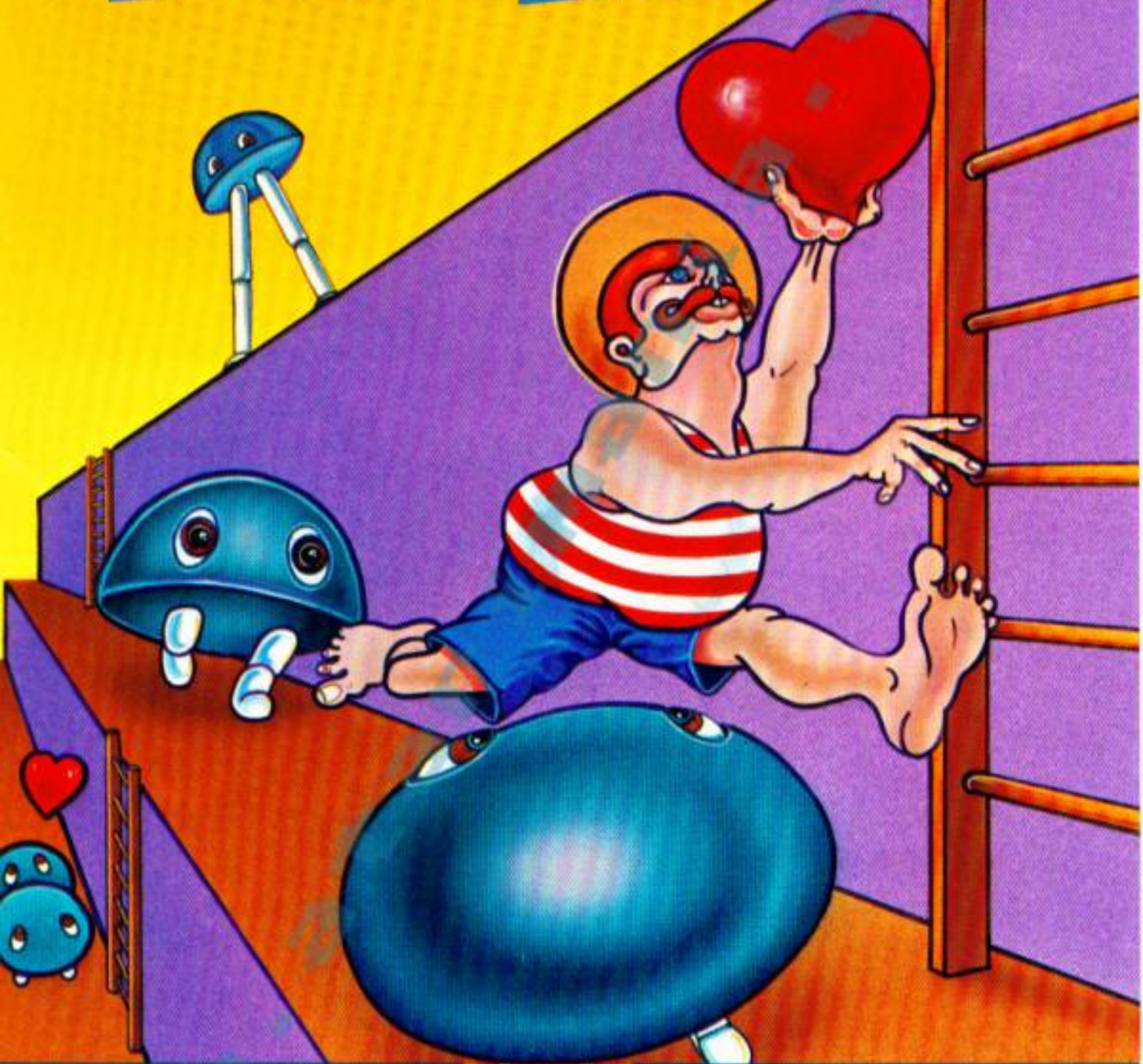


Sirius™ presents

FAST EDDIE™



GAMES
OF THE
CENTURY™

GAME INSTRUCTIONS

FAST EDDIE™

TO BEGIN — ATARI* 400 & 800:

Set up your computer system as instructed in your owner's manual. Plug the joystick into controller jack #1. Turn the power OFF and insert the Fast Eddie game cartridge.

