127 To move up, down, left or right, move Joystick in that direction.
- 128 To begin each round, hop off the hydraulic lift onto a girder.
- 129 To bolt down a sliding girder, position your man directly over the hole and press the fire button. To remove the bolt, press the fire button again.
- 130 To pause for a break, press "0". To return to work, press "0" again.
- 131 To call it quits and start over, press "**".

BLUEPRINTS

The blueprint shows you the floor plan for each screen. A floor can be from one to three screens wide.

- 132 If the blueprint is blank, bolt down the girders in any arrangement you like.
- 133 If the blueprint shows the placement of the girders, follow the floor plan precisely.

In either case, make sure you have a way to get back to the hydraulic lift. Then, jump on. It's the only way to continue!

BOLTS

Black bolts mean that the girder is in the right place. Red bolts mean that the girder is in the wrong place. Flashing gold bolts earn you bonus money if you land on them. Flashing green bolts earn you an extra man if you land on them.

MEN AND WAGES

One man is all you'll ever need if you choose the untimed option (number one), but no wages are earned. You start with three men in both timed options (two and three). You lose one man if you don't bolt down every girder and jump on the hydraulic lift before time runs out. Earn money for each bolt secured, and lose money for every bolt you undo. Timed option three pays better than three.

TIPS

- 134 Study the floor plan before you start each level. The time doesn't begin until you move the Joystick.
- 135 Also, temporarily bolting a girder in the wrong place is often the best way to get to the girders that are not connected to any others. But remember, it takes longer to unbolt than to bolt.

ROLLOVERTURE

The hall is at a hush. The maestro takes the baton and readies the orchestra. But wait! All the notes have been scrambled and you must help the maestro scurry madly around the orchestra pit directing the notes back to their proper order. Climb ladders, throw levers, reverse the conveyor belt and step on rollovers to guide the music ball to the correct notemaker slot. Proper placement rewards you with the overture, but incorrect placement results in a speed increase and greater difficulty. A variety of melodies and random scrambling of the notes guarantees to keep your interest, while you painlessly learn about music.

OBJECT OF THE GAME

You help Maestro Theodore T. Tophat (affectionately known as Tripple T) travel around the orchestra pit attempting to direct the rolling note into the proper note-maker slot.

THE ORCHESTRA PIT

The orchestra pit contains seven levers, positioned over the note-maker slot that the lever controls. Triple T runs by a lever to change its setting, thereby opening or closing the corresponding note-maker hatch.

The conveyor belt is used to direct the rolling note to the left note-maker slots or the right note-maker slots. Triple T can change the direction of the conveyor belt by running on the conveyor belt in the opposite direction you wish it to go.

There are two blue bumpers which are solid colored when active, and an outline when not active. If Triple T runs over an active blue bumper the note-maker slots will be scrambled. There are seven red bumpers, which are solid colored when active. If the rolling note hits an active red bumper, the note-maker hatches will be scrambled (opened and closed). If Triple T runs over any active red bumper, the bumper is de-activated without scrambling the note-maker hatches.

There are seven ladders that Triple T can use to climb up or down in the orchestra pit. There are two gaps which Triple T must jump over.

When Triple T correctly completes a phase, you will hear the overture played and a new phrase and screen will appear.

SCORING

| | |
|---------------------|-------------|
| Completing a note | 100 points |
| Completing a phrase | 5000 points |

GAME CONTROLS

| | |
|-----------------|---|
| Left Joystick | Triple T runs left |
| right Joy stick | Triple T runs right |
| Up Joystick | Triple T climbs up ladder |
| Down Joystick | Triple T Climbs down ladder |
| Fire Button | Triple T jumps, or restarts after pause |

The "*" key pauses game until fire button pressed. When a game is completed, the "*" key or the "#" key will start a new game.

