

# REFLECTIONS™

## *Player's Guide*

For Commodore 64™ and 128™ Computers



# PREDATOR

## *Credits*

The Commodore version of *Predator* was programmed by Source Ltd.

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## *Getting Started*

Plug a joystick into Port 2.

Type **LOAD “\*”**,8,1 and press **RETURN**.

After the game has loaded, press the fire button on your joystick to start play.

If you have difficulties loading *Predator*, disconnect any peripherals (other than the disk drive) or cartridges connected to your computer and try again.

## *Joystick Controls*

**To fire a weapon**, press the fire button. To aim the weapon, hold down the fire button and point in the direction you wish to fire.

**To kick**, press the fire button and move the joystick in the direction you're facing

**To punch with the left hand**, press the fire button and push the joystick forward and in the direction you're facing.

**To punch with the right hand**, press the fire button and pull the joystick back and in the direction you're facing.

**To block**, press the fire button and move the joystick in the direction you're not facing.

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**To pull, drop any weapon being held and pull back on the joystick.**

**To run, move the joystick in the desired direction.**

**To jump, push forward on the joystick.**

**To crouch, pull back on the joystick.**

**To open a cache box, press the fire button when standing over a cache box. Press the fire button again to pick up an item in the cache box. A flashing icon shows the contents of the cache box. Items appear at the top of the screen next to the F1, F3, F5, and F7 spaces. Cache boxes contain anything from bullet-proof vests to deadly booby traps.**

## ***Keyboard Commands***

**To pause/restart, press Run/Stop.**

**To drop a weapon, press RETURN.**

**To pick up a weapon, press RETURN.**

**To toss a grenade, press the spacebar.**

**To use the items indicated at the top of the screen, press F1, F3, F5, or F7, as indicated.**

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## ***Weapons***

Available weapons include rifles, machine guns, and flamethrowers. You can carry only one weapon at a time. What weapons you decide to use will affect the outcome of the game.

Different weapons and items in the game are represented by symbols. As you play *Predator*, their meanings will become obvious. One tip to get you started: the question mark above the cache box means anything is possible.

## ***Screen Displays***

The row of six red squares indicates your relative health, and changes to blue as you're hit. Any laser hit from the *Predator* results in death, regardless of how much health you have left.

The three red squares indicate how many lives you have left.

The timer shows how much time you have left to finish the level you're on. Your score is indicated above the timer. You get points for advancing through the jungle.

# **PREDATOR**

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