

Loading Instructions

To load the game hold down **SHIFT** and press **RUN/STOP**.

The Game

A convicted crazed bomber is on the loose, hell-bent on blowing up the local pleasure parks' rollercoaster.

You control a clown who has to run along the track, and detonate the bombs.

Beware of the "BOPPERS", "FLAPPERS", "SHOX" and the empty rollercoaster cars. From level 5 onwards, if you're too slow you'll meet the "BOPPERS", mutilated balloons, which will get in your way when jumping. The "FLAPPERS" appear from level 16 onwards, these are pesky birds which will try and peck you. Keep a sharp look out for the "SHOX", bolts of electricity travelling along the tracks, but by far the deadliest of foes are the empty rollercoaster cars, speeding along the tracks, which you have to run away from. By throwing rubber coconuts you can kill the "BOPPERS" and "FLAPPERS", but they will only stun the "SHOX".

To show you where the crazed bomber has dropped a bomb there is a scanner, showing you all of the track at the bottom of the screen. There are 32 levels, each one becoming harder as you progress. Including day and night screens an invisible screen and even a loop the loop screen.

Scoring

Scattered along the track are various junk foods and fairground balloons, collect them for extra points.

Junk Food 10 pts.

Balloons 50 pts.

Detonating Bombs ... 600 pts.

All other scoring is explained in the game.

The Controls

For joystick only.

Left: Run Left.

Right: Run Right.

Press fire and any diagonal: Throw Coconut.

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**INTERCEPTOR
MICRO'S**

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**INTERCEPTOR
SOFTWARE**

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Wild Ride

64

Wild Ride

FEATURING THE LATEST CRAZE IN
GAME LOADING. PLAY THE MICRO
RESCUE ARCADE GAME WHILE WILD RIDE
LOADS INTO YOUR COMPUTER.



SUITABLE FOR THE
commodore 64

**INTERCEPTOR
SOFTWARE**