

STUNTMAN

The stuntman game has 9 different screens. Each time you overcome the enemy you can go to the next variation. In each of these screens you will fight against the enemies but with different methods, under different conditions.

The enemies are: BIRDS, DEVILFACES, BALLOONS, A SNAKE, and TIME ITSELF.

There are 6 speed levels. Set the speed level according to your ability by using the selection switch. If you do not choose a speed selection, it will automatically be in the lowest speed.

The stuntman, of course, wants to get out of trouble as soon as possible. But the only way to escape is by reaching the rescue helicopter. You reach the helicopter by climbing the magic ropes and fighting against the enemies. The birds have to be avoided so you do not fall down. The devilfaces must be beaten with a stick and then avoided. The balloons must be caught and one by one brought to the ground. However, the snake can not be destroyed in any way. You can only avoid touching it. At the same time you must always think about the time which is left. If you run out of time the stuntman will be destroyed.

The enemies try to prevent the stuntman from jumping into the helicopter. You can not enter the helicopter before all the enemies have been destroyed. But after the enemies are destroyed and the stuntman escapes into the helicopter, the screen will change to the next variation. In this new stunt the enemies appear in a different grouping.

JOYSTICK:

- Push the red button = jump
- Turn the stick up = move up
- Turn the stick down = move down
- Turn the stick left = move left or beating
- Turn the stick right = move right or beating

THE BIRDS:

The birds need only be avoided by stuntman while climbing the magic ropes. You jump up to the ropes, jump from rope to rope, or jump over the snake by pushing the red button. If a bird touches stuntman, he will be knocked off the rope. He must then try again to climb up to the helicopter before the time runs out. But if he touches the snake, he will be destroyed instantly. (There are a total of 4 stuntmen for each game.)

THE DEVILFACES:

You have to beat the devilfaces with a stick by turning the joystick to the left or to the right, depending on from which side the face is approaching. After the stuntman has beaten the devilfaces, they will turn into birds. You must avoid touching them as before. If the stuntman touches them he will

fall. Or if the stuntman falls from the magic rope and does not touch the devilfaces but touches the snake, he will also be destroyed. Once all the devilfaces have been turned into birds, the stuntman may enter the helicopter.

THE BALLOONS:

The balloons need to be caught by their string by jumping off the magic rope at the right moment. You then slowly float to the ground. After each successful jump, the balloon turns into devilfaces. You must again avoid touching them and the snake. While floating down, stuntman's course of descent can be controlled by moving the joystick right or left. This will help you avoid other devilfaces or the snake. After all the balloons have been turned into devilfaces, stuntman may enter the helicopter.

In all of the screen variations, stuntman must finish all the assigned tasks before entering the helicopter. And most important, there is always the time limit. After you have finished the 9th screen, the game starts from the beginning, but with the next fastest speed level. All together there are 6 different speed levels.

Below are the enemies to be faced in each screen variation:

Screen 1: 8 birds	Screen 6: 16 balloons
Screen 2: 8 devilfaces	Screen 7: 24 birds
Screen 3: 8 balloons	Screen 8: 24 devilfaces
Screen 4: 16 birds	Screen 9: 24 balloons
Screen 5: 16 devilfaces	

All the screens have one snake appearing at the bottom of the screen.

SCORING:

SCREEN VARIATIONS

SPEED	1	2	3	4	5	6	7	8	9
1	300	200	200	600	300	300	1200	500	500
*Add pt's		200	200		300	300		500	500
2	400	300	300	800	400	400	1600	600	600
*Add pt's		300	300		400	400		600	600
3	400	300	300	800	500	500	1600	700	700
*Add pt's		300	300		500	500		700	700
4	800	400	400	1600	600	600	3200	800	800
*Add pt's		400	400		600	600		800	800
5	800	400	400	1600	700	700	3200	900	900
*Add pt's		400	400		700	700		900	900
6	1600	600	600	3200	800	800	5000	1000	1000
*Add pt's		600	600		800	800		1000	1000

(GRAPH SAME AS BEFORE)

Additional points will be added for each successfully destroyed enemy. For screen 1, 4, and 7 there are no additional points because you can only avoid the enemy. Also, your score on screen 1, 4, and 7 is determined by how fast you reach the helicopter. The graph above shows the maximum you can score in these three variations.