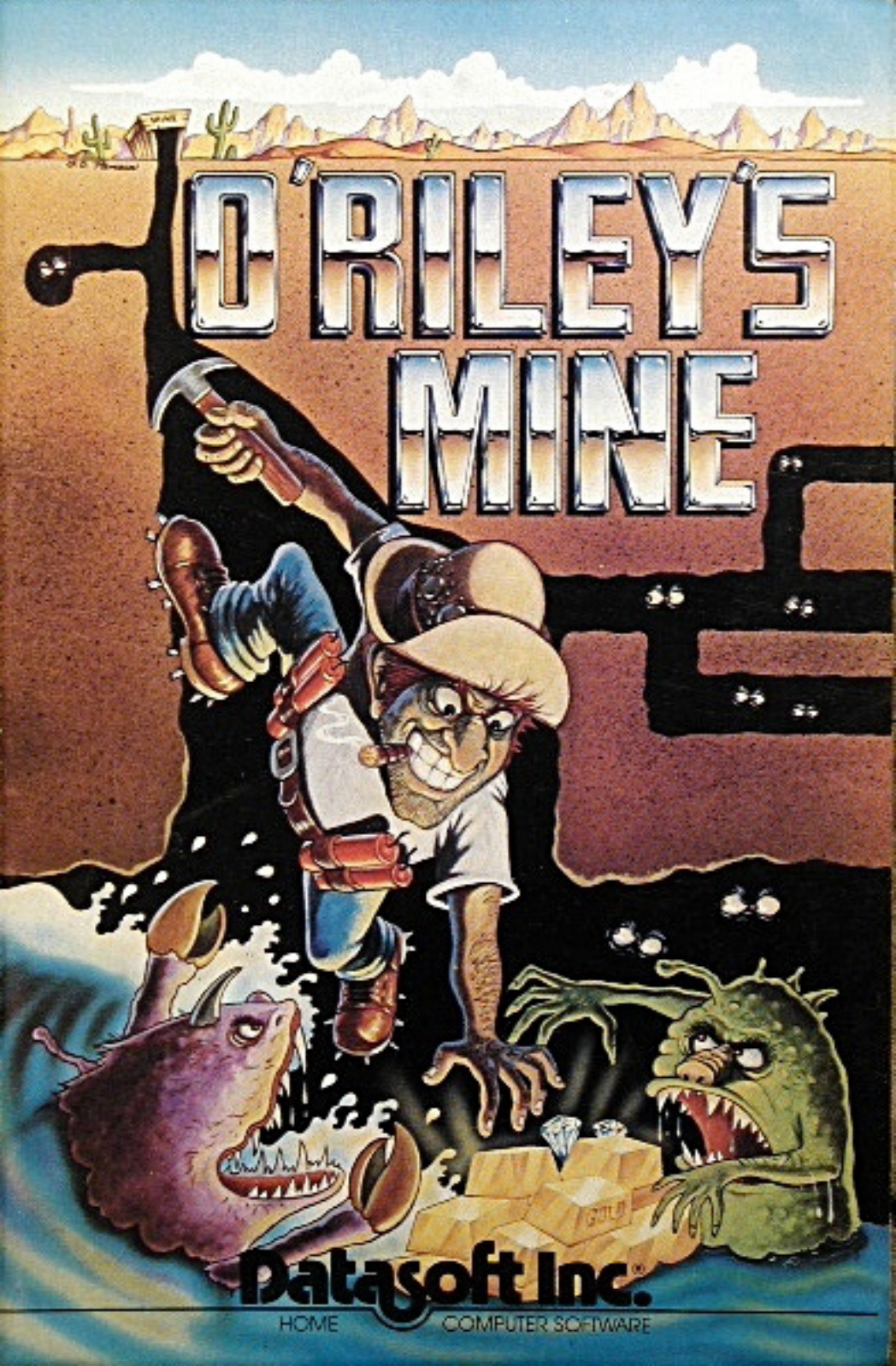




O'RILEY'S MINE

Datasoft Inc.
HOME COMPUTER SOFTWARE

O'RILEY'S MINE™

REQUIREMENTS

- Commodore 64™ computer
- compatible cassette recorder or VIC-1541 disk drive
- TV set or video monitor
- joystick(s)

