

# Personal Arcade Game Instructions

## **BASIC PERSONAL ARCADE OPERATIONS FOR KEYBOARD USE:**

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

## **BASIC PERSONAL ARCADE OPERATIONS FOR JOYSTICK USE:**

- For Control Stick directional control, use the joystick.
- For right fire button, use button 1.
- For left fire button, use button 2.
- 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 Personal Arcade 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 Personal Arcade title bar.

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

## **BASIC PERSONAL ARCADE OPERATIONS FOR MOUSE USE:**

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

## **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  
2  
3

1  
5  
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.

## **CENTIPEDE**

One glorious spring day you hike into a dense forest that you've never before explored. As you push deeper into the woods, the trees close up behind you and the forest grows increasingly dark and ominous. You get a creepy feeling and decide to go back. A chill plays up and down your spine when you turn and realize you're lost. You collapse onto a flat rock beneath an enormous spreading tree and try to regain your sense of direction. A grey squirrel chatters at you. "How do I get out of here?" you sigh out loud.

## **STARTING THE GAME**

You start the game with three, four, or five magic wands, depending on the game variation. You can win bonus wands for reaching a high score. You can have an unlimited amount of magic wands, but a maximum of five wands will be displayed. When you lose your last magic wand, the game ends. If the Centipede, spider, or flea bites you, your wand is snatched away and you become temporarily paralyzed. The game will stop momentarily and all the mushrooms you partially destroyed during the battle are restored. Your points are added to your running score, and the rejuvenated Centipede attacks again from the top. You must replay the previous wave until the Centipede is totally destroyed.

## **PLAYER/GAME SELECTION**

Use your keyboard number keys to select the type of game you want to play. Press the number that corresponds with the desired game on the game selection screen. The game starts automatically after you make a game selection. Press "\*" to return to a display of your current game selection. You can then start that game or select a new variation. To pause the game, press the "#" key. The action immediately freezes in its present position on the screen. To continue play, press "#" again.

## **OBJECT OF THE GAME**

Use your magic wands to score as many points as possible ( See SCORING. ) Use strategy and quick thinking to avoid the paralyzing insect bites. The Enchanted Forest is a challenging, but dangerous region. By learning about the dangers that lurk behind every mushroom, you can become a skilled and heroic wand wielder.

## **INHABITANTS OF THE ENCHANTED FOREST**

**Centipede:** Consisting of 12 body segments, the Centipede attacks from the top of the screen and winds down toward you. Each time you hit a segment, it becomes a powerless mushroom and the body segment behind that mushroom becomes the head of a new Centipede. When you shoot every segment of a Centipede, the Centipede disappears briefly, then reappears at the top in a new and fiercer attack formation.

The Centipede attacks in 12 distinct waves. In Wave 1, the Centipede is composed of a head attached to 11 body parts. In Wave 2, it has a head attached to 10 body parts plus a detached head. The Wave 3 Centipede is composed of 9 body segments with one head attached and 2 detached heads. The Centipede continues to transform a body segment into a head until Wave 12 when it has 12 independently moving heads.

**Magic Mushrooms:** Dotting the forest floor are magic mushrooms. These act like shields for you and can speed the Centipede in its attack. The Centipede slides along horizontally in one direction. When it gets to a mushroom or the edge of the screen, it turns down to the next row of mushrooms and continues in the opposite direction. It takes four hits to eliminate an entire mushroom. At the end of each wave, all partially destroyed mushrooms are magically restored to the forest.

**Spider:** In its attempt to distract you from shooting the Centipede, the spider jumps all over the battlefield, eliminating some of the mushrooms it touches. The closer the spider comes, the more points you score when you zap it.

**Flea:** The flea starts bugging you after you shoot away most of the mushrooms near you. It drops straight down, creating mushrooms as it falls. You must hit the flea twice to make it disappear.  
Warning: After the first shot, the flea drops more than twice as fast!

**Scorpion:** By the third wave, the scorpion scurries across the middle of the battlefield, poisoning every mushroom it touches. At first it moves slowly, then it moves faster and appears more frequently as the game progresses.

**Poisoned Mushrooms:** Poisoned mushrooms are created by the scorpion. These are always magenta in color. When the Centipede bumps into a poisoned mushroom, it goes crazy and plunges straight through the field of mushrooms toward you. At the end of the wave, all whole and partially destroyed poisoned mushrooms are transformed back into magic mushrooms.

