



## INSTALLATION GUIDE and INSTRUCTIONS

### WARNING:

- Never mix old and new batteries.
- Never mix alkaline, standard (carbon-zinc) and rechargeable (nickel-cadmium) batteries.
- Rechargeable batteries are not recommended.
- Do not dispose of batteries in fire. Batteries may leak and explode.

**REQUIRES:** 4 "AA" Alkaline batteries (not included).  
Make sure an adult installs the batteries.

This device complies with Part 15 of the FCC Rules.

- Operation is subject to the following two conditions:
  - 1) this device may not cause harmful interference and
  - 2) this device must accept any interference received, including interference that may cause undesirable operation.
- Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

### C64 TIPS FOR SET-UP.

In order to use your new C64 unit, do the following:

#### 1. INSERT NEW AA BATTERIES IN TO THE C64 UNIT

To insert the NEW AA batteries into the C64 unit, you will have to unscrew the Battery compartment, located under the joystick, with a small screwdriver. Once you have inserted the 4 AA batteries, you will need to replace the lid to the compartment and screw the screw back into place with the screwdriver.

Only NEW AA batteries should ever be used with this product. Please never mix alkaline, standard (carbon-zinc) and rechargeable (nickel-cadmium) batteries or this product will not work properly. In addition, never use rechargeable batteries with this product.

#### 2. CONNECT THE C64 UNIT TO THE TV OR VCR

The audio video cable that is attached to the C64 unit has a Yellow Output and a White Output. This cable needs to be plugged into either your TV or VCR. The Yellow Output should be plugged into the "Video In", which is a yellow outlined hole on your TV or VCR. The White Output should be plugged into the "Audio In", which is a white outlined hole on your TV or VCR.

#### 3. ONCE THE AV CABLES ARE CONNECTED TO THE TV OR VCR

You may need to select the appropriate "Line-In Source". To do this, you will need to first turn on the C64 unit.

##### a. For Multiple Input Televisions

On TV's that have multiple inputs, there is usually a button labeled "Input" or "source" on the remote control. Pressing this button cycles through the available input sources. If you have plugged the C64 unit into the "Video 1" you would need to press this button until source Video 1 is selected at which time you should see the game on your screen. In most cases, you will need the original remote to your TV to access the menu. If you do not have the original remote control, then the Owners Manual for your TV should provide instructions on how to do this without the remote control.

##### b. Single Input Televisions

On TV's that have only one input source, there is usually a button that says "Line" or "Line In" or "Line/ANT" or "Input" on the remote control. If this button exists, pressing it should select line in as the active source and you should see the game on your screen. If your remote doesn't have one of these buttons or something similar, try changing the channel to "00" or "01" using the number pad on your remote control. In most cases, you will need the original remote to your TV to access the menu. If you do not have the original remote control, then the Owners Manual for your TV should provide instructions on how to do this without the remote control. If the above steps do not work, please consult the manufacturer's guide for your TV to determine how to select the line input for your particular brand or model. If this still does not resolve the problem, please contact the customer service support line for your television manufacturer.

##### c. VCR/DVD Connection

Setup your television as if you were going to watch a tape from your VCR/DVD. You may need to press the "TV/VCR" button so that you are viewing the VCR's output on your TV screen. Using the VCR/DVD remote control look for a button that says "Line" or "Line In" or "Line/ANT" or "Input" or "Source"; pressing this button should select line in as the source for the VCR/DVD and you should then see the game on your screen. In most cases, you will need the original remote to your TV to access the menu. If you do not have the original remote control, then the Owners Manual for your TV should provide instructions on how to do this without the remote control. If the above steps do not work, please consult the manufacturer's guide for your TV to determine how to select the line input for your particular brand or model. If this still does not resolve the problem, please contact the customer service support line for your television manufacturer.

### ADDITIONAL TIPS:

1. Depending on your type of TV or VCR/DVD, then "Video In" and "Audio In" will be located in different places, but usually they are located in the back of the TV or VCR/DVD.
2. If you are connecting your C64 unit by plugging it into the AV outlets on your VCR or DVD player, you will need to make sure your VCR or DVD player is on or it will not work.
3. If you are connecting your C64 unit directly to your TV, but there is a cable box also connected to your TV, you will need to access the set up menu and change the source of the input just as you would if you were using a VCR or DVD. In most cases, you will need the original remote to your TV to access the menu. If you do not have the original remote control, then the Owners Manual for your TV should provide instructions on how to do this without the remote control.

SEE BACK PAGE FOR TROUBLESHOOTING.

