

TIPS FROM MARK TURMELL

"Listen, it's important to remember that you can control Merton while he's in the air. Also, the screen "wraps around;" that is, move off the left side and you'll appear on the right. Careful not to run into toys or Hilda when you do! Enjoy yourselves!"

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Toy Bizarre™

ACTIVISION®

Guide Merton the Maintenance Man through a night at the Gizmoe Automated Toy Works. The toys are in revolt. Balloons fill up at valves. Turn the valves off—but watch out for Hefty Hilda. You don't really want to make her acquaintance. But you will.

LOADING INSTRUCTIONS

- Before you commence to load your cassette tape, make sure you have disconnected all peripheral equipment, such as the disk drive and printer.
- Place the cassette tape in the recorder and rewind to the beginning.
- Press SHIFT and RUN/STOP key simultaneously on your Commodore 64 computer.
- Press Play on the cassette recorder when the command to do so appears on the screen.
- Apart from a brief game identification screen, the screen will remain blank during loading, which will take approximately 7–8 minutes. Please be patient.

PLAY THE GAME

- Press F1 to start each game.
- **Live a Little.** Begin with four lives. Acquire an additional life for each 10,000 points earned. Game ends when you run out of lives. To start again, just press your red button or move your joystick.
- **Indicator.** A row of balloons (top left) indicates how many balloons you must deal with in this round.
- **Valves.** Balloons fill up at valves. If not popped, balloons release toys. Toys work their way to the bottom level where they hop into one of two IN bins, only to re-emerge as balloons at an open valve. Of the six VALVES that appear during the regular shift, all but the top two can be turned off. Hefty Hilda turns them back on, so be alert. If all four valves are off at the end of an "hour," you earn 4,000 extra points.

—All valves which appear during a SAFETY CHECK can be turned off. The faster you turn them all off, the bigger the bonus.

- **Piston Platforms** are paired and appear along runways. Jump on an elevated one and its mate pops up. Toys caught on one as it pops up are stunned for a while. These can be touched without jumping over them. If Merton or Hefty Hilda are caught on a Platform, they disappear up off the screen. Merton loses a life, or gains 500 points for "boosting" Hilda.