

MINER 2049er

EQUIPMENT REQUIREMENTS

IBM computer 64K
Joystick
One disk drive
Miner 2049er game disk
Game control adapter
Color/graphics adapter
Color monitor

Insert the game disk into drive 1 and close the drive door. Turn on the monitor and the computer. After the game loads and the drive stops you will see the Micro Lab title screen. You can press the space bar to begin at this time, or you can wait a few seconds to see the previous high scores and then press the space bar to begin.

ONE/TWO PLAYER GAME - Miner 2049er can be played by one or two miners (players). Select by pressing 1 or 2 when prompted for the number of miners.

OBJECTIVE - The object of Miner 2049er is for Bounty Bob to survive all 10 game stations in succession without being destroyed. The game is over when all Bounty Bobs are destroyed. Stars at the top of the screen indicate the number of Bounty Bobs in reserve. To reach each successive station, Bounty Bob must **MASK** (*fill in*) the entire framework on the present station before the time display reaches 0. After all the framework has been *masked*, the time left on the clock is converted to points and added to your score.

WARNING - Never remove the diskette from the drive while the game is in play.

GAME STATIONS - Miner 2049er consists of 10 stations.

- | | |
|---------------------|-------------------------|
| 1) Ladders | 6) Radioactive Pool |
| 2) Slides | 7) Advanced transporter |
| 3) Transporter | 8) Lift |
| 4) Advanced Jumping | 9) Stompers |
| 5) Lillipads | 10) Cannon |

SCORING - Scoring is as follows:

Miner tools	100-900 points
Mutants	100 points
Framework	5 points for each section
TNT	500 points per bundle

You are rewarded 1 extra Bounty Bob upon reaching 10000 points.

The game retains the top 5 scores and players' initials as a permanent record on disk. When you achieve a high score, type your initials, press the enter key, and then press the space bar to continue.

BOUNTY BOB MOVEMENT - Bounty Bob can walk, jump up, forward or backward, climb up and down ladders, and slide down slides. Joystick control is summarized below.

Use the joystick to move Bounty Bob in all directions.

Jump button - Jump in place

Horizontal control *and* jump button - Jump left/right

COMMANDS - The commands that are active throughout the game are:

Ctrl-Num Lock pauses game and time

Space bar resumes game

Ctrl-R restart game

Ctrl-S turns sound on and off

MUTANTS - Mutants are dangerous until one of the miner tools is taken. After a miner tool has been taken, the Mutants change color and acquire a friendly appearance — they smile for a few seconds. During this friendly period they are vulnerable and may be touched to destroy them forever. If they are not destroyed, they will return to their dangerous state. Bounty Bob must jump over the Mutants to survive when miner tools are not involved in a station.

You must be aware that Bounty Bob cannot handle even one martini. He's allergic to them.

TRANSPORTER (3&7) - Move Bounty Bob completely inside the transporter. Press 1-4 to arrive at the desired station. Beware of mutants while in transport.

LILLIPADS (5) - Bounty Bob assumes the same motion as the lillipads.

RADIOACTIVE POOL (6) - Falling into the radioactive pool is lethal.

LIFT OPERATION (8) - To operate the lift Bounty Bob must first be standing on it, then press the space bar to turn it on. Use the joystick to move it up, down, left, and right. Press the jump button to turn it off and give movement back to Bounty Bob.

STOMPERS (9) - Contact with the Stompers is lethal. The moving lillipads in this station are different from those in other stations in that they can only be used once. Once Bounty Bob jumps off a lillipad, it will stay in that position until the end of the station.

CANNON (10) - Bounty Bob must advance to the upper framework by being shot out of a cannon. To do this he needs to go to the TNT chamber and eat TNT, climb the ladder and fall into the cannon which is moved to the desired location using the joystick. Press the jump button to fire the cannon. Each bundle consists of 1, 2, or 3 tons of TNT. He will then move up 1 level per ton of TNT that he has eaten. You will also receive 500 points per bundle of TNT consumed. Be careful not to eat more than 3 tons of TNT at a time as this will shoot him out of the cannon at lethal speeds.

BLOWN DISKS

If your disk does not operate within 30 days of purchase, return your original disk in a heavy protective shield, along with the copy of your sales receipt for free replacement. Send it to Micro Fun at 2699 Skokie Valley Road, Highland Park, IL 60035. After 30 days, send it to us with \$5.00 for replacement.

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