**Turn your C64 unit on by pushing the on / off switch to the "ON" position. The Red indicator light will turn on. To start playing, move the joystick up and down to select one of the 30 titles. Push the left fire button to choose that game. Push the reset button at any time to return to the main menu. The left fire button can be pressed to speed through the load screen & back to the main menu.**

### **Championship Wrestling**

Push the joystick up and down to select your wrestler and press the left fire button. Do the same again to select an opponent.

Each wrestler's energy is shown as the red bar under his name. You lose energy when your opponent hits you with a move, or you perform a difficult move. If your energy is low, regain it by avoiding your opponent for a while.

Move around the ring by pushing the joystick. When far from your opponent, push the left fire button and up for a drop kick, or left fire and down for a spin kick.

When close to your opponent, hold the left fire button and push up for a punch, left fire and down for a kick, left fire and left for a left headlock and left fire and right for a right headlock.

When you put your opponent in a headlock, hold left fire and push up for a lift move, down for a suplex, right for a body-suplex, and left for an atomic drop.

When you lift your opponent, let him down hard with one of these moves:

Push up for a piledriver

Push down for a body slam

Push left or right for an airplane spin. Push left fire to end the airplane spin, push up to throw him, or pull down to slam him.

When your opponent is down and weak, finish him. Hold left fire and push up for a leg drop, or down for a pin move. If you get pinned by the computer, push up to try to break the pin.

Each match lasts 3 minutes, or until someone is pinned.

### **Cyberdyne Warrior**

You must brave alien landscapes to retrieve robots and return them to the satellite above before the robots self-destruct and destroy the planet.

At the main menu, press the A button to toggle gun flash on or off. By default, gun flash is off.

Run left and right by pushing the joystick. Push up to jump. Push the left fire button to shoot your gun.

You have limited time, represented by a countdown timer, and limited energy, shown by a shrinking orange bar.

Each planet has a bouncing "UP" symbol, which is your satellite uplink. Bring robots to the uplink and run into it. You will cash in the robot and be offered the chance to buy ammunition, energy, time, or gun power-ups.

If you touch a skull symbol, the lights go out. You can turn them back on by collecting another robot or going to the satellite.

Push button A to pause. Push button C to quit.

### **Cybernoid 1 and 2**

Pilot your Cybernoid spacecraft through waves of defenses to destroy pirates who are raiding the Federation's riches. Press left fire to start.

Push left and right to fly across the screen. Push up to fly up. Gravity will pull you down, so be careful.

To fire your laser, tap the left fire button. To fire a special weapon, hold left fire.

In Cybernoid 1, you have five different types of special weapons: bombs, mines, shields, bouncer bombs, and seekers. Choose between them by tapping right fire.

In Cybernoid 2, you have seven different types of special weapons: bombs, time-delay bombs, shields, bouncer bombs, seekers, smart bombs (destroy all targets) and tracers (travel along the edge of the screen.)

When you destroy some ships, they drop weapon power-ups. Touch them to collect and add to your ship. Yellow cans give you extra ammunition for special weapons.

### **Eliminator**

Drive your advanced combat vehicle on a long and dangerous track to defeat the minions of the Eliminator attacking your planet.

Steer left and right to move your vehicle. Steer around hard obstacles. Shoot enemies by pressing left fire.

Rotating cubes provide new weapons, shown along the left side of the screen. Push the joystick up and down to select between your weapons.

You start with a single-shot cannon, but can add a double-shot cannon, side-fire cannon, bouncing bombs, dual-fire cannon, or a one-use smart bomb by collecting rotating cubes. Ride sloped ramps to jump in the air and over obstacles.

Along the right side of the screen, the yellow bar at the top shows your ammo status. The orange bar in the middle shows remaining shield power.

The bottom window shows remaining lives.

### **Firelord**

You control Sir Galaheart on a quest to recover the four enchanted crystals that lead to eternal youth. You must travel the land, avoiding or defeating ghosts while trading for objects you need to complete your goals.

Move Sir Galaheart by pushing the joystick up, down, left, or right. Avoid the ghosts that will drain your health. Collect energy crystals to build power you can use to shoot the ghosts with the left fire button.

When you enter buildings, you may be able to barter. Select the product or service you want to buy with the joystick and left fire button, then select between one and four objects you have that you wish to trade. If the offer is accepted, a new symbol pops up. Select the new icon and push the left fire button to accept.

Push button A to abort the game. Push the right fire button to pause.

### **Impossible Mission 1 and 2**

Stop Dr. Elvin Atombender from destroying the world by raiding his complex and cracking his computer codes. You have just six hours in game 1, eight hours in game 2.

When in the corridor, push the joystick left or right to run. Press the left fire button while running to jump. Press up or down while in an elevator to go up or down a floor.