Turn the power ON. Use the Select key to select a Difficulty Level, one through eight. Press the Start key or the joystick button to leave the "Demo Mode," and get ready — here comes Fast Eddie!

TO BEGIN — VIC-20* & COMMODORE 64*:

Set up your computer system and joystick as instructed in your owner's manual. Turn the power OFF and insert the Fast Eddie game cartridge.

Turn the power ON. Use the f5 key to select a play level, then press the SPACE BAR or joystick button to leave the Demo Mode, and get ready — here comes Fast Eddie!



THE OBJECTIVE:

Your objective is to help Eddie capture as many floating Prizes as he can jump up and grab. You must keep Eddie hopping over the pesky little Sneakers while guiding him up, down, and around the screen.

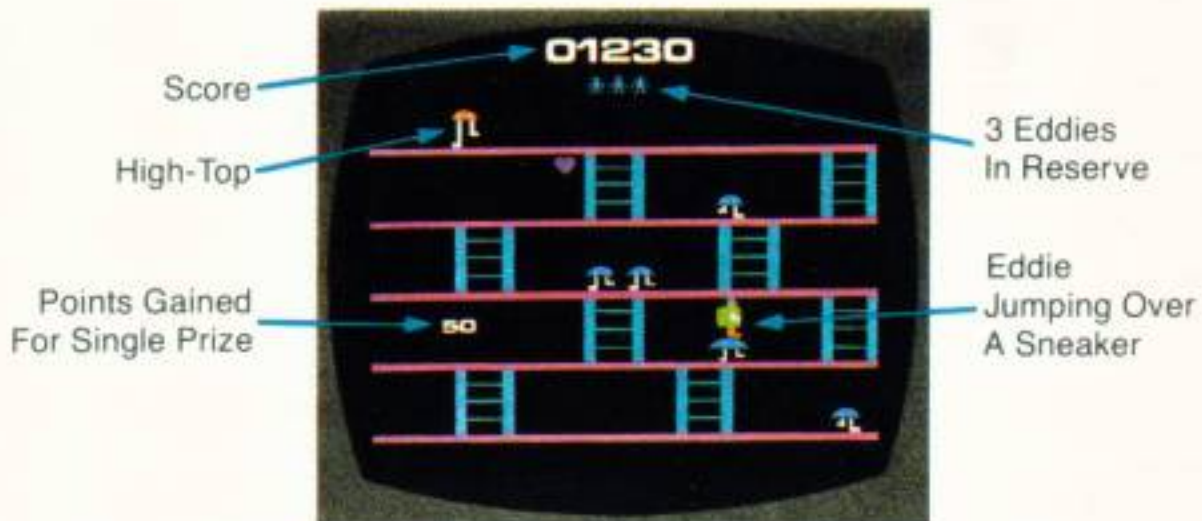
JOYSTICK CONTROL:

Tilting your joystick left and right makes Eddie run back and forth across each floor, and tilting the joystick forward and backward gets him climbing up and down the ladders. Pressing the joystick button makes Eddie jump. For a big leap, press the button while Eddie is running.

CONVENIENCE CONTROLS — ATARI* 400 & 800:

SELECT Key — Selects a Play Level at any time during the game.

OPTION Key — Pauses and restarts Fast Eddie at any time during play.



CONVENIENCE CONTROLS — VIC-20* & COMMODORE 64*:

f5 Key — The Play levels are selected from the Demo Mode only using the f5 Key.

RESTORE Key — Returns you to the Demo Mode. (NOTE: If you wish to restart a game at the same Level, return to the Demo Mode and then press the Space Bar or joystick button without using the f5 key.)

RUN STOP Key — Pauses and restarts the game at any time during play.

f7 Key — If your TV screen looks a little fuzzy, try pressing the f7 key to clear the image.

