



COMMODORE 64/128

CBM 64/128

TOY BIZARRE



RC
047



RICOCHET
BY

MASTERTRON²C

RICOCHET



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!

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!

GAMEPLAY

LIVE A LITTLE; you begin with 4 lives but can gain another life for each 10,000 points earned. The game will end when you run out of lives.

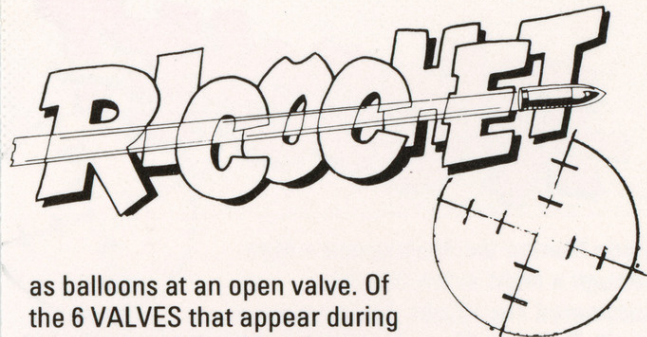
INDICATOR; a row of balloons (top left) indicated how many balloons you must deal with in this round.

VALVES: balloons fill up at valves. If not popped balloons release toys. Toy work their way to the bottom level where they hop into one of two IN bins, only to re-emerge



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as balloons at an open valve. Of the 6 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 up 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.

To pause the game press RUN/STOP. To reset press RUN/STOP and RESTORE.

CONTROLS: Joystick only

LOADING INSTRUCTIONS: Hold down SHIFT Key and press RUN/STOP. Press PLAY on tape. Program will load and run.

Programming: Mark Turmell © Activision 1984

FRENCH

Vous commencez avec quatre vies, et vous en gagnez quatre de plus chaque fois que vous marquez 10,000 points. Des ballons se remplissent aux valves. Pour interrompre le jeu appuyez sur RUN/STOP. Pour redémarrer appuyez sur RUN/STOP et RESTORE.

Manche à balai seulement. Chargement; Tenez la touche SHIFT enfoncée et appuyez sur RUN/STOP. Appuyez sur PLAY sur le magnétophone.

GERMAN

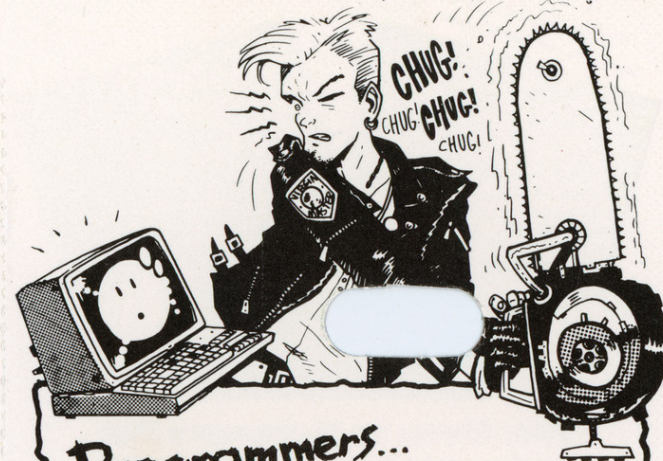
Sie beginnen mit 4 Leben und erhalten für alle weiteren 10,000 Punkte ein neues Leben. Die Ballons werden an den Ventilen aufgefüllt. Für Pause RUN/STOP drücken. Neuanfang des Spiels durch Drücken von RUN/STOP und RESTORE.

Nur für Joystick. LADEN: Die SHIFT-taste gedrückt halten und RUN/STOP drücken. Dann die PLAY-Taste auf dem kassettenrecorder drücken.

ITALIAN

Comincia con 4 vite, e per ogni 10,000 punti guadagnane un'altra. I palloncini si gonfiano alle valvole. Per interrompere il gioco premere RUN/STOP. Per ripristinare premere RUN/STOP e RESTORE.

Solo per uso con joystick. Caricamento; Mantenere premuto SHIFT e premere RUN/STOP. Premi PLAY sul registratore.



Programmers...

Don't be duped by other companies claims – when it comes down to publishing budget software there's really only one choice.

If you think you can meet our standards send a copy of your game with instructions to:

THE MAGIC POST BOX. Mastertronic,
2-4 Vernon Yard, Portobello Road, London W11 2DX.

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