

LOADING INSTRUCTIONS

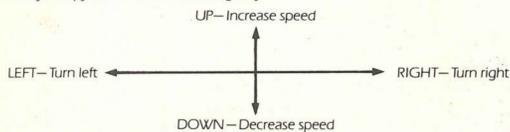
- Both cassettes are recorded on each side. Tape one has Spy Hunter on side one and Tapper on side two. Tape two has Up 'n' Down on side one and Blue Max followed by Aztec Challenge on side two.
- To load the games on tape one sides one and two, and tape two side one simply ensure that the tape is fully rewound and follow the loading instructions below.
- When loading Blue Max for the first time rewind the tape and set the tape counter to 000. Immediately it has loaded make a note of the tape counter reading. This will be used as the starting point when loading Aztec Challenge you should rewind tape two side two set your tape counter to 000, fast forward the tape until the tape counter reaches that of the previous number noted. It is always better to be slightly before the noted counter reading for loading purposes.
- Press SHIFT and RUN/STOP on your computer simultaneously and then press the PLAY key on your tape recorder. When the game has loaded press the STOP key on your tape recorder and follow the instructions on the screen.

SPY HUNTER

You are a world class spy driving for your life in your ultra-equipped turbo-charged spy mobile. The road is crawling with Enemy Agents bent on your destruction. They'll stop at nothing, so neither can you. Maneuver your car all the speed and skill you can, always watching for the Road Lord, the Switch Blade, the Enforcer and other Enemy Agents as they try to stop you cold on land and water. You must destroy them before they destroy you!

Using your controls

- Plug the cable for joystick #1 into joystick port #1. THIS IS THE ACTIVE JOYSTICK which controls the movement of your Spy Car. Plug the cable for joystick #2 into joystick port #2. THIS JOYSTICK PROVIDES AN ADDED FIRE BUTTON ONLY. When playing Spy Hunter, hold the joysticks vertically, with joystick #1 (the active joystick) at the bottom and joystick #2 above it. You use only joystick #1 to maneuver your Spy Car. Both Fire Buttons are used for activating your Spy Weapons.
- To pause game, press F7 key. Other key functions: F1-Restart F3-Reset Option RESTORE-Reset to title page. IMPORTANT: Depress the key you choose and HOLD IT DOWN. SET UP AND GAME CONTROL
- Insert the game diskette while power is OFF.
- Turn the power ON.
- FOR THE DISKETTE type LOAD SPYHUNTER — When it is ready type RUN FOR THE CASSETTE, press SHIFT and RUN STOP simultaneously, then the game will load automatically.
- Then, for the diskette, select either J (joystick) or K (keyboard) and E (expert) for the more challenging game, or N (novice), the easier game, by using the keyboard. The NOVICE game runs on a counter that gives you 999 units to complete the first leg of the course. You have an unlimited number of Spy Lives (cars) during this time. After the period is completed, you earn one extra Spy Car. You earn another Spy Car after 20,000 points and one every 10,000 thereafter. The EXPERT game also starts with an initial 999 counter, but at a higher difficulty level. The enemy is more aggressive and you are given one Spy Car after the counter runs down. You earn another Spy Car at 20,000 points, then one every 20,000 thereafter.
- You'll hear the Spy Hunter theme as the Weapons Van pulls onto the side of the road, letting your Spy Hunter car roll out the back and onto the road.
- Use your button joystick control to maneuver your Spy Car through the dangers of the road and waterways of Spy Hunter in the following way:



- If you wish to play Spy Hunter using keyboard controls rather than the joysticks, here are the keys to use:

Up—J	Left—J	Fire forward—A
Down—K	Right—L	Fire backward—Z
- Spy Hunter's special Dual Control Module enables the player to activate both Fire Buttons easily. Only the bottom joystick affects the movement of your Spy Car. However, both Fire Buttons are used to activate weapons. The bottom Fire Button activates forward firing weapons. The top Fire Button activates rear firing weapons. (See Weapons Section.)