When in a room, push left or right to run and the left fire button to jump. When standing on a lift (platform with yellow and black stripes), push up or down to move the lift. In game 2, lifts can go through the floor or ceiling to take you to a new room. Hold the joystick up to search the furniture for passwords and puzzle pieces or to use a computer terminal. The furniture contains passwords to temporarily disable the robots (they can't move or shoot you) or to reset the elevators. They must be used at the computer terminals. Don't touch the robots or fall off the bottom of the screen-dying costs you 10 minutes.

Game 1:

To reach Elvin's secret lab, you must assemble nine secret puzzles from 36 puzzle pieces scattered through his complex. When the pieces match up, they look like old-style computer punch cards: solid rectangles with small holes.

To solve the puzzles, use your pocket computer in a corridor or elevator. Press the left fire button without moving the joystick to use the computer.

Use the arrows on the left side of the screen to scroll through all of your puzzle pieces. Push left fire on a puzzle piece to pick it up. Move the joystick right and push left fire to place it in the black work area. Use the controls on the right side of the screen to flip the piece upside down or left to right, or to change its color. You can use the phone pad on the left side of the screen to call your base and get help solving the puzzles, but each call costs you 2 minutes. When you assemble the punch card, you earn one of the nine letters of Elvin's password.

Game 2:

You must assemble numerical codes to unlock doors to the next tower. Special tower doors guard rooms with locked safes. Blow open the safes to retrieve musical codes, which can be assembled into the password to reach the elevator to Elvin's final chamber.

Push the left fire button in a corridor to activate the computer. Using the 293 button, arrange the numbered codes using the up and down buttons until you see the word "Complete." Use the cassette recorder function (looks like an old-style audio tape) to record musical sequences.

The computer terminals offer more options in game 2. You can reset lifts, deactivate (unplug) robots, move floor platforms left and right, turn on lights in a dark room, and arm a time bomb to be placed in front of a safe or a proximity mine (pull down to crouch and press the fire button to plant the bomb or mine.)

### **Hot Dog**

To launch your hot dogger, press the left fire button. You have just a few seconds to impress the judges by putting together combos of these moves:  
Push up and left for a "daffy" (splits)  
Push up and right for a "back scratch" (brings skis up behind you)  
Push right for a forward flip  
Push right and down for a "swan" (brings skis up behind you)  
Push left and down for a "mule kick" (brings skis up behind you)  
Push left for a back flip  
Center the joystick to level out for landing. If you don't level out in time, you'll land hard in the snow and score no points! The winner is the player with the best score in any single attempt.

### **Biathlon**

Race on cross-country skis, then stop to shoot targets with amazing accuracy.  
While on flat land, move the joystick left and right at a regular pace to smoothly move your skier.  
While skiing uphill, move the joystick left and right more quickly.  
While skiing downhill, push down to build up speed.  
When you reach a target shooting zone, you will automatically switch to the rifle sight view. To load the gun, pull the joystick down to open the rifle chamber, and push up to load a round of ammo. When the sight is over the target, press the left fire button to shoot. Repeat for all five targets. The faster you ski, the faster your heart beats, and the faster the gun sight will move. A rifle miss counts as a 5 second penalty against your final score.

### **Speed Skating**

To build up speed, move the joystick left and right in a steady rhythm. The key is to watch your skater's legs and hold the joystick in one direction long enough to complete a leg-stroke, then switch to the other leg, and so on. Your skater is the red skater at the bottom of the screen. The blue computer skater will race against you in the top half of the screen.

### **Figure Skating**

In Figure Skating, you have 60 seconds to perform seven different skating movements: Camel Spin, Sit Spin, Double Axel Jump, Triple Axel Jump, Double Lutz Jump, Triple Lutz Jump, and Camel into Sit Spin.

Press the left fire button to begin skating.

Push right to skate forward, push left or push the left fire button all by itself to switch to backward skating.

To start a move, push the joystick as follows, and then press the left fire button:

Up: Camel spin

Up and right: Double axel jump

Down and right: Triple axel jump

Down: Sit spin

Down and left: Triple lutz jump

Up and left: Double lutz jump

To finish a move, center the joystick and press the left fire button.

Score the most points by finishing moves with good balance. Forward skaters should jump when the skater's legs are open, backwards skaters jump when her legs are closed. Finish a spin after six rotations.

You can earn up to a perfect 6.0 points by completing all the moves. Falling down costs you 0.7 points, appearing awkward costs you 0.2 points.

### **Free Skating**

Free skating moves just like figure skating, except you have a two-minute period and can complete up to three successful attempts of each move for the best score, a perfect 6.0. Falling down costs 0.5 points, appearing awkward costs 0.2 points.

### **Ski Jump**

To jump, push the left fire button to start the skier down the ramp. Push the button near the edge of the ramp to go airborne.