SNEAKERS™:

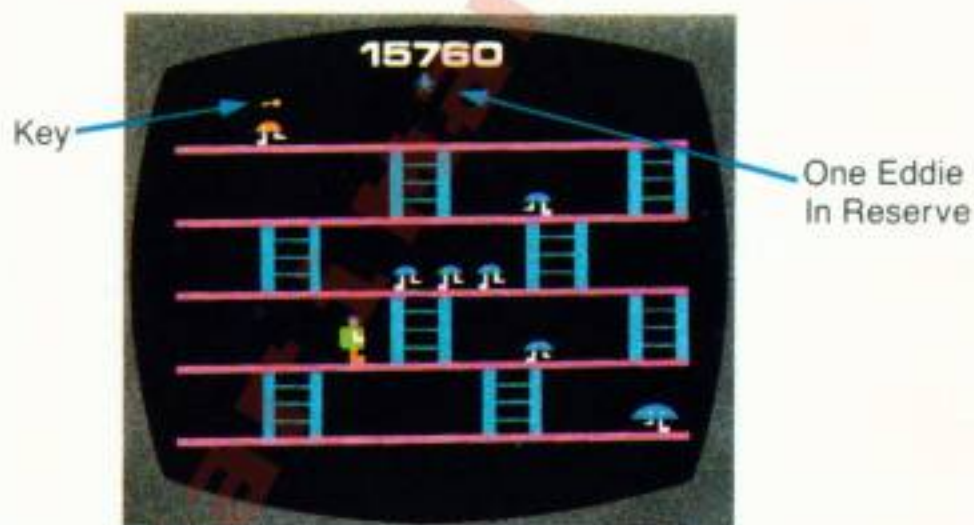
Sneakers are the little critters who guard the Prizes. They love nothing better than to trip up Fast Eddie. Eddie's only defense is to climb to another floor or hop over the little pests. Different sizes and combinations of Sneakers appear in each play level. With a little practice, Eddie can hurdle all of them, except for the world's tallest Sneaker, High-Top, who guards the upper floor.

PRIZES:

Each new screen of Fast Eddie has a total of ten floating Prizes that will appear two at a time. It's Eddie's job to hop up and grab as many as possible. Every time Eddie grabs a Prize, High-Top gets shorter. After Eddie has snagged nine Prizes, a Key appears directly above High-Top and Eddie must jump up and grab it. (Snatching the tenth Prize is optional, but worth 90 extra points.) After Eddie gets the Key, it's on to the next screen and new Prizes!

EDDIE:

You begin each game with four Fast Eddies. Each time you snatch a Key, you get a bonus Eddie. You are limited to three reserve Eddies at any one time. The number of reserve Eddies is displayed by small Eddie figures located under the score. When your last Eddie is tripped up, the game ends.



PLAY SCREENS/DIFFICULTY LEVELS:

There are five Play Screens, and therefore five Keys to capture, in each difficulty level. The ladder placement and kinds of Prizes change with each new level.

There are eight Difficulty Levels in Fast Eddie. Fast Eddie will automatically advance after capturing all of the Keys from the Play Screens in each level.

SCORING:

The number of points received for each Prize caught is shown for a short time on the screen where the prize was taken. The first Prize in each play screen is worth 10 points. The second Prize is worth 20 points, and so on, up to 90 points. The total current score is displayed at the top of the screen.

HINTS FROM THE DESIGNER . . .

Learn to jump while running toward an oncoming Sneaker. This gives you the longest leap, and is the best way to play the game successfully.

Another strategy is to jump when you're right against the edge of the screen. The Sneaker will run under you and either pass by or bounce back before you come down.

Eddie is always safe while moving on a ladder, but you must be extra careful when Eddie is on ladders that align. A heavy hand on the joystick will have Eddie climbing up and down ladders out of control.

OTHER STARS FROM SIRIUS™

ATARI® 400 & 800:

Fast Eddie	Megaforce
Fantastic Voyage	Worm War I
Turmoil	Beany Bopper
Deadly Duck	

VIC-20® & COMMODORE 64®:

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Deadly Duck	Snake Byte
Turmoil	

ATARI® 800 DISK:

Bandits	Space Eggs
Cyclod	Wayout
Snake Byte	Blade Of Blackpoole
Sneakers	
Twerps	

For more information, contact your local Sirius™ dealer or write us at 10364 Rockingham Drive, Sacramento, CA 95827

TOP HOPPERS

Name	Level	Score

Game Design By Mark Turmell
VIC-20 Version By Kathy Bradley
Atari 400 & 800 Version By Tom McWilliams
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