How to play

SCREEN AND GAMEPLAY
Your Spy Hunter adventure starts as the Weapons Van rolls up from the bottom of the screen and pulls over to the shoulder of the road. The van stops and your Spy Car rolls out the back, armed with machine guns. You then maneuver your car onto the road as the action begins. The road will branch and fork as you go. You must be careful as you dodge and chase enemy agents not to swerve off the road. If you do, you'll lose one of your Spy Cars. When you lose a Spy Car and you still have Spy Cars in reserve, a Weapons Van appears from the bottom of the screen and pulls onto the road shoulder to let the new Spy Car roll out the back and onto the road for more action. If you have no remaining Spy Cars, the game is over. The terrain will change as you traverse the course. Screen backgrounds will change color as indication of a new terrain. As the course continues, you'll come to a waterway. Here your Spy Car enters a bathhouse and automatically becomes amphibious and skins along the surface of the water. Don't think you're safe. The water is teeming with other Enemy Agents. There is also a stretch of bridges and a stretch of icy road in other screens. On the icy road, the surface is slippery and your car is harder to control.

WEAPONS
Each time you enter a new terrain the Weapons Van appears on the side of the road, ready to supply your Spy Car with the appropriate new weapon. To gain access to the new weapons, you must "dock" with the Weapons Van. To do this, allow the Van to pass you, then get behind it and drive up into it. The Van will automatically let the Spy Car roll out once the weapons have been transferred. Here's how to activate your various weapons.
Joystick—Bottom Fire Button activates Machine Gun and Missiles
Top Fire Button activates Smoke Screen and Oil Slick.
Keyboard—"A" activates Machine Gun and Missiles
"Z" activates Smoke Screens and Oil Slicks.

The weapons you have available to you at any given time are displayed at the bottom right of the screen. You can also use your Spy Car to destroy some enemy agents by ramming them off the road for points.

ENEMY AGENTS
The Spy Car faces various Enemy Agents along the course. Each Enemy Agent, except the Road Lord, has its own unique weaponry. They are:

The Road Lord (bulletproof) Must be rammed off the road by Spy Car	The Enforcer Fires a shotgun
Switch Blade Extended buzz-saw hubcaps to slash cars	The Copter (Mad Bomber) Drops bombs onto Spy Car
Barrel Dumper Dumps barrels in water ahead of Spy Boat	Doctor Torpedo Fires torpedoes at Spy Boat

Running off the road, or running into a screen boundary, at any time will also cost you a Spy Car.

Scoring

The player's score is displayed at the bottom left corner of the screen. Current High Score is displayed on the menu screen. Here's how the scoring adds up:

Travelling on the water	15 points for every 1/4 of screen
Travelling on the road	25 points for every 1/4 of screen
If you destroy:	
The Road Lord	150 points
Switch Blade	150 points
The Enforcer	500 points
The Copter (Mad Bomber)	700 points
Barrel Dumper	150 points
Doctor Torpedo	500 points

Each time you enter or exit the bathhouse, as you move from land to water and back again, you earn 1500 points.

TAPPER

You are the frenzied bartender trying to keep the never ending flow of thirsty customers well watered. You'll have to keep slinging sodas, collecting your tips and occasionally guessing which cans of soda the Soda Bandit has shaken. As if that's not enough work for one bartender, try covering four different bars with a different crazy crowd in each bar. There's the Old West Saloon, the Jock Bar, the Punk Bar, and the Space Bar. Keep the sodas coming, but not too fast. You'd better be sure you've got a customer without a drink or the drink will slide right off the bar and no self-respecting bartender throws drinks away. Keep your eyes open for the empties the customers sling back your way.

