

BLUEPRINT

A special home version of the *Bally* **MIDWAY** Arcade Game.



commodore



64



START



THE - BLUEPRINT



BOMB PIT



 commodore

INSTRUCTIONS FOR USE

BLUE PRINT

LOADING THE CARTRIDGE AND STARTING THE GAME

1. Turn your Commodore 64 OFF before inserting or removing the cartridge.
2. Insert the cartridge (label side up) into the widest expansion port on the back of the computer. It's the opening farthest to the right when you're facing the computer.
3. Turn the Commodore 64 ON. After a second or two, the BLUE PRINT title screen should appear. If the title doesn't appear, turn your computer OFF and then back ON. While the computer is OFF, try removing and inserting the cartridge again.

GAME DESCRIPTION

An ogre is chasing J.J.'s girl friend, Loni, across the top of your screen, AND HE'S CATCHING UP TO HER! J.J.'s only hope for saving Loni is the AMMO MACHINE, but first he has to build it! J.J. must go to all the houses in the maze so he can collect all the parts he needs. Then he has to put the parts in their proper location on the BLUEPRINT at the bottom center of your screen. J.J. has a number of obstacles to overcome, including a time limit, before he can get the Ammo Machine built.

OBSTACLES

1. **BOMBS:** Unfortunately for J.J., not all the houses contain a part for the Ammo Machine. Two random houses hold a bomb, and if J.J. comes out of a house with one, he must get rid of it quickly by dumping it into the BOMB DISPOSAL PIT at the lower right of your screen. If he doesn't make it

to the pit on time, poor J.J. goes straight to arcade game heaven.

In addition, if the harried J.J. goes back to a house he's been to before, he won't find another part; he'll find a bomb. These bombs have extremely short fuses, so RUN to the BOMB DISPOSAL PIT as fast as you can.

2. **KILLER FLOWER POTS:** As the ogre chases Loni, he occasionally knocks a Killer Flower Pot off the ledge of his track. Each pot falls against the various houses and bounces to the bottom of the maze. At that point it comes alive and bounces off the screen. If J.J. gets hit by the Killer Flower Pot, he floats off to heaven.
3. **THE OGRE CATCHES LONI:** If J.J. takes too long to build his Ammo Machine, the ogre catches Loni. This breaks J.J.'s heart and, complete with halo, J.J. goes up to heaven. As long as at least one J.J. remains, and the Ammo Machine is unfinished, nothing happens to the parts you've already assembled. A completed Ammo Machine WILL fall apart.
4. **THE MAZE MONSTER:** This obstacle shows up after the first round. He travels the maze to slow J.J. down. If he and J.J. meet, it's curtains for J.J.
5. **WEIRD WILLIE:** He doesn't try to kill J.J., just slow him down. Weird Willie lives in the BOMB PIT, but when he escapes he hops over to the AMMO MACHINE START BUTTON and steps on it before the machine is built. The machine will fall apart, and you have to grab him, toss him back into his hole, and re-build the Ammo Machine.
6. **START BUTTON:** If you hit the Start Button before you finish the Ammo Machine, it will fall apart.

STRATEGY

The hardest thing about Blue Print is remembering which houses you've already visited. Therefore, it's best if you decide the order that you enter each house before you start playing. Try to be as consistent as possible, and develop a pattern of play.

If you're carrying a machine piece, hide in any house to avoid getting killed by the Killer Flower Pots or the Maze Monster.

Dodge the Maze Monster by entering houses on the half of the maze that he isn't patrolling.

Find a BLUE BOMB? Take it directly to the Bomb Disposal Pit.

Find a RED BOMB? Run as fast as you can to the Bomb Disposal Pit. Red Bombs have much shorter fuses than Blue Bombs.

Use the RUN mode sparingly. This is more important as you move up into higher levels. Press the FIRE BUTTON to use the RUN mode.

Look for Weird Willie's eyes in the pit. They tell you that he's getting ready to hop out. Position J.J. so that he can grab Weird Willie and throw him back into the pit as soon as possible.

It might be a good idea, if you only have one piece to put into the machine, to sacrifice one J.J. This will reset the time limit and you'll have more time to kill the ogre.

To shoot the ogre there are two strategies. One is to leave the Ammo Machine where it is or make a small adjustment, to bring it in line with the ogre on the track. Now wait for the random shot to hit the ogre. The other way is position the Ammo Machine slightly ahead of the ogre. Then, as the ogre moves right to left, move the Ammo Machine at the same rate to hit the ogre.

Once the Ammo Machine is complete, you can fire at the ogre. Push the START BUTTON at the lower left of the

screen. Put J.J. on top of it to make it work. The 'PRESS START' message flashes when your Ammo Machine is fully built.

CONTROLS

This game is operated by JOYSTICK ONLY.

1. Plug the joystick into CONTROL PORT 1.
2. AFTER the cartridge is PLUGGED In turn the computer ON, you should see the BLUE PRINT TITLE PAGE.
3. Hit the FIRE BUTTON to START the game. If you do not hit the fire button within 10 seconds the game will automatically shift into DEMO MODE.
4. Joystick Movement:
Push LEFT to move LEFT.
Push RIGHT to move RIGHT.
Push FORWARD to move UP the screen.
Pull BACK to move DOWN the screen.
5. Press the FIRE BUTTON during the game to make J.J. RUN. You will also USE your RUN TIME.
6. CURRENT HIGH SCORE will be preserved as long as the computer is left ON.

SCORING

BOMB DISPOSED IN PIT	50 points
WEIRD WILLIE RETURNED TO PIT	100 points
AMMO MACHINE PIECE FOUND	1000 points
OGRE HIT	500-2500 points

(based on distance between ogre and Loni)

Commodore 64

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This cartridge may only be used with the Commodore 64 system.