LEVELS OF PLAY

| LEVEL | STARTING BALL SPEED | NUMBER OF NOTES IN A PHRASE |
|-------|---------------------|-----------------------------|
| 1 | 0 | 4 |
| 2 | 2 | 6 |
| 3 | 4 | 8 |
| 4 | 6 | 10 |

HELPFUL HINTS

- 136 On level one the note needed will blink in its note-maker slot. This will only occur for the first four notes of each song.
- 137 Use the direction of the conveyor belt to control which notes will be encountered first. If the conveyor belt is moving left the note-maker slots on the right of the screen will be first.
- 138 When stuck at the end of the conveyor belt, push the joystick toward the center of the screen and press the fire button to jump away from the end of the conveyor belt.
- 139 Always try to de-activate a lit red bumper before it is hit by the rolling note.
- 140 For a much needed break in the action, press the "*" key for a pause. To restart the game depress either firebutton.

SIR LANCELOT

Live to ride and ride to live! As Sir Lancelot you must guide your trusty steed to conquer the masses of flying foes, for there is a damsel in distress waiting to be rescued. To succeed you must be brave, swift and cunning. Are you up to the challenge?

STARTING THE GAME

After the title screen select the beginning game level and the number of players on the option screen.

| PRESS KEY | LEVEL | NUMBER OF PLAYERS |
|-----------|-------|-------------------|
| 1 | 1 | ONE |
| 2 | 2 | ONE |
| 3 | 3 | ONE |
| 4 | 4 | ONE |
| 5 | 1 | TWO |
| 6 | 2 | TWO |
| 7 | 3 | TWO |
| 8 | 4 | TWO |

PLAYING THE GAME

Sir Lancelot must ride upon the back of his flying mount in order to defeat the airborne menace that threaten his quest. To make the horse flap his wings, press either fire button rapidly. Moving the control stick right or left controls the forward movement of the pair of heroes.

ENEMIES

Use your lance to obliterate the winged threat. To kill a foe you must joust with him. You will win if your altitude is greater than that of your adversary. If you are out flown you will lose one of your three lives.

If you clear a round you will have to go into the cave to face the pterodactyl. Your goal is to put your lance into his soft underbelly so that you may emerge victorious. Be Careful!! He flies fast and furious and is difficult to capture. Once you are airborne you cannot land until you have successfully killed the prehistoric pest. He flies lower and lower and spits fire balls at you attempting to force you into the fiery lava lake below. If you can do away with this challenge you are rewarded by a whole new round of flying enemies!

SCORING

| LEVEL | PESTS | SCORE |
|-------|------------------|-------|
| 1 | Winged Serpents | 250 |
| 2 | Giant Bumblebees | 750 |
| 3 | Dragon Flies | 1500 |
| 4 | Blinking Eyes | 3000 |

In the intermediate levels the score for killing the Pterodactyl varies according to the level just completed and also depending on how fast you are able to destroy him.

RESTART

You may press the "F1" key at any time to return to the title screen. After your current game is completed you may press "#" to return directly to the game selection screen.

SKIING

OBJECT OF THE GAME

You have been training years for this moment. You have toiled and practiced to meet your goal, to be the fastest racer on the course. You are poised and ready to gather your abilities and dazzle the masses. The starting signal is sounding, the time has come, all or nothing, ready or not here you go!

STARTING THE GAME

After the title screen is briefly displayed, you will be asked to select the number of players. Press number key 1-4 to play up to four players.

On the next screen each player will be asked to enter their name. Move the cursor left and right using the arrow keys and choose the selected letter by pressing the right fire button (space bar). If you make a mistake, you can erase the previously entered letter by selecting the "<" character and pressing the right fire button. A space may be selected in the same way by positioning the cursor under the " " (blank) character and pressing the right fire button. When the name is complete choose the "+" to add your name to the play list. The remaining players will enter their names similarly in succession.

On the final game selection screen, you are given the choice between a slalom event or a down hill race. Use the up and down arrow keys to select which event in which you will compete. When the arrow is in front of your chosen event, press the right fire button to select it. You will then be asked to choose a skill level for that event. Press "1", "2" or "3" to make your selection. Move the arrow down to the word BEGIN and press the right arrow key.

NOTE: You may choose to compete in both events. When the first race is complete, the second event will begin after a display of players' names and their respective times.

PLAYING THE GAME

When the game begins you will be at the starting gate and will hear the starting signal begin to countdown. When you hear the signal to begin, the clock will start and now its just you against the mountain. Press the right fire button (space bar) to push off from the gate and arrow keys or joystick controls to guide your skier down the mountain and over the finish line.

