



QSC 0073

Trashman

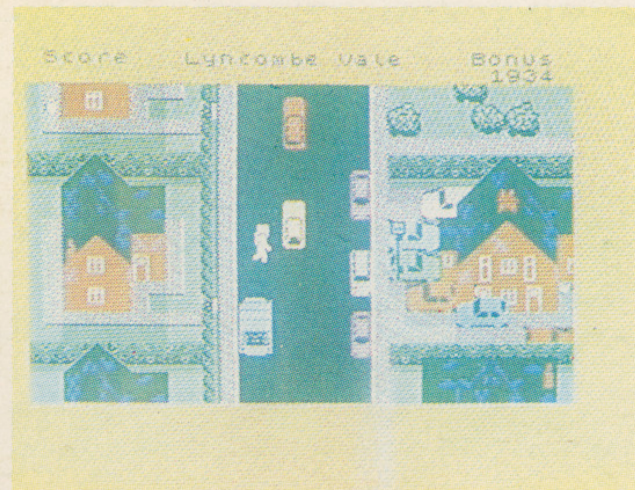
TRASHMAN

Your job may look easy, but only you know the hazards: speeding cars, cyclists, vicious dogs, overeating in the transport cafe or one too many in the pub.

New
Generation
Software

FOR THE
COMMODORE 64

Trashman



LOADING INSTRUCTIONS

To load, press SHIFT and RUN/STOP keys together. The program will auto-run when loading is complete.

Playing instructions will be given once the game has loaded.

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PLAYING INSTRUCTIONS

Play is for one or two players. Follow screen instructions for user defined keys. Alternatively 'Trashman' is compatible with the Commodore joystick using Port 2.

NAME

To enter your name, press up or down key until required letter is reached, and then fire button. Up to eight letters may be entered. Move to the end of bracket and press fire button for next screen. If more than one player, enter YES by using up or down key and fire button and then proceed as above.

OBJECT

The object of the game is to empty all the bins from each road into the dustcart which is slowly moving up the road, returning the empty bin from where it was collected, before your bonus points reduce to zero. If you step on the grass the bonus score will reduce rapidly, but you can increase it by completing tasks you are asked to do by householders. (Leave the house by holding the down key). Your score is increased for each bin emptied. Some houses will have dogs in them, which will chase you if you step on the grass, and if they bite you, your injury will result in a limp, which will slow you down. The same effect will occur if you are knocked down by a bike. If you choose to go into the cafe or pub to collect valuable bonus points, beware of over-eating or drinking too much.

If your bonus score is reduced to zero you will be allowed two more attempts to improve. Should you mis-judge crossing the road and are hit by a car the game will end.

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