

 **Commodore[®]**



(also C64C)

SOFTWARE MANUAL

FLIMBO'S QUEST
CONTENTS

IMPORTANT:
DO NOT INSERT OR REMOVE A CARTRIDGE WHEN GAMES SYSTEM IS SWITCHED ON.

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FLIMBO'S QUEST

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IMPORTANT: DO NOT INSERT OR REMOVE A CARTRIDGE WHEN GAMES SYSTEM IS SWITCHED ON.

STARTING THE GAME

- 1) Make sure your C64 Games System is switched off.
- 2) Plug your cartridge in the port on the top of the Games System with the label facing you (as viewed from the front of the Games System).
- 3) Turn your C64 Games System on. The opening title page will appear on your television.
- 4) Using the games controller, highlight the name Flimbo's Quest. Press the fire button to begin playing the game.

DAZZ BAZIAN'S SHOP

In Dazz Bazian's shop you can exchange money for the different items he has on display, these are shown as icons at both sides of the screen. As you enter the shop any hearts and scrolls you are carrying will automatically be taken from you and displayed on the screen. In the case of items like invulnerability potions, if you already have one of these then the appropriate icon on the screen will appear with a cross over it. If you try to buy something you have, then Dazz will tell you that you have it already.

For the C64 Games System, the order of the icons are:

SUPER SCROLL, EXIT SHOP, SUPER WEAPON, SCROLL, EXTRA TIME, INVUNERABILITY.

By moving the joystick, each icon can be highlighted in turn and pressing the fire button will select that item. If it has a value the cost will be deducted from Flimbo's purse - if you do not have sufficient money then Dazz will have something to say.

The costs of the different items are:

Super Weapon 350

Extra Time 300

Invulnerability 250

Scroll 400

Super Scroll 2500

THE GOODIES...

Super Weapon - gives you greater range and power of the weapon you already have for example, a mutant that requires two or three shots normally can be destroyed with one shot from the super weapon.

EXTRA TIME - slows down the recharge time of Fransz Dandruff's machine therefore giving you extra time to rescue Pearly.

INVUNERABILITY - having this will protect you from attack by mutants, but only for a short period of time. When you have invulnerability Flimbo's face turns green and while in this condition you can destroy mutants just by colliding into them. To warn you when the effect is about to wear off, Flimbo's face will begin to flash.

SCROLL - Buying one or more scrolls to complete the magic word is useful if time is running short - remember, it's much cheaper if you can find, and kill, the creatures that carry scrolls.

SUPER SCROLL - like the ordinary scroll, it turns into magic letters when given to Dazz, except this is a complete word thereby allowing you to move onto the next world as soon as you have it (very useful when time is running short - but very expensive), can also be collected from a mutant, but they are quite rare to see.

On display behind the counter in the shop are two vital pieces of information. First, the magic letters you have already collected so you know how many more you need to get into the next world. Second, the number and colour of hearts you have collected - this helps you work out what other colours you need in order to get an extra life.

You must remember that some creatures that you kill will occasionally turn into the above items, so saving you a lot of money.

Hint: although the Super Weapon is usually at the top of everyone's shopping list, you should also seriously think about how much time you have left to rescue Pearly.

DOORWAYS

There are lots of doorways, caves and other types of entrances dotted around the landscape of Dandruff's estate. It is worth trying them all by standing in front of them and pushing up on your joystick. At some entrances etc. nothing at all will happen, others may lead into one of Dazz Bazian's shops (these are worth making a note of as there is only one per world). The best of all are the ones leading to secret rooms.

Hint: it pays to try and find out which entrance is to Dazz's shop as quickly as possible.

SECRET ROOMS

In secret treasure rooms you will have the chance to accumulate a lot of money. Placed on shelves around the room there are either coins or money bags. Normally these are only a low value of money, but if you watch carefully then you will see that randomly the value of one object changes.

To collect the money in the room all you have to do is touch the money with any part of Flimbo. In order to get the most money possible do not just run around the room collecting everything - look around the room for the object that has changed to a higher value, indicated on the C64 Games System, by a different coloured coin.

To get the high value objects, carefully jump over the others until you reach the one you want. When an object changes to a higher value it stays that way till you have collected it. Remember, more money - more purchases from Dazz Bazian.