Once in the air, look at the close-up of your skier in the upper-right corner of your screen. Ski jumpers require good form to fly far and land safely.

These joystick moves will help you achieve perfect form:

Push up to straighten your legs

Push down to uncross your skis

Push left and right to straighten up the skier if he is too far forward or back.

You score points based on number of meters traveled, plus a style bonus for a good-looking jump.

### **Bobsled**

To start your bobsled run, push the left fire button. Your job is to keep the bobsled in the track by steering left or right to try to keep the sled centered on curves. For the highest speed and best times, don't make any steering moves you don't have to, and turn hard and at the last split-second to build up more momentum. Watch the map on the left side of the screen for clues about upcoming turns.

### **Bull Riding**

Bring rodeo action to your TV screen with Bull Riding.

Select your bull by pushing up or down on the joystick and pressing the left fire button. Ferdinand is the easiest, Earthquake the most dangerous.

Once you push the button, the bull ride begins. To stay on the bull, push the stick left or right if the bull bucks in that direction. Pull down on the joystick if the bull begins to spin. To stop the bull, pull the joystick in the opposite direction the bull is moving.

The longer you ride and the more style you put in your bull riding, the better you score. Harder bulls are worth more points. You score a fault if the bull throws you too quickly.

### **Exolon**

Guide your space commando through more than 100 screens to destroy the alien menace.

Push the joystick left and right to move left and right. Push up to jump. Pull down to duck.

Tap the fire button to shoot your laser. To destroy larger targets, hold the fire button to throw a grenade.

In later screens you can wear a "hyper-alloy exoskeleton" which protects you from most enemies for a limited time.

### **Flying Disk**

In this game, you must throw a plastic flying disk from one end of the field to another.

Start the disk's flight by pulling the joystick left. When the bar reaches the green portion of the Speed zone, push right. When the bar reaches the green portion of the Angle zone, push the left fire button to release the disk in the air.

Once the disk is in the air, the joystick controls the catcher. Look at the radar at the top of the screen to track the path of the disk and the position of the catcher. Push the joystick left or right to position the catcher where the disk will arrive.

When the disk arrives, you can run into it to catch it, or jump for it. Push the button while running left or right to make a diving catch, or push the joystick up to leap into the air.

You must catch the disk while running or diving. You score more points for a diving catch, and more points for a catch diving or running left than you do while diving or running right.

## Gateway to Apshai

Explore the dangerous dungeons of Apshai for experience, money, and powerful magic items.

Push the left fire button to start the game. Your character will automatically start with 3 points of strength, agility, and luck, 9 points of health, and 5 lives. To choose one of the 16 dungeons, push up and down on the joystick. Push the left fire button to enter the dungeon.

Move the joystick to move your adventurer. To pick up items, such as weapons or treasure chests, just run over them.

Push the D button to cycle through different modes. These are:

**Keys:** Use keys to open doors. Locked doors are shown as red squares along a wall. Select Keys, stand in front of the door, and push the left fire button to open the door.

**Locate Trap:** Some areas of the floor are trapped. Select Locate Trap by pushing the D button, then push the left fire button to try to find them.

**Search Spell:** Some areas have hidden secrets. Select Search Spell by pushing the D button, then push the left fire button to try to find them.

**Drop Item:** If you collect too many items you may need to drop some. Select Drop Item by pushing the D button, then press left fire. Use the joystick to select the item to drop, and press left fire again.

**Check Supplies:** Select Check Supplies by pushing the D button, then press left fire. You will see the objects you have collected.

**Check Status:** Select Check Status by pushing the D button, then press left fire. You will see the health and physical characteristics of your adventurer.

**Check Weapons:** Select Check Weapons by pushing the D button, then press left fire. You will see only your weaponry and armor.

**Next Level:** To escape to the next dungeon before time runs out, select Next Level by pushing the D button, then press left fire twice.

To fight monsters, be sure you are in Fight mode by pressing the right fire button. You should see "Fight" appear at the top of the screen. Swing or shoot your weapon by pointing at your opponent with the joystick and pressing left fire. The screen flashes red when monsters score hits on you, green when you hit them. You can change weapons by hitting the C button.

## Jumpman Junior

In Jumpman Junior, you control a secret agent on a space station. Clear all bombs from a level to advance.

To start playing Jumpman Junior, push the left button for one-player mode. Hold the joystick left for two players, right for three players, or up for a four-player game. The game will tell you which player should take his or her turn.

Jumpman Junior has eight speeds to challenge you. Select 1, the fastest speed, by holding the joystick up and pressing the left button. Hold the joystick up and right and press the button for speed 2, right for speed 3, and so on. Up and left is speed 8, the game's slowest speed.