Using your controls

- SET UP AND GAME CONTROL**
- Insert the game cassette while the power is OFF.
 - Turn the power ON. Press the SHIFT key and RUN STOP key simultaneously. The screen message should appear, press PLAY on tape. This program will now load automatically. When loading is complete follow screen instructions. Select for 1 or 2 player game and joystick or keyboard control.
 - You have the option of choosing the difficulty level at which you wish to play. If you choose level B (Beginner) the gameplay starts with five lives. At level A (Arcade) the gameplay starts with 3 lives. Game level E (Expert) started with 3 lives and four fast-moving customers per bar. To pause game, press shift lock. This will not pause Bonus Round but will pause game screens after bonus.
 - Plug the joystick into joystick port 2. In a two-player game, both the players take turns on the same joystick. If you are playing a two-player game, after player one suffers a defeat, player two has his or her turn.
 - Use your joystick control to move your Bartender accordingly:
 - Up—Bartender moves up to next bar.
 - Left—Bartender moves left along bar.
 - Right—Bartender moves right along bar.
 - Down—Bartender moves down to next bar.
- If you move your Bartender down all the way to the bottom bar and you continue to press the joystick down, he will automatically wrap around to the top bar. If you move your Bartender all the way to the top bar and continue to press the joystick up, he will automatically wrap around to the bottom bar.
- Push the "Fire Button" for the Bartender to fill the mugs. You have to keep the Bartender in place while filling mugs. The mugs will not go to customers unless they are full.
 - If you wish to play using keyboard rather than joystick control, use the following keys:

A—Up	L—Left
Z—Down	—Right
- The spacebar is used as the Fire Button.

How to play

SCREEN AND GAMEPLAY
Tapper consists of five separate game screens. The Old West Saloon, the Jock Bar, the Punk Bar, the Space Bar and the Bonus Round which occurs between each of the four bar scenes. The score for player 1 is displayed at the upper left corner of the screen. The number of lives that player has remaining is indicated by up to nine hearts (one for each life) in the upper right corner of the gamescreen. Each time a player loses a life, one of the hearts is eliminated. Ten lives is the maximum you can accumulate. Nine Hearts plus one player on screen. If you are playing a two-player game, the score for the player 2 appears at the upper left corner of the screen and that player's number of lives is displayed at the upper right of screen. The score for player one is stored at the bottom of game screen and swaps back and forth for players.

BONUS ROUND
In the Bonus Round "Watch Closely" appears on the bottom left of screen. The Bartender waits at the side of the bar as the Soda Bandit appears. He'll shake five of the six soda cans on the bar and shuffle the cans around. You'll have to keep a close eye on the one can he has not shaken. When the Soda Bandit has stopped shuffling the cans around, using the joystick, move the Bartender over to the can you think was not shaken by the Soda Bandit. Push the ACTION button to open the can you have chosen. If you have chosen the unshaken soda can, you receive a 3,000 point bonus to the sound of the Bonus Tune. If however, you have mistakenly opened one of the cans the Soda Bandit has shaken, you'll get a shot of soda sprayed in your face.

BAR SCENES
In order to advance through each of the screens comprising the different bar scenes, you must successfully serve each of the customers as they approach you at each bar. When a customer finishes his soda, he'll sling his mug back to the bartender. The Bartender must catch the empty mug, or lose a life. To collect added points, you may collect the tips the customer will occasionally leave on the bar. When you grab the tip, a duo of dancing girls appear on the stage. But be careful! When they do, the customers will naturally turn around to see them and while their backs are turned, any mug of soda you sling will end up on the floor! In order to survive the demands of tending bar, there are three things you must avoid.

- Do not allow a customer to get all the way to the Bartender's end of the bar without a drink. If you do, the disgruntled customer will sling the Bartender down the bar.
- If the Bartender jumps the gun and slings a soda where there is no customer to grab it, the mug will crash at the end of the bar.
- After customers at the bar have gulped down their sodas, they sling their empty mugs back to the Bartender, if he is still on the screen. Do not let the mugs get by. If they do, it will crash on the floor. Each time any of these three events occur, your Bartender will lose one of his lives.

Scoring

Get Cowboy/girl out of Door	50 points
Get Sportserson out of Door	75 points
Get Punk Rocker out of Door	100 points
Get Space Creature out of Door	150 points
Catch an Empty Mug	100 points
Pick up Tip	1,500 points
Complete Screen (get all customers out)	1,000 points
Complete Bonus Rack	3,000 points

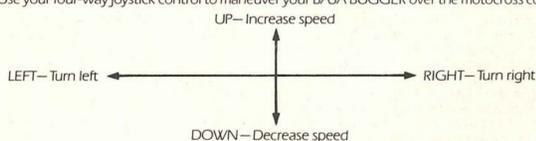
EARN EXTRA BARTENDERS
Beginner—earn extra Bartender lives every 10,000 points.
Arcade—earn one extra life after your first 20,000 points and another life for each additional 60,000 points.
Expert—earn extra lives in an Expert game the same as at the Arcade level except that you must either earn 100,000 points to play at Expert level or you choose Expert level and begin gameplay with 100,000 points.