## CONTROLLING YOUR WAND

Move your joystick in the same direction you want to move your magic wand or use the arrow keys on the keyboard. You can move a short distance up the screen as well as to the left and right edges. To shoot sparks, press the fire buttons. You can fire sparks as long as you depress the fire button. Your supply of sparks is unlimited.

## SCORING

You can score a total of 999,999 points before the score rolls back to zero. Point values are listed below.

Centipede body segment	10 points
Centipede head	100 points
Spider ( distant range )	300 Points
Spider ( medium range )	600 points
Spider ( close range-look out )	900 points
Flea	200 points
Scorpion	1000 points
Magic Mushroom ( totally eliminated )	1 point
Magic Mushroom ( shot 1 to 3 times )	5 points
Poison Mushroom ( totally eliminated )	1 point
Poison Mushroom( shot 1 to 3 times )	5 points
Poison Mushroom ( not shot at all )	5 points

## GAME VARIATIONS

CENTIPEDE offers three game variations: EASY Play for beginners and children, STANDARD PLAY for intermediate players, and HARD PLAY for advanced players.

Level	Wands Allotted	Bonus Wand Every
EASY	five	10,000 points
STANDARD	four	12,000 points
HARD	three	14,000 points

## HELPFUL HINTS

- Shoot away mushrooms in a straight line up the screen to create a "corridor." When the Centipede reaches this "gap", it will fall straight down the battlefield and can be easily picked off.
- Since the flea doesn't appear until you have eliminated most of the mushrooms near you, you can set up a shield to prevent this lightning-fast pest from striking. Simply refrain from shooting away mushrooms near your magic wand.
- Shoot Centipede heads to create new heads out of the body segment left behind. Since heads are worth 10 times the point value of body segments, you'll score a lot of points.

## 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

- To select one of five games, press number 1 - 5 on the keyboard. The higher the number, the greater the challenge.
- To start, move the joystick or press an arrow key.
- 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:

- To fly up or run or fly left or right: Move control stick or Joystick in that direction.
- To hover: Tap control stick or Joystick forward.

- To fly down a shaft: Step off the ledge.

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

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

- Land and move near a wall.
- 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.

## 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**

- To run left or right, lean Control Stick in that direction.
- To jump over obstacles, press either fire button.
- To climb up ladders, push the Control Stick forward; to descend, pull back.
- To grab a swinging vine, press either side button while running left or right.
- To release a vine, pull the Control Stick toward you.
- To pick up a treasure, run by it.
- To pause the action, press "2" or PAUSE/BREAK.
- To resume action, press any number other than "2" or PAUSE/BREAK again.
- 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!

<b>MONEY BAG</b>	<b>SILVER BAR</b>	<b>GOLD BAR</b>	<b>DIAMOND RING</b>
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.

## **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.

- 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.
- 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.
- 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.
- 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.
- Pressing the "5" key causes Sam to drop whatever he is carrying.
- Pressing the "6" key causes Sam to pick up a map rock if he is standing over one.
- 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  
spiders  
mummies

destroyed by shooting  
destroyed by shooting  
destroyed by acid

## TREASURES

Inside the vaults Sam will find the following objects:

### TREASURE

map rocks  
treasures  
acid

### USE

used to open vault  
used to score points  
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

- Bring all five map rocks to the map vault room before inserting them. This will make it easier to remember which ones you have tried.
- Save one flask of acid as a defense against the mummy.
- Leave one cache of acid flasks in an exposed vault room as an emergency supply.
- Sam can only carry five flasks of acid at a time. If you pick up more you will lose the excess.
- When you are exploring the long columns of rooms keep an eye on your air time. Only explore half of the rooms at a time.

- Remember when the magic herbs are.
- Position your torch handle over the hole you wish to try when attempting to insert map rocks.
- For 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

## 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
<b>Scene 1</b>	Blue	14	Yellow	4	Red	2
<b>Scene 2</b>	Blue	13	Yellow	5	Red	2
<b>Scene 3</b>	Blue	12	Yellow	5	Red	3
<b>Scene 4</b>	Blue	11	Yellow	6	Red	3
<b>Scene 5</b>	Blue	10	Yellow	6	Red	4
<b>Scene 6</b>	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**

- Move stick right or left to select one player, two-player or demo games (arrow keys can be used).
- Move stick up or down to select novice, amateur or pro levels (arrow keys can be used).
- Press either fire button once players and level have been selected.
- 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.

- **NOVICE level:** The computer champion returns the ball in your direction and is not aggressive.
- **AMATEUR level:** The computer champion plays at an intermediate level but may sometimes play as a real pro.
- **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 "\*\*".