Control Jumpman with the joystick. Push left and right to run, up and down to climb ropes and ladders, and the fire button to jump. Some ropes are one-way. Jumpman can only climb down blue ropes, and can only climb up green ropes. Touch each red bomb on a level to score points, and advance to the next screen.

## Paradroid

Robots are taking over space freighters. You must use your own droid to destroy all robots on the vessel's 20 decks.

Push the joystick up, down, left, or right to move your droid (initially labeled "001") in any direction. Bump against doors to open them. To access computer terminals, push the joystick against the angled computer panel and hold the fire button. To move from deck to deck, position the droid above the round lift holes and hold the left fire button. You will see a map of the ship. Push up and down to select a new deck, and press the left button again.

You can destroy robots by firing at them by pushing the joystick in any direction and pressing the left fire button. You may also take control of robots to become more powerful through Transfer mode. To enter transfer mode, hold the joystick until the word Transfer appears in the upper-left hand of the screen. While still holding the button, run into a robot. This brings up the Transfer game, where you attempt to take over the droid's computer. The goal is to change the color of the center boxes to match your side, yellow or purple. Move the joystick left or right to select your starting side before the timer expires. Then, move the joystick up and down to select a computer line you wish to change to your color, and press the fire button. If you control 7 of 12 squares when time expires, you gain control of the robot. If not, you are destroyed.

Higher-numbered droids are more powerful, and require more shots to destroy. They are also more difficult to take over through Transfer.

When you take control of a new robot, the previous robot you controlled is destroyed. This means you can win the game without firing a single shot!

## Pitstop 1 and 2

In Pitstop, you are a race car driver on the global high-speed circuit. Unlike other race games, you not only need to be a great driver, but take care of your car as well!

On the game menu, push the joystick left and right to select from one of six race tracks, or tackle them all in the Grand Circuit. Pull down and choose the number of laps to race. Pull down and choose your difficulty rating. Harder difficulty means a better computer opponent, and more realistic car damage. When ready to race, select Start the Race and press the left fire button.

In Pitstop 2 your car is at the top, your computer opponent drives on the bottom. Pitstop 1 uses the entire screen for your car. Push up to accelerate, pull back to brake. Steer left and right with the joystick. For an extra speed burst, hold the fire button.

If you bump other cars or the sides of the track, your tires take damage, shown by changing colors. When your tires get weak or your fuel runs low, pull off into the pits at the start line. Here, you use the steering wheel icon to select a member of your pit crew. Highlight a man, and press left fire to control him. Tire men must remove damaged tires by walking up to them, picking up the tire, and bringing the tire to the stack of new tires for repair. The refueler must walk up to the car with the fuel hose. The dingling sound lets you know the tank is being filled. Move the refueler away from the car when the tank is full, or it will cause a spill and empty the tank!

Push the left fire button again button to stop controlling a pit crew member. All crew members must be clear of the car before you can click on the flag man (Pitstop 1) or driver (Pitstop 2) and get back to the race!

## Sumo

To win, you must force your opponent out of the ring, or cause him to touch the floor with any part of his body other than his feet.

Press the left fire button twice to begin. Each wrestler will go through a short ritual before the match begins.

The joystick controls your wrestler as follows:

Push up to deliver a forearm push

Push right to push your opponent forward

Push left to back up or push your opponent backwards

Pull down to slap your opponent. Push down and right for a forward-pushing slap, or down and left for a backward slap.

When you hold down the fire button, you attempt to grab your opponent's belt, and your available moves change.

Push up and the left fire button for utchari (a body slam-like move)

Push left and the fire button to pull your opponent back

Push right and the left fire button for a forward grab

Push down and the left fire button to snatch your opponent

Push down and right and the left fire button to try a right trip, or down and left and the left fire button to try a left trip.

Hint: You can play defensive and still win. Try letting the computer wrestler push you close to the edge, then perform an utchari move to throw him out of the ring.

### Surfing

Ride the wave for 90 seconds and score points by performing tricks. Push the left button to start. Steer the board left by pushing left, and steer right by pushing right. You can hold the left fire button to make sharper turns, which slow you down.

Earn points for making turns, catching air (flying off the top of the wave, and landing at a good angle), riding near the crest of the wave or through the curl of the wave, and for performing 180 and 360-degree turns.

Hint: Start out holding the joystick left to keep from immediately wiping out.

### Tower Toppler

You must guide your creature around and through eight towers in order to reach the top of each and defuse an evil threat.

To move around the tower, push the joystick left and right. Push the joystick up to enter a door.

Pure white squares are elevators. Push up or down while standing on one to move to a different level of the tower.

To jump over obstacles, push the joystick left or right and press the fire button.