UP 'N' DOWN

You're racing your BAJA BUGGER over dangerous and treacherous roads. But your opponents aren't just trying to win the race, they're trying to make it the last race you run. To stay alive, jump your BAJA BUGGER and land on top of your opponents. Earn points by collecting flags, balloons and other prizes along the course. Watch out for TOASTERS, PICK-UP TRUCKS, FLAG CARS, TANKS, WEDGE CARS and other deadly opponents. They'll try to collide with you... and if they do, you're dead. Fasten your seat belt and get ready for the wildest strip of road you've ever been crazy enough to drive.

Using your controls

- Use GAME SELECT to choose one or two players. When two are playing, players take turns. The game will continue as a two player game until power is turned off or game is reset. When playing two player game, you need to press the fire button to start each round. The game pauses for players to exchange the joystick. The joystick should be plugged into port #2.
- Select: E (Easy) Difficulty levels
M (Medium)
H (Hard)
RESTORE puts you back on the menu screen.
RUN STOP pauses the game.
- Use your four-way joystick control to maneuver your BAJA BUGGER over the motocross course.



- Press the FIRE button to make your BAJA BUGGER jump. You can jump in place, from one road to another, or from point to point on the same road.
- If you wish to play using your keyboard rather than joystick control, use the following keys to maneuver your BAJA BUGGER:
 - A—Increase speed
 - Z—Decrease speed
 - J—Turn left
 - K—Turn right
- Once the keyboard is selected, push the space bar to start the game.
- The SPACE BAR is used to make your BAJA BUGGER jump when using the keyboard controls. NOTE: The BAJA BUGGER can only jump while moving forward. If you pull back on the joystick control while jumping, the BAJA BUGGER will accelerate backwards until the jump "action" is complete. This is important because you may want to move backward to collect flags and other prizes.
- After a game is finished, you may use the jump button to start another game.

How to play

The screen shows various treacherous roads which scroll from the top of the screen to the bottom. A flag display at the top of your screen indicates the number of flags. Flags are collected simply by driving over them with your BAJA BUGGER. Flags turn white when you pick them up. The colored ones left are the ones you still need to pick up. The course has at least two lanes which zig-zag across the screen and will intersect along the way. Some roads might lead to maps which let you jump across stretches of broken road and some roads lead to dead ends. If you jump and land off the road at any point, you lose one of your five cars. After your fifth BAJA BUGGER is destroyed, the game is over. The number of BAJA BUGGERS you have remaining is indicated by little red cars in the upper right of your screen. The courses become more difficult to survive as you progress from one round to the next, up to round eight. After eight, rounds will repeat beginning with round 5 and repeating through 8. For example: round 9 will be a more difficult version of round 5. When all ten flags have been collected, you advance to the next, more difficult round. The round counter goes to 99. Round counter is below HIGH SCORE. As your BAJA BUGGER travels across the treacherous roads, you'll encounter various opponents along the way. They may come from behind or may be moving in front of you at a slower or faster speed. You earn points for successfully jumping on top of them. If you collide with any of these opponents or jump up and off the track, you lose one of your BAJA BUGGERS.

Scoring

The score for player 1 is located at the top left corner of the screen. If there is only one player, HIGH SCORE will be displayed below the player 1 score. The score for player 2 is located at the top left corner of the screen, below player 1 score. It replaces the HIGH SCORE display. HIGH SCORE is displayed on the menu screen. Each round you advance will bring new opponents and prizes to the track. You'll have to be more aware not to collide with them. Be ready to jump them for extra points. Here's how you earn points:

Collect flag	100 points
Collect balloon	600 points
Collect ice cream cone	600 points
Collect hat	600 points
Jump on opponent	400 points

In addition, your speed and the distance you cover in a certain period of time could earn you bonus points. After you have completed one level of play, a display will indicate the time it took to complete that course. If your elapsed time falls into one of the five bonus levels, that bonus will flash for three seconds and will be added to your score. The game will automatically go to the next round.

