

METRO

CROSS™



Instruction Manual

for Commodore 64®/128™ and Atari® ST™



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RUN, RUN, RUN!

You're running through the tunnels of the city's subway system, racing against time. And while you pick up speed, you've got plenty of obstacles to hurdle.

For starters, watch out for rats the size of cats—they can bite into your precious time. And those slippery green slime tiles will put you on the skids.

Then there are rolling barrels and hurdles to jump over or trip yourself trying. And dangerous potholes—they're deeper than they look!

But take heart. You can always run onto the handy skateboards that glide you swiftly through the tunnel. Or jump on the helpful springboards that speed you down the course at a breakneck pace.

If you manage to make it to the goal, take a deep breath. Pat yourself on the back. Then hightail it into the next course. And remember: it keeps getting tougher.

So tighten your shoelaces. And pull up your knee pads. It's time to jam!

GETTING STARTED

Atari ST

1. Set up your system as explained in the owner's manual. If you're going to use a joystick, plug one into joystick port 1.
2. Insert the **MetroCross** disk into drive A and turn on your system.



3. **MetroCross** loads and the title screen appears. Push the joystick handle forward or back to highlight a selection, and press the fire button to change it. (On the keyboard, press **A** and **Z** to highlight and press **Spacebar** in place of the fire button.) When the correct selections show on screen, press the fire button to begin your marathon.

Commodore 64/128

1. Set up your system as explained in the owner's manual. If you're going to use a joystick, plug one into joystick port 2.
2. Remove all disks from the disk drives and turn on the system. For Commodore 128, hold down the **C** key when you turn on the system to set it to C64 mode.
3. Insert the **MetroCross** disk into the drive, label side up. Type **LOAD"*",8,1** and press **Return**. (Or, if you have an Epyx Fast Load cartridge, hold down the **C** key and press **Run/Stop**.)
4. **MetroCross** loads and the title screen appears. Push the joystick handle forward, back, right, and left to change the selections. (On the keyboard press **A**, **Z**, or **CRSR**  to select, and press **Spacebar** in place of the fire button.) When the correct selections show on screen, press the fire button to begin your marathon.

Note: With your Atari or Commodore system, use the Epyx 500XJ joystick with tactile-response micro-switches for precise, instant control. The 500XJ is the only joystick that actually fits your hand and puts the fire button right at your trigger finger. The Epyx 500XJ—guaranteed for ten million uses.

ON THE MOVE

The object of the game is to run through the underground tunnel as fast as you can. And it doesn't hurt to rack up points along the way. Watch your time and area bar, though. If you run out of time before you make it to the goal, your game's over.

Use these controls to help you beat the clock:

Action	Control
Run up.	Push joystick handle forward or press A .
Run down.	Pull joystick handle backward or press Z .
Run forward.	Push joystick handle right or press > (ST) or CRSR $\rightleftarrows$ (Commodore).
Slow to a stop.	Push joystick handle left or press < (ST) or CRSR $\updownarrow$ (Commodore).
Jump.	Press the fire button or Spacebar .
Pause game.	Press P (ST only).
Resume game.	Press any key (ST only).
Reset game.	Press Esc (ST) or Run/Stop (Commodore).

At the bottom of the screen, the top line shows what round you're in and how much time you have left. The second line (area bar) shows how far you've run through the tunnel.

If you make it past the goal before your time runs out, you go on to the next tunnel. If you run out of time, the game ends.



Obstacles and Time-Savers

Rolling Barrels The best way to deal with these is to jump over 'em. If they catch you, they'll squish you.

Slime Tiles Jump over them on the run. Otherwise, they'll make you slip and slow down.

Potholes Run around them or you'll find yourself over your head in water and losing precious time. Run forward to get yourself out of the pothole and back on track.

Highrise Hurdles Yeah, we know. They look imposing. But the best way to make headway is to jump over them.

Fat Rats Once they sink their teeth into you, they're hard to shake and slow you down. The only way to rid yourself of rats is to get run over or fall into one of the obstacles.

Air Vents When you step on these, they flip you over and jab you with springs. But if you jump on them directly, they'll propel you down the track.

Tires When you see these babies come barreling down the track, get out of the way or they'll knock you down.

Skateboards Catch a ride on these and buy yourself scads of valuable seconds. Roll smoothly past slime tiles and skate into cans for bonus points and increased speed.

Red Cubes Avoid them or jump over them. Or suffer the consequences—lost energy and time.

Springboards When you jump on springboards, you'll be catapulted farther along the course and over obstacles.

Blue Cans Kick them one after another to score bonus points. Jump on them to stop the clock for two seconds.

Neon Green Cans Kicking them doubles your speed for five seconds. Jumping on them stops the clock for two seconds.

Rising Walls These can stop you when you least expect it. Run around 'em or lose precious time.

SCORING

Scores are shown at the top of the screen, player 1's on the left and player 2's on the right. The record high score is in the center. Here's how to gain points:

Skate through the goal	10,000 points
Swap skateboards	2,000 points
Kick blue cans :	
first can in a row	100 points
second can in a row	300 points
third can in a row	1,000 points
fourth can in a row	2,000 points
fifth can in a row	5,000 points
Cross three squares	50 points
Make it through the goal	500 points per second
with time left over	

Time left over is tallied after every three rounds and the total is added to the fourth round.

DIVE BOMBER



STREET CAT

- As a World War II flying ace, your ultimate mission is to destroy the fearsome German battleship, Bismarck.
- Simulate take-offs and landings on a true to life aircraft carrier.
- Shoot down a variety of enemy targets: fighter planes, mine fields, E boats, and U boats.
- Navigation map available for monitoring intelligence reports regarding enemy locations.
- Practice missions allow the player to sharpen their skills before undertaking a mission.
- Become a street cat in this challenging urban competition.
- 4 individual events test your abilities to jump, run, roll, somersault, and crawl.
- Speed through a maze of city streets to reach the next event.

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Part Number 5010A-60

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