SLALOM

Ski through the gates and avoid trees and other obstacles to shave seconds off your time as you shoosh down the hill seeking to claim the lowest time. Each gate missed will add penalty time to your final time. Yikes! That hurts almost as much as running into a tree!

DOWNHILL

Nothing to it! Just get down the hill, in one piece, as fast as you can. Oh yeah, you might want to avoid those big rocks hidden under the snow and the trees who grow oh-so-close to the ski run. Hitting these will not only set you back in time but also in doctor bills!

STRIKE IT

STARTING THE GAME

After the short demonstration is shown, pressing number keys 1-8 will allow you to select a game option before beginning to play. Pressing "*" after a game allows you to replay the same game option; pressing "F1" after a game allows you to return to a game option screen.

| PRESS KEY | SKILL LEVEL | NUMBER OF PLAYERS | NUMBER OF RACKETS |
|------------------|--------------------|--------------------------|--------------------------|
| 1 | 1 | ONE | ONE |
| 2 | 2 | ONE | ONE |
| 3 | 3 | ONE | TWO |
| 4 | 4 | ONE | TWO |
| 5 | 1 | TWO | ONE |
| 6 | 2 | TWO | ONE |
| 7 | 3 | TWO | TWO |
| 8 | 4 | TWO | TWO |

NOTE: If you are playing a two-player game, players take turns, each player plays until completing a game.

CONTROLS

Direct your racket by moving the control stick in right and left directions (right and left arrow keys can also be used). Control your racket to hit the balls and deflect it to bricks and animals.

CHANCES

In each scene, you have six balls (chances). In third scene, besides your own six balls there are still four moving balls hit here and there, you can accept and reserve them. In total you have six scenes.

SCORING

You score points according to the position and quantity of the balls that hit the bricks and animals.

| | |
|--------------------------------|-----------|
| Each yellow brick (first line) | 30 points |
| Each green brick (line 2-6) | 50 points |
| Each blue brick (line 7-9) | 80 points |

Each animal on the brick 500 points
Each animal accepted by racket 300 points

TANK WARS

Soldier! It seems to me you can never get rid of those tanks. Even if you have the RADAR BASE moved from one location to another, they just keep on tracing and threatening you HMM! You look upset, but that's not the way to do it! You are not really going to ruin your previous honor in this war, are you? I know you are ambitious. So, keep your head, just cross the bridge when you come to it. Otherwise, that is the way this world will end.

OBJECT OF THE GAME

Protect the Radar Base and yourself from being hit by various enemy tanks and further trace to defeat every enemy you confront. In this game, you fight with five of your own tanks against 20 enemy tanks in each scene.

STARTING THE GAME

Choose the number of players and the beginning game level from the option screen after the demonstration is complete.

| PRESS KEY | NUMBER OF PLAYERS | LEVEL |
|------------------|--------------------------|--------------|
| 1 | ONE | 1 |
| 2 | ONE | 2 |
| 3 | ONE | 3 |
| 4 | ONE | 4 |
| 5 | TWO | 1 |
| 6 | TWO | 2 |
| 7 | TWO | 3 |
| 8 | TWO | 4 |

CONTROLS

Direct your tank by moving the control stick in four directions. Press fire buttons to shoot. Your firing is in accordance with the direction you are moving.

DEFENDING

Walls are the basic defenses, but your enemies also avoid being hit owing to this protection. Nevertheless, both of your firing can blow through the wall; therefore, it is more and more difficult to gain a victory as the game progresses.