GETTING STARTED

CASSETTE LOADING Turn off your computer, remove all cartridges, and connect your tape recorder to the computer. Turn on your monitor and computer. Insert the O'RILEY'S MINE cassette (remember to rewind it if necessary). Now type LOAD "", 1, 1 and press RETURN. When the message PRESS PLAY ON TAPE appears on the screen, press the PLAY button on your recorder. When FOUND O'RILEY'S MINE appears, press the COMMODORE key. The screen will go blank while the game loads. After loading, the program will run automatically. To begin play, press f7 or the joystick button.

DISKETTE LOADING Turn off your computer, remove all cartridges, and connect your disk drive to it. Turn on the drive and then turn on the computer. Insert the O'RILEY'S MINE™ diskette. When READY appears on the screen, type LOAD "★", 8, 1 and press RETURN. O'RILEY'S MINE will now load and run automatically. To begin play, press f7 or the joystick button.

GAME CONTROLS

JOYSTICK Connect a joystick to port #1 for Player one; connect a joystick to port #2 for Player two. Push the joystick forward to move O'Riley up, and toward you to move him down. Push the joystick to the left or right for the corresponding directions. Press the fire button to set a dynamite charge.

SPECIAL KEYS

- f3:** select one- or two- player game
f5: level of play—one through nine, then mystery level(s)
SPACEBAR: pause game, any key to resume play
f1: resets game

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STRATEGY

As O'RILEY, the fearless miner, you must travel swiftly through your mine to capture all the buried treasures and return safely home again at the top of the mine shaft. You must avoid being drowned by the onrushing water and being eaten by the river monsters. You may set dynamite charges behind you to block the monsters' pathway, but remember that the debris can be washed away by the water. (You have five to nine sticks of dynamite at easy levels and two to five sticks at more difficult levels.) Time the explosions so that a monster is completely destroyed and you will score extra points. At lower levels of difficulty, from one to three monsters will appear in the mine. At higher levels, three monsters will appear.

There is no time limit while playing O'RILEY'S MINE™ but beware: The speed of the water changes with the level of play. In addition, when the moon rises the monsters move faster through the mine shaft and one treasure is transformed into a deadly skull and crossbones!

Remember, the water will always rise to the highest level you dig in the mine. You will not be able to dig beyond the "fault" line on either side of the mine.

POINTS

OIL	small \$1,500, large \$5,000
GOLD BARS	small \$2,000, large \$7,500
DIAMONDS	small \$4,000, large \$9,000
COAL	\$1,000
URANIUM	\$1,000, \$2,500, \$5,000, \$6,000, \$7,500 (random)

Some treasures appear only at higher levels. Watch for the ZX to appear in the mine at higher levels also. Capture it and you will receive twice the normal dollar value for each treasure.

SPECIAL BONUS

For destroying a monster you score \$10,000. At \$250,000 you receive one extra man.

At the completion of each level you receive \$3,000 for each stick of dynamite you have left.

CREDITS

Game Programming by Al Rubin
Documentation by Jean Stedman

O'RILEY'S MINE™

Grab your shovel and start digging for hidden riches to make your fortune in the deep mine shafts of the California gold country. As you search for the gold, rubies, diamonds, coal, and oil buried deep in the earth, beware of concealed danger that's close on your heels.

A gushing underground river and hungry river monsters threaten your dig at every turn! Anticipating the dangers, you've entered the mine prepared with a threat of your own—dynamite! Plant the dynamite carefully so that its debris will block the monsters' pathway as they chase you. You have a limited number of sticks, so correct timing is essential. And don't reverse your direction too soon or the dynamite will destroy you!

As you progress to higher levels of play the speed of the water and the number of monsters increases. And always beware—as the moon rises the monsters become even more dangerous!

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