



BACKGAMMON-SIDE 1  
OBSTACLE COURSE TOURNAMENT-SIDE 2

FOLLOW INPUT INSTRUCTIONS ON OTHER SIDE OF PAGE.

**BACKGAMMON**-Your men are the boxes, the computers are the X's. The object of the game is to move all of your men clockwise to the position right of the 6th spike from the right on the top section. From this position you may move each piece off the board based on the throws of the dice. To make your move, look for the flashing piece, using the joystick, move this flashing box to the piece you wish to move. Now pull the trigger for a split second, this locks the piece onto the joystick and allows you to move it to the new location. (The next location must be one or the other dice positions clockwise from the original position). To complete the move pull the trigger again. If you have miscounted or made an incorrect move, the computer will replace your piece and you will lose part of your turn. When you roll doubles you are able to make a total of four moves. **DO NOT MOVE THE TOTAL OF BOTH DICE IN ONE MOVE.** Once you have moved all of your men past the 6th spike on the top, you may move from the board to the position on the bottom left. If you are the first to move all of the pieces to this position you win. You cannot land on a spike that is occupied by two or more of the computers pieces. If you land on a position that has only one of his pieces, it is sent back to start over. That goes for you too. If you are sent back to start you may not move any of your pieces until that piece is restored to the play field. To restore your piece you must have a possible move based on one of the die that does not land on the computers spike with more than one piece. Watch the computers moves to get the idea of how the game is played.

JOYSTICK (LEFT) Moves piece clockwise.

JOYSTICK (RIGHT) Moves piece counterclockwise.

TRIGGER Engages disired piece to make the move and also releases it upon completion of the move.

**OBSTACLE COURSE TOURNAMENT**-Play begins by first selecting level of difficulty, using the trigger and knob #1. A maze forms, your only control is up and down. Forward motion is controled by the computer. You must guide the line through the openings without touching the walls. The longer you hold the joystick up or down the faster it moves in that direction. You will have to reverse the joystick to slow or straighten the direction out. Once you reach a point past the center of the screen you begin gaining points. You get a **BONUS** for completing the course. If you pull the trigger it resets the game to the menu in case you get too discouraged. If your score is one of the top 6 scores it will be entered into the memory. You may enter your name (up to 6 letters) using the joystick left and right to select the letter and the trigger to input it. Once you have entered all 6 letters, your score will be displayed. If you pull the trigger you can select the next game or record it on tape and have your high score recorded as well. To record your score just get a blank tape, plug the cassette cable into the microphone input on the recorder and the other end is in the BASIC cartridge jack. Start the recorder in record, select **record scores on tape ( # 3 )** and after the tape has run for about 5 seconds pull the trigger. The entire program will be recorded on tape and you can use this tape in the future to play this game again with your high score recorded in the computer memory.

JOYSTICK Moves line up or down (FORWARD MOTION IS CONSTANT)

KNOB Selects levels

TRIGGER Inputs selections and resets the game



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