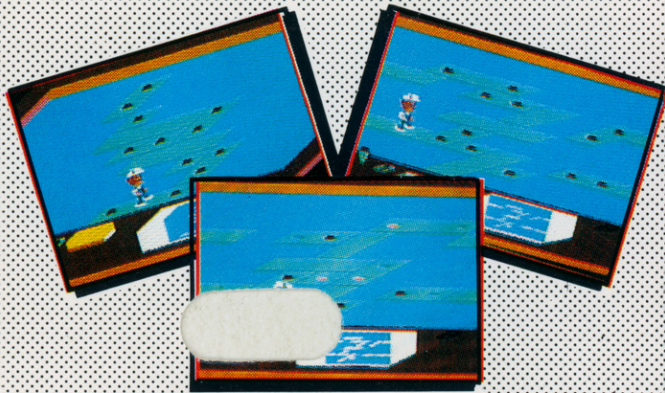




You presented your bid, dazzled the board and clinched the big contract.

It's an amazing 100-story puzzle of blue-prints, bolts and beams. It'll take all the high-energy and high-steppin' you've got to make it to the top

CBM 64/128

Rock'n Bolt



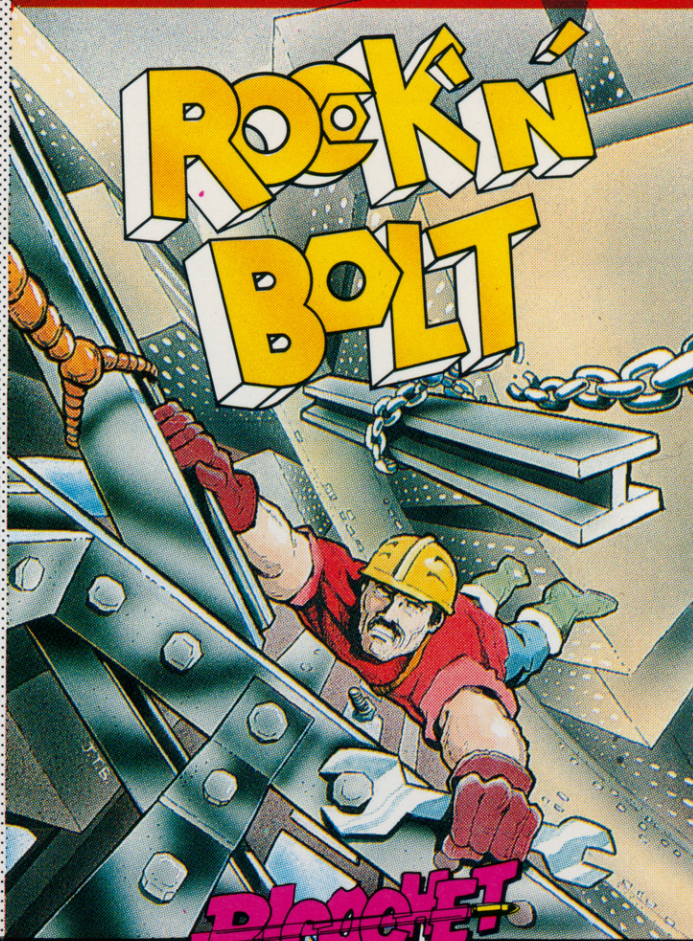
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RC
038

COMMODORE 64/128



Rock'n Bolt

BY
MASTERTRONIC

Rock'n Bolt

HOW TO MOVE UP IN THE WORLD

There's plenty of opportunity in high-rise construction . . . if you want to make it to the top.

Just remember to plan ahead. Minimize mistakes and work fast.

When you bolt down all the girders on the 1st floor, take the lift to the 2nd, then the 3rd, then the 4th, then the 5th, then the 6th, then the 7th, the 8th . . .

The sky's the limit!!

ON THE JOB

To move up, down, left or right, move the joystick in that direction.

To begin each round, hop off the hydraulic lift onto a girder. To bolt down a sliding girder, position your man directly over the hole and press the fire button. To remove the bolt, press the fire button again.

To pause for a break, press RUN/STOP key. To return to work, press the space bar.

To call it quits and start over, hold down RUN/STOP and hit RESTORE.

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Made in Great Britain Design: Words & Pictures Ltd., London



BLUEPRINT

The blueprint shows you the floor plan for each screen. A floor can be from one to three screens wide.

If the blueprint is blank, bolt down the girders in any arrangement you like.

If the blueprint shows the placement of the girders, follow the floor plan precisely.

In either case, make sure you have a way to get back to the hydraulic lift. Then, jump on. It's the only way to continue!

BOLTS

Black bolts mean that the girder is in the right place. Red bolts mean that the girder is in the wrong place. Flashing gold bolts earn you bonus money if you land on them. Flashing green bolts earn you an extra man if you land on them.

MEN AND WAGES

One man is all you'll ever need if you choose the untimed option (number 1), and no wages are earned.

You start with three men in both timed options (2 and 3). You lose 1 man if you don't bolt down every girder and jump on the hydraulic lift before time runs out. Earn money for each bolt secured, and lose money for every bolt you undo. Timed option 3 pays better than 2.

TIPS

Study the floor plan before you start each level. The timer doesn't begin until you move the Joystick.

Also, temporarily bolting a girder in the wrong place is often the best way to get to the girders that are not connected to any others. But remember, it takes longer to unbolt than to bolt.

LOADING INSTRUCTIONS

Hold down SHIFT key and press RUN/STOP

FRENCH

Vous avez présenté votre offre, ébloui le conseil et conclu la grosse affaire. C'est un incroyable puzzle à 100 étages de bleus, de boulons et de poutres. Vous aurez besoin de toute votre énergie de grimpeur pour arriver au sommet.

INSTRUCTIONS DE CHARGEMENT

Tenez la touche SHIFT enfoncée et appuyez sur RUN/STOP.

GERMAN

Sie haben Ihr Angebot vorgelegt, den Aufsichtsrat haben Sie auch geblufft und dann diesen Supervvertrag gekriegt.

Es ist ein erstaunliches Verwirrspiel mit 100 Stockwerken, Blaupausen, Bolzen und Balken. Wenn Sie bis nach oben wollen, wird es Ihre ganze Energie und Ambitionen aufbrauchen.

LADEANWEISUNGEN

SHIFT-Taste gedrückt halten und RUN/STOP drücken.

ITALIAN

Hai fatto la tua offerta, hai stupito il consiglio e hai vinto il grosso contratto.

È uno stupefacente rompicapo a 100 piani, fatto di progetti, bulloni e travature. Ci vorrà tutta l'energia e l'intraprendenza di cui disponi per arrivare in cima.

ISTRUZIONI DI CARICAMENTO

Tenere premuto il tasto SHIFT e premere RUN/STOP