To defend yourself, you can throw snowballs. Press the left fire button with the joystick centered.

Most enemies aren't hurt by your snowballs. Learn how to dodge them by moving around, even back to a lower level of the tower if necessary.

Your creature can survive a fall to a lower level of the tower, but if he lands in the water, you lose a life.

Some of the steps on the tower are false steps and you will fall if you step on them. Pay attention and learn to jump over or avoid them.

### Uridium

15 Super-Dreadnought ships have invaded your galaxy, each looking to steal a different precious metal. Destroy the dreadnought's defensive forces, then land to finish the job!

Press the left fire button to start a game. Push the joystick left, right, up, and down to fly your Manta fighter across the screen. Press the left fire button to shoot lasers. Lasers can destroy both "ground" targets on the dreadnought, and enemy fighters. Hold the fire button and press up or down to do a 90-degree roll to make your ship a smaller target. Be sure to dodge homing mines, launched from flashing defense ports with a telltale beeping sound.

When the dreadnought's defenses are gone, "Land Now" flashes on screen. Fly to the right side of the dreadnought and fly your ship across the runway, left to right. This brings you to the fuel rod chamber, where you finish the job. Time pressing the left fire button with the flashing pyramid of lights until time is about to expire, then select Quit and press the fire button to make your escape before the ship is destroyed. You will be taken to the next enemy dreadnought.

## **World Karate Champion A and B**

Defeat your opponent in tournament karate combat to advance in rank. In each level, you must win two of three rounds by scoring two full points before time expires.

Use these moves to defeat your opponent:

Push up to jump up

Push up and right to lunge punch right.

Push right to move right

Push down and right for a chest kick

Push down for a foot sweep

Push down and left for a crouch punch

Push left to move left

Push up and left for a lunge punch left.

Hold the left fire button for a different set of moves:

Left fire + up for a flying kick

Left fire + up and right for a front somersault

Left fire + right for a front kick

Left fire + down and right for a front side kick

Left fire + down for a backwards crouch punch

Left fire + down and left for a back side kick

Left fire + left for a roundhouse kick

Left fire + left and up for a back somersault.

Glancing blows score half-points, while quality hits score full points.

Games A and B have different scenery.

## **Zynaps**

Zynaps is a game of fast action in space. Shoot enemy targets and avoid touching enemies or enemy installations. Collect flashing stars left behind when you defeat an alien wave to build up more powerful weapons.

## **Summer Games**

In Summer Games, you compete against other countries for athletic honors. Earn medals for superior performances.

You may compete in all, some, or just one event.

In competition mode, enter your name by pushing up and down to select a letter. Push right to move to the next letter. Push left fire when finished.

Next, use the joystick to select a country. When all players are entered, push left fire with a blank name.

Summer Games has seven challenging events:

### **Pole Vault**

Push up and down to select a high, medium, or low grip on the pole. You must use the high pole grip for higher attempts, but a lower grip is easier for beginning vaults. When you see "READY TO JUMP", push the left fire button again to start running.

When you are the pole's length away from the vault stand, push down to have your athlete stick the pole in the ground. He will automatically catapult into the air. (hint: this is when the tip of the pole is just under the red lamp post near the middle of the track) To complete your vault, you must push the stick up to pivot your vaulter above the pole, and then press the left fire button to release the pole and land. If your vaulter or the pole hits the bar, the attempt is no good.

### **Platform Diving**

There are four types of dive:

Forward: Diver faces the pool, and rotates counter-clockwise

Reverse: Diver faces away from the pool, and rotates counter-clockwise

Backward: Diver faces the pool, and rotates clockwise

Inward: Diver faces away from the pool, and rotates clockwise

Push the button to jump from the platform. While airborne, push the joystick right for a high-speed, full-tuck position. Push down for a pike position, and left for a half-pike. Push up to lay out flat-this is the position to use when you are about to hit the water. Try to hit the water at a right angle for the best score. Mix and match your positions to achieve the best difficulty rating bonus for your diving score (bonus ranges from 1.0 to 4.1.)

### **4x400 Relay**

In this running race, wiggle the joystick back and forth after the starter's gun has sounded. Push the left fire button just as your racer reaches the next runner in the relay to hand off the baton.

### **100 m dash**

In this running race, wiggle the joystick back and forth.

### **Gymnastics**

Push left fire to start running at the vault. Push left fire to jump onto the springboard. You can push left or right as you leave the springboard to do a body twist. When the gymnast is on the vault, push fire to spring off when she is vertical. While airborne, push up for a full tuck, leave the joystick centered for a half-tuck, and pull down for a landing position.

If you land and take a step right or left, push in the opposite direction to maintain your balance.

