

LOOKOUT FOR THE BULL

LOOKOUT FOR THE BULL SIDE 1 is the ultimate challenge, you against the powerful bull who nevers tires, but keeps going faster and faster. Can you survive? Will your control handle be ground into a pile of powder? Find out when you play this tape.

LOOKOUT FOR THE BULL II SIDE 2 is the same basic game idea, but this one is a little faster and does not have machine graphic characters.

INPUT FROM TAPE

Be sure to follow INPUT instructions on the other side of this page or this program will not work. This tape is re-corded in both BALLY AND ASTRO-BASIC. ASTRO-BASIC is recorded first followed by BALLY BASIC in about 20 seconds from the start of the tape.

HAND CONTROL FUNCTIONS ARE:

JOYSTICK KNOB

Moves players character in desired direction Inputs # of players and # of lives

(No function durring game) TRIGGER

Stops movement of players character

PLAYING THE GAME

SIDE 1. You are the human figure being chased by the bull SIDE 2 You are the smaller box being chased by the larger box. In both versions you enter the play field from the right.

STARTING THE GAME

INPUT # of players using the knob #1. and trigger #1. Input # of lives (turns) in the same manner. The play field will form and play begins. The object is to clean the field of all clovers and bonus clovers without getting hit by the bull. He starts slow but gets much faster as your score gets higher. BONUS clovers pop up from time to time. To get maximum score for these you must avoid hitting any small clovers on the way to the BONUS clover.

SCORING

Each clover is worth only 1 point.
Each BONUS clover is worth 300 points decreasing as each small clover is hit on the way to the bonus.

EXTRA BONUS is awarded to the player who clears the field of all clovers . (500 points)

GAME OVER

Game is over when each player has used up all his lives. The number of remaining lives is shown on the upper right hand corner of the screen, next to PLAYER #. Pull trigger for new game.