Hint: do not spend too much time in the secret rooms - time can be more precious than money!

SCROLLS

Look out for mutants carrying scrolls. You have to collect the scrolls and take them to Dazz Bazian's shop. Once there, the scrolls turn into letters which will spell a magic word. When the word is complete you can move on to the next world by finding an exit doorway. The first world's word is only three letters long, as you travel through other worlds the magic words become longer.

To identify which creatures are carrying scrolls, a mug shot of the species is displayed in the status area and in Dazz Bazian's shop. Also, the individual creature who has a scroll flashes on the C64 Games System.

JOYSTICK CONTROLS

Left and right - Moves Flimbo to the left or the right.

Up - Makes Flimbo jump up.

Down - Flimbo comes down from a platform.

Fire Button - Fires Flimbo's weapon.

Fire Button and Down - Flimbo ducks down.

Hint: there are some scrolls hidden around Dandruff's estate, its always worth ducking down to see what you may find!

FIENDISH FREDDY'S BIG TOP O'FUN

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THE GLORIOUS GAME

Your small, struggling circus is about to be seized by a sinister hoodlum, to whom you owe the sum of 10,000 smaceroos. Your Big Top will be backtop if you don't bag the bucks needed to banish the barbarous banker from your beloved business. To make matters more miserable, he's sent Fiendish Freddy to foil your fragile finances and prevent your people from performing at their peak. Your objective is to obliterate this financial obligation by perfectly performing the precarious perils of the Big Top. Thus you will thrill the throng of spectators while also earning the megabucks needed to expand your arena.

The aim is simple: if you have accumulated £10,000 or more by the end of the evening, then your circus is saved from certain demise. However, if no one person raises the needed £10,000, Freddy will take up permanent residence in the area and your circus will be nothing but a memory.

STARTING THE GAME

1. Make sure your C64 Games System is switched off.
2. Plug your cartridge in the port on the top of the games system with the label facing you (as viewed from the front of the Games System).
3. Turn your C64 Games System on. The opening title page will appear on your television.
4. Using the games controller, highlight the name Fiendish Freddy's Big Top O'Fun - Press the fire button to load the game. The Fiendish Freddy introductory screen will then appear. If you do not move the games controller, or press the fire button, the game will enter the DEMO mode.

THE EXPLOSIVE EVENTS

1) High Diving

In this event, you climb up the ladder and move out to the end of the diving platform. On the right side of the screen is a scale model of the diving platform. An arrow points to the level where you are standing. In the upper left corner of the screen is the name of the pose you should perform first. In the lower left corner is a picture of the diver's target.

Press the fire button to begin your dive. Once airborne, begin to quickly move the games controller from side to side, but keep yourself over the target. To perform a pose, move the games controller to the appropriate position and then press the fire button.

The more poses that are correctly done, the more money you will make on your dive - that is, as long as you hit your target! Once the bell rings indicating it's time to go into a pose, you must immediately perform it. Failure to do so brings out Freddy with his giant fan to blow you off course. With each level Freddy appears sooner if you don't perform your poses as soon as the bell rings.

2) Juggling

Keep juggling as many items as possible until the time limit runs out. Drop five items and your juggling career will be just a memory.

Push the games controller in the direction you want to move. When you want to catch an item, move the games controller so that you are positioned to catch the item.

Watch out for Freddy, who's tossing bombs and missiles. To handle Freddy's bombs, catch them in either hand and then press the fire button while pushing up the games controller. Once you toss an item, release the fire button and prepare for the next one.

3) Trapeze

Another death-defying act of courage high above the centre ring of the Big Top O'Fun.

In addition to just swinging from bar to bar, you'll encounter several obstacles like paper targets and flaming hoops. Press the fire button to start off the platform. Then move the games controller left and right to get your momentum going. Move the games controller up and down to control your speed. Press the fire button to grasp the next bar.

In the meantime, Freddy is armed with a large pair of scissors and a jet pack. He's able to fly freely about the big top waiting for his opportunity. If you stay on one bar too long waiting for the perfect jump, Freddy comes along and 'cuts' your act short.

