

# COIL COP™

**MAXX  
OUT!  
SERIES**

BY EPYX



**Instruction Manual**  
for use with Commodore 64<sup>®</sup>/128<sup>™</sup>



**NOTICE:** If you like surprises, ***DON'T READ THIS MANUAL!*** This game has a lot of hidden surprises and twists which are described in the manual. For exploring and discovering on your own, you won't need help from the manual.

If you decide to venture through the game alone, stop reading after the INTRODUCTION - and good luck!



# **INTRODUCTION**

Coil Cop patrols a factory where he must stop a computer-gone-haywire from producing evil toys. To do this, Coil Cop must make his way through multiple rooms and collect all the pieces of the bug-ridden computer program. Once he's collected all the pieces, the computer will be stopped.

## **OBJECTIVE**

Make your way through multiple rooms to find the scattered pieces of the computer program. Once you find all the pieces you can put an end to the manufacturing of evil toys forever!

From the maze of underground pipes, you must find your way into each room to gather computer program pieces while dodging evil creatures and deadly laser rays.

On your journey, jump up and hit platforms marked with a question mark to reveal their secrets. They may give you points and oil cans, or they may squash you with weights (so move quickly!). Jump on the Door Delay buttons (cone shaped buttons) to stop hidden trap doors from blocking your way to the exit. Use the conveyor belts, slides and suction pipes to make your way around the room as you look for computer program pieces.

On your quest, avoid the various goblins and ghouls, such as the Blue Meanie and Gerald the Gremlin. Avoid falling into hidden traps and watch your oil level. If you run out of oil you lose a life!

Keep a sharp eye out for computer program pieces and hidden dangers, and remember that we're relying on you to make toys safe for humanity!

## Loading Instructions

- Set up your Commodore 64<sup>\*</sup>/128<sup>™</sup> computer as shown in the owner's manual. (For the Commodore 128, set the system to C64 mode.)
- Plug your joystick into **Port #2**. (Use the 500XJ for the fastest action and the best scores.)
- Turn on the computer and disk drive.
- Insert the **COIL COP** disk into the disk drive, label side up.
- Type **LOAD"\*",8,1** and press **RETURN**.

### With the FAST LOAD<sup>™</sup> Cartridge:

- Turn the computer and disk drive on.
- Insert the **COIL COP** disk into the disk drive, label side up.
- Press the **C=** (Commodore) key and the **RUN/STOP** key simultaneously to load the program.

## Playing COIL COP

To start, press the **FIRE BUTTON** on the joystick. When you first begin, you will enter a maze of underground pipes. These pipes lead to different areas of the factory where you will try to find and gather all the pieces of the computer program. To reverse direction in the pipes, press the **FIRE BUTTON** (you can only change direction a limited number of times!).

Move the joystick *up*, *down*, *left*, and *right* to move Coil Cop up, down, left, and right. The following keyboard commands also control Coil Cop:

- **H** to pause the game
- **Q** to end the current screen (you lose a life)
- **F1** to toggle the music on/off.

Throughout your journey you will want to look for the following computer pieces: **Disks, Cassette Tapes, Listing Papers, and Roms.** Be careful to avoid the evil toys (see below) patrolling the factory because they'll drain your oil store and cause you to lose a life.

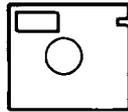
### Computer Program Pieces



Tape



Rom



Disk



Listing Papers

### Evil Toys



Gerald the Gremlin



Hatchet



Legless



Stoney



Punky



Blue Meanie



Froglet

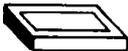


Rivlet



Sputnik

### Room Objects to Use or Avoid



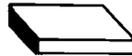
Push Up/Down Platform



Mystery



Crumbler



Valve



Time Delay



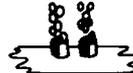
Alien Bonus Button



Door Delay Button



Bounce Pads



Blowers



Exit



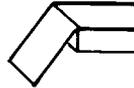
Conveyor Belt



Doors



Laser



Slides



Pipe Entrance/Exit

### Things to Remember:

Different objects in each room can be used to collect the computer program. Blowers can help you move up, conveyor belts can move you around. Make a speedy move across the room in the pipe, and exit a room when things get nasty by way of the exit door (marked with an E). You can experiment with all the objects in each room, but be careful to watch your oil level. If you run out of oil, you will die.

You can run out of oil by staying under the laser beams too long or by running into evil toys too many times! Replenish your oil supply and collect points along the way by hitting mystery squares marked with a ? (but be careful to get out of the way of falling weights!). You can also collect points by bouncing on evil toys before they bounce on you! You start out with three lives, but can earn bonus lives as you accumulate points.

As you collect the pieces of the computer program, you can see your progress in the lower left-hand corner of the screen. The box there shows you what percentage of the program you've collected as you pick up each piece.



# NOTES

---

# MAXX OUT! - A Brand New Wave of Fun!



From Epyx

## LIMITED WARRANTY

EPYX, Inc. warrants to the original purchaser of this EPYX software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This EPYX software program is sold "as is," without express or implied warranty of any kind, and EPYX is not liable for any losses or damages of any kind resulting from use of this program. EPYX agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any EPYX software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the EPYX software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESS WARRANTIES AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE EPYX. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL EPYX BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS EPYX SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Game Design by FIRST STAR SOFTWARE, Inc. Published under agreement with FIRST STAR SOFTWARE, Inc. Licensing arranged by International Computer Group. Commodore and Atari 800 versions programmed by Jeff Schneider. Apple conversion by Pat Montello. MS-DOS conversion by Iblid, Inc. Atari ST version by DATA BYTE and Paul Carr. Screens Designed by Fernando Herrera. Based on the original Boulder Dash by Peter Liepa with Chris Grey.

Coil Cop, MAXX OUT!, and Fast Load are trademarks of Epyx, Inc. Computer program for Coil Cop owned by Gremlin Graphics Software Limited, U.K., and licensed for distribution by Epyx, Inc. Commodore 128 is a trademark and Commodore 64 is a registered trademark of Commodore Electronic Limited.

# EPYX

P.O. Box 8020, 600 Galveston Drive, Redwood City CA 94063

© Epyx, Inc.

Part No. 30407D-60

PROOF-OF-PURCHASE  
EPYX  
PRODUCT  
#30407D