Your game time — minutes — seconds	
0-29 seconds	20,000
30-39 seconds	10,000
40-49 seconds	5,000
50-59 seconds	3,000
60-69 seconds	1,000
70 seconds and up	no bonus

BLUE MAX

Play Instructions

Joystick

On Commodore 64 connect your joystick to Port #2. On Atari connect your joystick to Port #1.

Objective

You are Max Chatsworth! Known by your mates as "the Blue Max" you wear the very name of the medal given by the Axis powers to shoot down your plane! Now, you must earn the title! To be successful you must make a final assault on three specially marked targets within the city. You have only one aircraft and very little time to accomplish this most difficult of missions.

Takeoff

Press (START or F7) on the computer console. Your plane will automatically taxi. When the speed reaches 100 miles per hour, press forward on the joystick. Your plane will lift off the runway and you may proceed with your mission at your desired altitude. Subsequent takeoffs will begin automatically when repairs have been made, or you can abort repairs with a press of the joystick button. Again your speed must be at least 100 mph to successfully lift off.

Targets

These include all bridges, buildings, enemy planes, tanks, anti-aircraft batteries, vehicles, and ships. From time to time some targets will be specially marked as follows:

- Buildings and bridges with flashing red-white bullseye
- Flashing blue enemy planes
- Flashing blue cars
- Red ships

These are primary targets and a certain number must be destroyed in order to gain entry to the next level.

Strafing

Air-to-ground strafing can be accomplished by reducing your altitude to 21-25 feet, (the command bar will show a steady brown color) and pressing your fire button. Left and right movement will improve strafing results. Attempting to bomb will most likely cause a crash.

Bombing

Bombing is accomplished by pressing the fire button and pulling back on the joystick. You will descend during a bombing run, so be sure that your aircraft is high enough.

Landing

When a friendly runway approaches, a tone will be heard and a green "R" will appear on the command bar. Press the fire button to lower the landing gear, and the "R" will change to "L". When you are over the runway, descend and land. Repair work will begin automatically and you can watch progress on your command bar. If you wish to abort the repair work, press the fire button. As with all takeoffs, your speed must reach 100 mph before liftoff.

Control display

F=Fuel left B=Bombs left ALT=Altitude SPD=Speed W=Wind Factor
P=Enemy plane approaching
Red asterisk (top of command bar)=Enemy plane above
Runway "R" or Land gear "L" flashing=Must land (enemy city approaching).

Damage display

Anti-aircraft fire as well as enemy planes can damage your aircraft. When hit, the command bar runs red briefly. Damage is shown along the top right of the command bar as follows:
F=Fuel leak B=Bomb gear damaged (intermittent bombing)
M=Decreased maneuverability
G=Machine gun damage (intermittent firing)
When all the above are lit, the next anti-aircraft hit causes a crash.

Command bar colors

Red=hit by enemy gun or anti-aircraft.
Blue=at same altitude as enemy plane — can now be destroyed.
Brown=strafing altitude.
Flashing Yellow=flying too low — a crash is imminent!
Flashing Green=mision complete! — and land and receive award.

Options

Press (OPTION or F3) for option menu. Press (OPTION or F3) again to move the asterisk to your choice. Press (SELECT or F5) to change your selection, and (START or F7) to start the game. Normal CTRL=push joystick forward to climb, back to descend. Reverse CTRL=pull back to climb, push forward to descend. Gravity=plane will drop when joystick is released. No Gravity=plane will not drop when joystick is released.

Pause

Press the space bar to pause the game. There is no time penalty for pausing the game.

Hints for better play

- Choose which joystick direction suits you best. Most aircraft are actually flown using Reverse Control.
- Climb slightly just prior to releasing a bomb. Bombing causes you to drop in altitude.
- At higher altitudes you need to lead your target a bit more. Use your shadow as a general benchmark.
- Don't excite the Axis Powers! They anger easily and may come after you in greater numbers.
- Stay airborne. Crashing shortens game play.