TARGETS

Tanks of different colors indicate different level of attacking speed and frequency, and they are leveled as the red (the most tricky), the yellow (mid-speed) and the blue (slow).

| | TANK | QTY | TANK | QTY | TANK | QTY |
|----------------|------|-----|--------|-----|------|-----|
| Scene 1 | Blue | 14 | Yellow | 4 | Red | 2 |
| Scene 2 | Blue | 13 | Yellow | 5 | Red | 2 |
| Scene 3 | Blue | 12 | Yellow | 5 | Red | 3 |
| Scene 4 | Blue | 11 | Yellow | 6 | Red | 3 |
| Scene 5 | Blue | 10 | Yellow | 6 | Red | 4 |
| Scene 6 | Blue | 9 | Yellow | 7 | Red | 4 |

SCORING

You score points according to the position of the tank you defeated.

| | |
|--|-------------|
| Defeat a tank of the farthest position | 300 points |
| Defeat a tank of mid-distance | 500 points |
| Defeat a tank near to you | 800 points |
| Defeat a tank just next to you | 1000 points |

TOURNAMENT TENNIS

Serve, volley and rush the net in this vivid, exciting computer sports game. Unique overhead view of the playing court, ball boys and a referee all provide realism for the computer-driven competition. From beginner to pro, select a partner appropriate to your skill. Engage in thrilling offensive and defensive play, push yourself to exhaustion. Pay attention to the score as you pursue the tournament trophy in this exciting new approach to tennis competition.

STARTING THE GAME

- 141 Move stick right or left to select one player, two-player or demo games (arrow keys can be used).
- 142 Move stick up or down to select novice, amateur or pro levels (arrow keys can be used).
- 143 Press either fire button once players and level have been selected.
- 144 Enter the name of Player 1. Move stick right or left to select each letter. Press right fire button once to advance to the next letter. Press left fire button to move back and redo a letter. Once name is correct, press the right fire button twice and enter the name of Player 2 to begin game. When both names are entered, hit either fire button.

PLAYING A TENNIS MATCH

Move the players with the joysticks. Position the player to return the ball with either a forehand or a backhand shot. Press either fire button to swing the racket and hit the ball. Determine the direction of the shot by the relative ball/racket position when the ball is hit.

SERVING

Use your joystick to choose the direction of the ball relative to the serve area (left, center or right) and to determine the strength of your serve (up for fast, down for slow, center for normal). The probability of a successful serve is related to the direction and strength you select as in a real tennis game.

To serve, press fire button while holding the joystick in the selected position. Serve again if your serve is out.

RETURNING THE BALL

Player movement controls the speed of the ball. Move player towards the net to hit the ball hard. Move player away from the net to lob the ball (possible only when your opponent is at the net) or to hit the ball softly (possible only when your opponent is in the back court). Move players side to side to hit the ball at normal speed.

SCORING

All tennis rules are observed. The players change sides after every odd game. A match is the best three out of five sets. A tie-breaker game takes place when necessary.

LEVELS

The pace of the action and the aggressiveness of the computer champion increases with each succeeding level.

- 145 **NOVICE level:** The computer champion returns the ball in your direction and is not aggressive.
- 146 **AMATEUR level:** The computer champion plays at an intermediate level but may sometimes play as a real pro.
- 147 **PRO level:** The computer champion mercilessly alternates between fast and normal shots while executing lobs and volleys.

SPECIAL OPTIONS

Pause while the ball is in play by pressing "#". Press any other key (except "#" or "**") to resume the game. Restart the match while the game is paused or the ball is in play by pressing "**".

ZENJI

OBJECT OF THE GAME

Connect all maze elements, creating an unbroken, green path to the pulsating source. Avoid desires and illusions, and carefully watch the time.

STARTING THE GAME

- 148 Wait for on-screen instructions.
- 149 Press the desired game variation number, 1 - 8. Levels 1, 3, 5 and 7 are for one player; 2, 4, 6 and 8 are for two players. The higher the level, the greater the challenge.
- 150 Press "**" to begin.

- 151 Press "#" to return to title screen.
- 152 You begin with one active life and four reserves. The game ends when you have lived out all your lives.
- 153 Enter your initials beside your final score by moving the joystick left or right. When desired initial appears, press either side button.

PLAYING THE GAME

Move the face left, right, up or down using the arrow keys or other control device. To rotate section you are on press a direction key and a fire button at the same time.

SCORING

Points are awarded whenever complete connection (ZENJI) is achieved. The less time you've taken, the more points you'll receive. Touch a numbered square and receive a bonus of 100 points times the number. Also, a bonus life will be awarded with every **other** increase of 10,000 points.