### **Freestyle Relay**

Push left fire to take the position in this swimming race. When the starter signals "GO", push right to jump into the water. To build speed, push left fire when your swimmer's arm hits the water. When you approach the end of the lane, push left to do a kick turn. Four swimmers compete in the relay. Push right to enter the water just as the first swimmer reaches the end of the lane.

### **100m Freestyle**

Push left fire to take the position in this swimming race. When the starter signals "GO", push right to jump into the water. To build speed, push left fire when your swimmer's arm hits the water. When you approach the land, push left to do a kick turn. The swimmer with the best time wins.

### **Skeet Shooting**

Push the left fire button to start the game, and then push it again to launch a clay pigeon. Move the target sight with the joystick, and press left fire button to shoot. Note that you only get one shotgun shell when one clay pigeon is in the air, or two shells when two clay pigeons are in the air, so make your shots count!

## **Winter Games**

In Winter Games, you compete against other countries for athletic honors. Earn medals for superior performances.

You may compete in all, some, or just one event.

In competition mode, enter your name by pushing up and down to select a letter. Push right to move to the next letter. Push left fire when finished.

Next, use the joystick to select a country. When all players are entered, push left fire with a blank name.

Winter Games has seven challenging events:

## **Ranarama**

You are the apprentice of Mervyn the Sorcerer. You have been transformed into a frog and must escape from a dangerous dungeon.

To use offense magic, push the joystick towards an enemy and press left fire. To use an area effect spell, center the joystick and press the fire button.

You can also activate magical Glyphs (star, eye, triangle, diamond) by standing on the Glyph and pressing the fire button.

If you see a powerful warlock, move on top of him to engage him in a battle. Use the joystick and left fire to reverse letters and unscramble the word "RANARAMA." When warlocks die, they drop powerful spell runes. Run over them to collect them.

## **Silicon Warrior**

The object of Silicon Warrior is to turn a line of 5 squares your color before the other players can.

Push left fire to start, and again to select one human player. Push the joystick up and down to select between 0 and 4 computer opponents. (hint: playing with 0 opponents lets you get the feel of the game with no competition.)

Move the joystick down and press left fire to select any special rules. Black holes make squares disappear, laser fire lets you shoot at opponents, and shields protect you from laser fire.

Once in the game, push the joystick up, down, left, or right to move to another square. You must rest on the square for a moment to let it change to your color. If you land on a square that is already turned a different color, you must set it back to gray, then move off the square and back again to change it to your color.

When laser fire is turned on, hold left fire and push the joystick in a direction to shoot. When shields are on, center the joystick and press left fire to block lasers.

## **Speedball**

Speedball is futuristic high-speed high-stakes soccer.

In Knockout mode, you play a tournament against other Speedball teams, best-of-three format. You must win one round and tie or win a second round to advance to the next opponent.

In League mode, you play a season from 10 to 100 weeks long against 10 other teams.

In both modes you must choose a team. Each team has different statistics.

Stamina: Higher stamina lets your team run faster and throw the ball harder.

Power: Higher power lets you take more stamina from your opponent in tackles

Skill: Higher skill makes your tackles more successful.

To play Speedball, move the joystick to move your flashing green player. The player you control will change as the screen moves to follow the ball.

When your goalie is in view, moving the joystick left and right also controls the goalie. Goalies automatically throw any ball they touch back onto the field of play. If you do not have the ball, you can tackle opponents and steal the ball by running up to them and pressing left fire. When you have the ball, you can run with it or throw it. To throw the ball, press the left fire button. Holding the button down will make the ball travel farther and higher. Note that the ball must be shot low in order to score a goal. When the ball is in the air, you can catch it by pressing left fire as it travels overhead. Black zones are obstacles on the field. A ball thrown low at them will bounce off.

Collect tokens on the field as you play. The round tokens are coins and can be spent at halftime. Other tokens are:

F: Freezes the other team for 10 seconds

R: Reduces the other team's speed

P: Protect your team. You cannot be tackled for 10 seconds.

S: Stamina boost

D: Decrease opponent's stamina

G: Get the ball immediately.

E: Energy bolt, shot at the other team

W: Weigh down the ball. It will not fly high, and can be thrown at opponents, knocking them over.

At halftime, spend your money on these powerups:

Bribe Official: Add one minute of game time. Use this if you are losing and need to catch up.

Extra Stamina: Permanently boost your top stamina

Bribe Timer: Make bonus tokens last longer

Bribe Trainer: Computer team plays poorly

Extra Skill: Permanently boost your tackling skill

Reduce Stamina: Lower computer stamina

Extra Power: Permanently boost tackling power

Bribe Ref: Gain a one-goal advantage for the current or upcoming game

Reduce Power: Lower your opponent's tackling power

## **Super Cycle**

Use the joystick left and right to select bike color and jacket style and color. Push down to move between categories. Select your course in the same way, then push down to Begin the Race and press left fire to start.