4) Knife Throw

Your lovely assistant has been blindfolded and tied to a rotating wheel, which also has balloons placed in many strategic areas about her. Your objective here is to break all of the balloons on the wheel before time runs out for that level.

There is a row of knives that represents how many tries you have to break the balloons in each level. Use your games controller to move the knife around the wheel until it is over an area where a balloon will come by. Press the fire button when you want to throw the knife. Timing is everything in this game! Freddy will periodically appear from the side to throw his smoke bomb. This fills the screen with smoke and will most likely throw you off your timing and your aim, so take care not to hit your assistant! She's a real whiner and will surely let you know if your aim is off.

5) Tightrope

Begin this event by pushing your games controller straight ahead. As you go forward, you will probably lose your balance and begin to lean right or left. Move your games controller left or right in order not to lose your balance and continue moving forward on the rope. If you lean too far and are in danger of falling off, your balancing pole will turn red. You have one second to regain your balance or else you will fall off.

Freddy will try to wheel out his cannon and stop you dead in your tracks. He can also hurl circular saw blades at you, which you can deflect by hitting the fire button.

6) Cannonball

The fantastic and fiery finale! Your assistant loads the cannon with gunpowder and you dive in. Depending on how much gunpowder she's put in, you decide how close or far the target should be in order for you to hit it. Use your games controller to move the target closer (left) or farther (right) from the cannon. Once your target is where you want it to be, press the fire button.

Now you must decide the angle at which you want yourself to be fired out of the cannon in order to reach your target. When the cannon is at the angle you want, press the fire button again and you will be launched. If you waste too much time in this event trying to decide where to position your target, Freddy will appear armed with his big cork to make sure your act creates a big bang!

THIS CARTRIDGE MAY ONLY BE USED WITH THE FOLLOWING:
COMMODORE 64 GAMES SYSTEM
COMMODORE 64 COMPUTER

KLAX

WARNING

NEVER REMOVE OR INSERT A CARTRIDGE WHILE THE C64 GAMES SYSTEM IS SWITCHED ON.

The concept is simple — catch the different coloured tiles as they advance towards you and flip each tile into one of five bins. The object is to make Klaxes: these are same coloured stacks of tiles, Horizontals, Diagonals and rows of three. Once a klax is made the tiles disappear, causing any tiles on top to drop down and replace them. For bonus points, set up the tiles to cause a chain reaction of Klaxes. Your paddle can hold a maximum of 5 tiles and once full, tiles will just drop past it. Similarly, each bin can hold 5 tiles, and when full you will not be able to flip any more tiles into it.

The 'drop meter' in the centre of the screen shows how many tiles you failed to catch. Should you drop more tiles than you are allowed, or if all the bins become full at the same time, the game will end.

A tile that flashes multiple colours is a 'wild' tile — capable of forming part of a number of Klaxes. For example, if you flipped a wild tile onto a stack of 2 blue tiles and it fell beside a horizontal line of 2 green tiles, both blue and green Klaxes would be made, and all 5 tiles would disappear.

A speed up option is available which causes all the tiles on screen to hurtle towards you at high speed. Alternatively, use the Throw Option to flip a tile back up the screen in order to pick up a tile of another colour. Beware! You can only throw one tile at a time, and it will still come rolling back with all the other tiles as well!

The game is played by completing Wave after Wave. Each Wave has its own set of criteria for you to meet such as surving for a certain number of tiles, or getting a set number of diagonal Klaxes. You will be told about these at the beginning of each wave.

Remember, the harder the Klax the more points you score. For example, diagonal Klaxes are worth more than vertical or horizontal ones.

LOADING INSTRUCTIONS

1. Make sure your C64 Games System is switched OFF.
2. Plug your cartridge into the port on top of the C64 Games System with the label facing you (as viewed from the front of the C64 Games System).
3. Turn your C64 Games System on. The opening title page will appear on your television.
4. Using the games controller highlight KLAX. Press the fire button to load the game.