AZTEC CHALLENGE

Using the Joystick

Plug the Joystick into CONTROL PORT NO. 2. (The Joystick will not function in CONTROL PORT NO. 1). Hold the Joystick with the red fire button in the upper left corner facing the TV. The Joystick has several functions in the game and the fire button is highly discriminated from the stick positions. Therefore, you should not press the fire button while holding the stick in any but the center position, or neither function will work.

Playing Aztec Challenge '64

The game begins with the Cosmi logo and the Title followed by the player option selection. You may choose to play as one player by pressing the Function Key F1, or opt for two players by pressing Function Key F3. **Important note:** Until you have pressed one of the function keys, the screen will display short "previews" of the next seven levels you are about to face. Next, the scorecard will appear showing Player 1 and/or Player 2 level and phase information as well as scores and a brief instruction for the upcoming challenge. **Important note:** Since joystick functions change from level to level, it is important to read these instructions until you are familiar with each level variation. Flashing in the middle of the screen is the player indicator, which keeps track of whose turn it is. Press the Fire Button on the joystick to begin the challenge. Each level will offer five lives with which to complete the ordeal. If you use up all five lives without succeeding then the scorecard returns and, if two players, it will now be player 2's turn. As long as you are unsuccessful you stay at the same level. During each level, except level 5, the changing and building of the background music will indicate the extent of your progress. You will score points for individual achievements and receive bonus points for completing the challenge. When all seven challenges have been successfully completed the game will continue directly into the next higher phase of difficulty. **NOTE:** The RUN/STOP key on the Commodore® keyboard will start the game from the very beginning if so desired.

Levels

Level 1 — The Gauntlet

You will run toward the temple while Aztecs lined up on either side throw spears at your head and feet. Push forward on the joystick to jump up and pull back on the stick to duck down. Staying in either mode for too long will cause you to fall which constitutes the loss of one life. Any contact with a spear is a kill. You will have five lives and must continue until the course is finished.

Level 2 — The Stairs

You are climbing the stairs up the face of the temple. From the top, stone blocks are rolled down at you. All you do is dodge from side to side between the railings to avoid being flattened.

Level 3 — The Temple

To enter the temple itself you run through a long, divided, hallway protected by a complex security system. From the ceiling fall spears and stones. Spiked traps spring up from the floor and trap doors open before you. You never know what's coming next and no place is safe. Your options are push left on the joystick to stop running and push right to jump high.

Level 4 — The Vermin

Deep inside the temple is a dark degenous place crawling with nasty creatures. Jump low by pulling back on the joystick and jump high by pushing forward. Do not touch any creature for more than a second or the powerful venom will finish you.

Level 5 — The Tiles

The way out of the temple is a room covered with booby-trapped tiles. You have five chances to find a safe way across the room by hopping to any tile you wish. Make it to the door on the other side and you have escaped the temple. If you lose all five lives, the next time a new pattern of bad tiles will exist.

Level 6 — The Piranha

Swim across the lake that surrounds the Aztec city to reach the mountains on the other side. But the water is infested with deadly man-eating fish. You can swim in any direction to avoid the fish and you can dive under the water (by pressing the fire button) where you will be safe. However, you can stay under water only 2-3 seconds or you will drown ending the challenge. You must continue to make forward progress (up the screen) to complete the course.

Level 7 — The Bridge

Freedom is just a hop, a skip and a jump away. But it's across an immense gorge in the mountains, traversed by a flimsy grass bridge with holes in it. Jump low by pulling back on the joystick. Make a medium jump by pushing the stick left. Push up on the stick for the longest jump. Wait til the last step before jumping or you won't make it. If you are fortunate enough to complete all seven levels, you will be challenged by three additional phases. Here the action is increasing faster and in the final phase you must attempt to complete the course at night!

Scoring

For a win with 0 lives lost	1,000 points
For a win with 1 life lost	800 points
For a win with 2 lives lost	600 points
For a win with 3 lives lost	400 points
For a win with 4 lives lost	200 points

Plus:

10 points for each individual achievement; dodging spears, jumping, crossing from room to room or screen to screen, etc.



Manufactured in the U.K. under licence from the following American Software houses:
Spy Hunter, Tapper, Up 'n' Down from SEGA;
Blue Max from Synsoft Software; Aztec Challenge from Cosmi. Manufactured by U.S. Gold Limited Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY.