Push the joystick up to accelerate and pull back to slow. Steer left and right by pushing in that direction. The motorcycle has three gears. Push the button and up to shift up, or center the joystick and push the button to shift down. Watch the tachometer on the right of the screen to know when to shift-try to shift when your speed enters the red zone.

You must complete the courses in the allotted time to score the most points and proceed to the next level.

## **Sword Of Fargoal**

Explore the dungeon's many levels to locate the lost Sword Of Fargoal, then bring it to the surface before time runs out.

When you start the game, a new character is randomly made for you. You will see this information screen each time you reach a new dungeon level.

Move through the dungeon by pushing the joystick in any direction.

Gain experience by slaying monsters or turning in gold at temples. Magic sacks let you carry more gold.

Grey squares indicate treasures or traps. Move on to them to find out which is which.

To climb stairs, move onto the staircase and press the left fire button.

To fight monsters, move on to their squares. If you wait for them to come to you, they will have the advantage. If the fight goes poorly, use a healing potion, teleport spell, or run away.

Use these button combinations to access all of the treasures and magic items available to you:

A + joystick up: Bury gold

A + joystick down: Shield spell

A + joystick left: Drink healing potion

A + joystick right: Turn light spell on and off

B + joystick up: Invisibility spell

B + joystick down: Teleport spell

B + joystick left: Regeneration spell

B + joystick right: Light spell

C: Drink healing potion

If something bad is happening, such as a monster fight you are about to lose or a dangerous trap, press and hold the left fire button. This acts as a "panic button" and if you have any items which would help, such as a teleport spell or healing potion, you will try to use it.

## TROUBLESHOOTING:

### Connecting to the TV or VCR

If you have plugged the Audio Visual Cable in properly, but still cannot get the product to work, the following additional steps may need to be taken depending on the make and model of your TV and/or VCR:

1. Connections to satellite systems may interfere with reception. Again, depending on the make and model of your TV and/or VCR, you may need to disconnect or turn-off the satellite system. Then you will need to re-connect the C64 unit as indicated.
2. If your TV has an option for "Games" or "Game Systems", you may need to turn this feature on or it might cause the product to not work. You may need the original remote control for your TV to access this feature.
3. If you have an older TV set that does not have Audio or Video inputs, you will need to purchase an adapter called a "RF Modulator". These can be purchased from most major electronic stores.

If none of the suggestions seem to work, please contact the Customer Service Support Line for your TV Manufacturer for further assistance. Below is a list of most major TV manufacturers and their numbers.

Manufacturer	Customer Care Number	Manufacturer	Customer Care Number
Advent	1.888.474.2314	Orion	1.888.296.7466
Aiwa	1.800.289.2492	Oritron	1.800.726.3801
Audio Vox	1.800.645.4994	Panasonic	1.800.211.7262
Avanti	1.800.323.5029	Phillips	1.800.531.0039
Daewood	1.800.250.9066	Pioneer	1.800.421.1606
Fisher	1.800.421.5013	RCA	1.800.336.1900
Fujitsu	1.800.838.5487	Samsung	1.800.726.7864
Funai	1.800.242.7158	Saneo	1.800.421.5013
GE	1.800.437.3783	Sansui	1.800.289.0980
Hitachi	1.800.448.2244	Sharp	1.800.BESHARP
Jensen	1.800.323.0221	Sony	1.800.222.7669
JVC	1.800.252.5722	Symphonic	1.800.242.7158
Kenwood	1.800.536.9663	Toshiba	1.800.316.0920
Magnavox	1.800.531.0039	Uniden	1.800.297.1023
Mitsubishi	1.800.332.2119	Zenith	1.800.772.1515

### Problems Once Connected

If you have connected your C64 unit to your TV or VCR and have used it but it suddenly experiences distortion in the images on the screen, change the batteries. When replacing the batteries, please only use all NEW batteries, and dispose of the old batteries properly.

### If you need further assistance, please contact our Customer Service:

**By phone:** 631-249-5620

Monday-Friday 9:00am - 5:00 pm, Eastern Standard Time. Excludes Holidays.

### Or by mail, please write to:

Consumer Relations c/o Mammoth Toys  
Natural Science Industries  
105 Price Parkway  
Farmingdale, New York 11735

\*Visit us at [www.mammothtoys.com](http://www.mammothtoys.com)

**NOTE:** This equipment has been tested and found to comply with the limits for a class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult a dealer or an experienced radio/TV technician for help.

*Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits.*

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