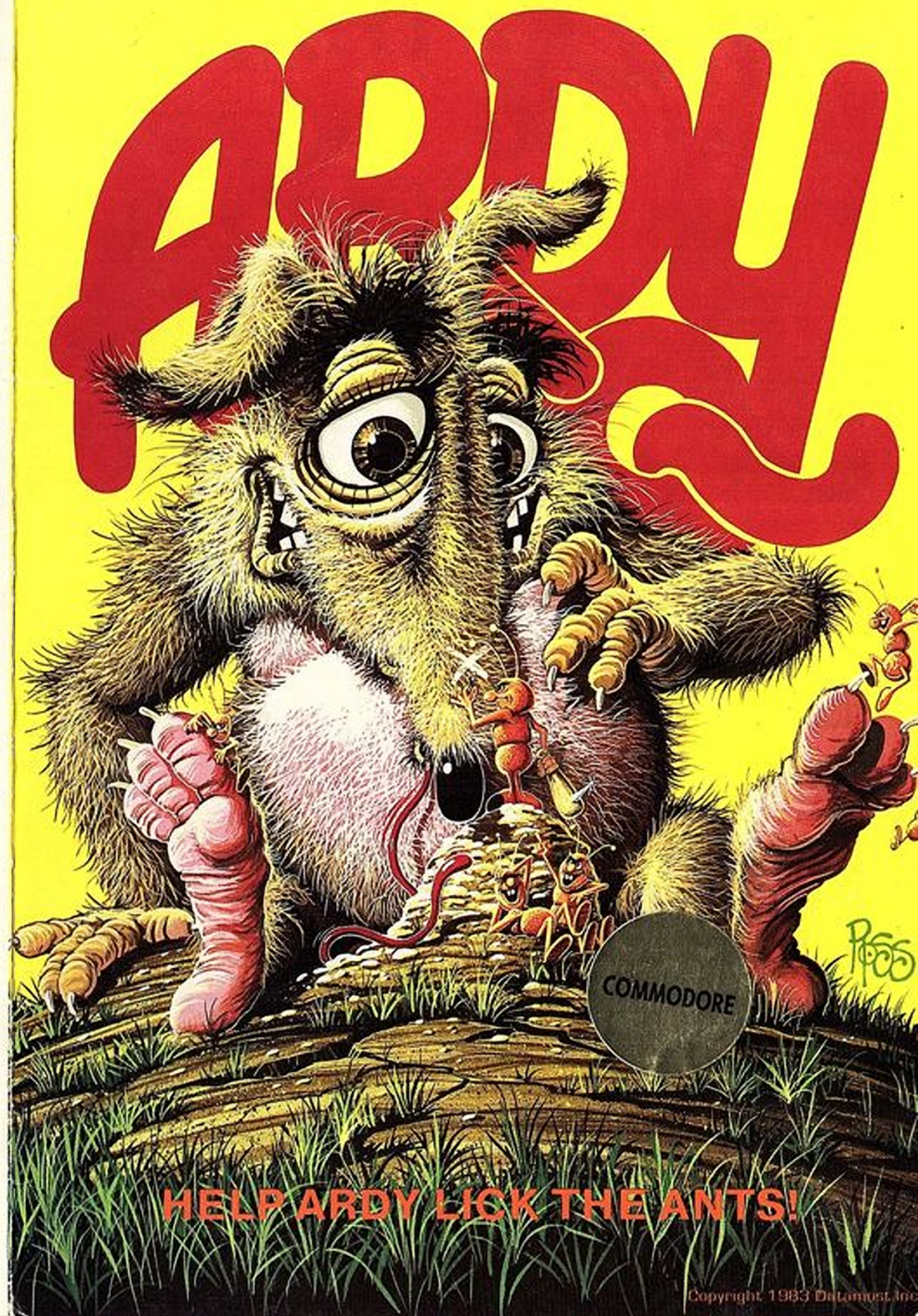




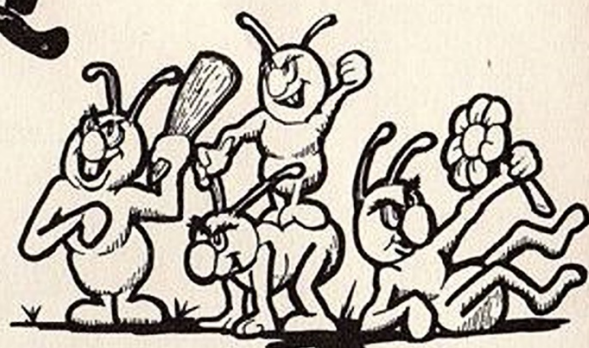
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HELP ARDY LICK THE ANTS!

ARDY THE AARDVARK™

by Chris Oberth



So you say you want a tongue-twisting good time? Help Ardy lick the ants! All the poor aardvark wants is a nice, peaceful lunch, but no one will let him! Worms, stinging ants, spiders — you name it — they're all after him the second he sticks his tongue down an anthill. What a life! The food is great though, if you're quick and cunning enough to help Ardy zap his enemies before they zap him. Just make sure you don't tie his tongue in knots!

Booting the Disk

Insert the disk into the main disk drive and turn on the computer. The title screen gives you three choices.

- K Keyboard
- J Joystick
- D Define Directions

The default settings for the keyboard option are as follows:

A	moves up	Q W E R T Y U I O P Rept
Z	moves down	A S D F G H J K L ; ← →
→	moves right	Z X C V B N M , . / SHIFT
←	moves left	SPACE BAR
Space bar	quickly retracts tongue	

Choose "D" if you want to define your own movement keys. If you select the joystick option, the joystick controls tongue movement and the fire button quickly retracts the tongue.

Aardvark Sustenance

The anthill contains the following aardvark food and menaces for Ardy:

Green ant larvae	10 points
Army ants	100 points; can be touched safely only by the <i>tip</i> of the tongue. Ardy will die if an ant touches <i>any</i> part of his tongue except the tip.
Worms	200 points; can be eaten safely only from behind. Ardy will die if you try to eat a worm from the front.
Power crystals	500 points; temporarily rids the anthill of <i>all</i> vermin. Located in the lower corners of the screen.
Spiders	Kill or be killed — the spider must be eliminated before he reaches the center of the screen and eating a power crystal is the only way to destroy him. Note: Spiders emerge only when the moon sets or it reaches the opposite side of the screen.

Note: You cannot cross over your own tongue.

There are eight levels to the anthill. As you advance the action speeds up and the game becomes more challenging. For every 10,000 points you get another life.