GAMES CONTROLLER

Left	Move left
Right	Move right
Up	Throw tile
Down	Speed up
Fire Button	Flip tile into bin

INTERNATIONAL SOCCER

COPYRIGHT 1983 A.B. SPENCER & COMMODORE WRITTEN BY ANDREW SPENCER

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GAME DESCRIPTION

Commodore's INTERNATIONAL SOCCER is one of the most realistic sports games available for the C64 Games System. This is a game that demands strategy and skill to master. This game challenges the best, but it's still fun for the less skilled player. Countless game details make this an outstanding version of soccer, with strikingly accurate and exciting play quality.

STARTING THE GAME

1. Make sure your C64 Games System is switched OFF.
2. Plug your cartridge in the port on the top of the games system with the label facing you (as viewed from the front of the games system).
3. Turn your C64 Games System on. The opening title page will appear on your television.
4. Using the games controller, highlight INTERNATIONAL SOCCER. Press the fire button to load the game. The International soccer introductory screen will then appear. If you do not move the games controller, or press the fire button, the game will enter the DEMO mode.

SPECIAL FUNCTIONS

If you don't like the colour combination blue against red you can change both teams to another colour by moving the games controller to the left to change the colour of the player displayed on the left hand side of the screen, and to the right for the player on the right.

The player on the left represents the team controlled by the games controller in port No. 2. The player on the right is the team directed by the port No. 1 joystick. Your team can be any of the following colours: blue, red, yellow, orange, white or grey.

You can play International Soccer with two players or against the computer. When playing the computer, you can choose the skill level of your opponent from 1 to 9 by moving the games controller up and down. Keep moving the games controller until you reach the skill level you want. A level 9 team plays letter-perfect soccer, passing crisply, shooting accurately, and playing tough defence. A level 1 opponent is eminently beatable, an adequate opponent for a young child.

After selecting colours and opponent, press the fire button on the games controller to start the game. The whistle blows to signal the beginning of play, and the running clock starts timing the first half. There are two halves, lasting 200 units of time each. The teams switch goals after the first half.

MOVEMENT

You directly control one player with your games controller at any given time. This player changes to a lighter shade of the team colour so that he is easily recognised. In other words, a player on the blue team turns light blue, a player on the red team changes to pink, etc. The player controlled by the games controller moves in the direction the controller is pushed. Press the fire button to kick the ball. A player always kicks the ball in the direction he is facing.

The player that is under direct control is based on ball possession. The offensive player with the ball or nearest the ball changes colour to be moved around by your games controller. The other players on the team run patterns in their appropriate zones, related to the movement of the ball. The defensive player that changes colour is the one closest to the ball. The other defensive players play their zone or pursue the ball. Only a portion of the field may be seen at one time. The area of the field shown depends on the location of the ball. If a controlled player goes off the screen, that player will re-appear at the opposite end of the screen.

Players move at different speeds: a player dribbling the ball moves slower than a player without the ball. This leads to an increased emphasis on a downfield passing attack. Another way to move the ball downfield is by getting a player to 'head' the ball. A player heading the ball moves at the same speed as a player running without the ball. It is possible to become sophisticated in heading ability so that passing the ball and scoring goals becomes even more realistic and challenging.

The goaltender is controlled by pressing the fire button only: he automatically moves in the direction the ball is kicked. Press the fire button to get the goalkeeper to attempt a save.

If the ball goes out of play, a free kick, goal kick, or corner kick is awarded. Press the fire button to get the ball to be thrown or kicked back into play by the proper player. If the fire button is not pressed, the ball is brought back into play automatically after a short interval.

The team displayed on the left side of the introductory screen (from control port No. 2) has possession of the ball to start the first half. The other team begins the second half with possession. If the score is tied after two halves, the contest ends in a tie. If there is a winning team, they come back onto the field for the presentation of a gold cup.

STRATEGY HINTS

Many strategies can be developed for use against another player or the games system. You'll find what often works against the games system fails against a human opponent, and vice versa. There are many elements of the game that can be developed, formulated, and refined. This is a game that can be played at several levels; it can be an easy, straightforward contest or a territorial struggle in which the winner is determined by superior strategy, skill, and even an occasional lucky break. It is a fun and challenging game that mirrors the excitement of real life soccer.

INTERNATIONAL SOCCER isn't just a home video game; it's a sporting event !

THIS CARTRIDGE MAY ONLY BE USED WITH THE FOLLOWING:

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