

ARDY THE AARDVARK

on the Commodore 64
and the Atari Home Computers

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OBJECT

Control Ardy's tongue with the joystick and eat all the green ant larvae while avoiding ants and worms. You can also eat the ants (but don't let them bite your tongue along its length) and the worms (but only from behind). The worms don't bite, so you can let them pass through the tongue. When the moon reaches the left side of the screen BEWARE the spider! The ONLY way to kill him is to eat one of the power crystals in the lower corners (this also kills everything else in the anthill). If you finish your dinner before the moon reaches the left side, you will receive 15 bonus points for each shift of the moon remaining.

To place your initials on the High Score Screen after a great game, move the joystick to select the letter, and press the firebutton to set the letter.

POWER UP

Diskette

Commodore 64

- Plug a joystick into Control Port 2.
- Turn off computer and remove all cartridges.
- Turn on monitor or TV set.
- Turn on disk drive.
- Place ARDY in the drive with the label toward you and close drive door.
- Turn on computer.
- Type: LOAD"*".8,1
ARDY will load and run automatically.

Atari

- Plug a joystick into Controller Jack 1.
- Turn off computer and remove all cartridges.
- Turn on monitor or TV set.
- Turn on disk drive.
- Place ARDY in the drive with the label toward you and close drive door.
- Turn on computer.
ARDY will load and run automatically.