

## WIPEOUT

### LOADING INSTRUCTIONS

Please see disk label for loading instructions.

#### For IBM/TANDY:

### SETTING UP THE GAME

After the initial screen is displayed, use the cursor keys to make selections and press ENTER.

Select "Yes" to use the Joystick or "No" to use the Keyboard.

To select the number of players, use the cursor or type the number. If a one or two player game is selected, the opponent(s) will be selected by the computer.

Enter player's name(s) and press ENTER.

There are four different characters, male and female, to choose from. To view the characters, select "Yes" and press ENTER until player finds the desired character. Select "No" and press ENTER to keep a character.

### KEYS

- F1 —Help
- F2 —Lists current scores during Round 1  
(CGA & Hercules MGC Only)
- F3 —Toggles expert player mode  
(CGA: controls whether players are viewed after each selection is made)
- F7/F8 —Toggles background and foreground colors  
(CGA Only)
- F9 —Toggles sound on and off
- End —Exits the game

#### For COMMODORE 64:

### SETTING UP THE GAME

After the initial screen is displayed, use the arrow keys to make selections and press ENTER.

To select the number of players, use the cursor or type the number. If a one or two player game is selected, the opponent(s) will be selected by the computer.

Enter player's name(s) and press ENTER.

There are four different characters to choose from. To view the characters, select "Yes" and press ENTER until player finds the desired character. Select "No" and press ENTER to keep a character.

#### For APPLE:

### SETTING UP THE GAME

After the initial screen is displayed, use the cursor keys to make selections and press ENTER.

Select the Joystick or the Keyboard.

To select the number of players, use the cursor or type the number. If a one or two player game is selected, the opponent(s) will be selected by the computer.

Enter player's name(s) and press ENTER.

There are five different characters, male and female, to choose from. To view the characters, select "Yes" and press ENTER until player finds the desired character. Select "No" and press ENTER to keep a character.

## KEYS

Cntrl-S - Toggles sound on and off

Cntrl-E - Toggles expert player mode similar to IBM format

## PLAYING THE GAME

**Round 1:** There are 16 answers, 11 correct and 5 incorrect. The objective is to choose all 11 correct answers without choosing a WIPEOUT (incorrect answer). There is a "Hot Spot" prize behind one of the correct answers which adds additional monies to player's winnings.

As player chooses each correct answer, he/she wins money beginning with \$25 and increasing in \$25 increments. Each time player chooses a correct answer, he/she has the option to continue to play or pass to the next player. If player chooses an incorrect answer, it is an automatic WIPEOUT. All monies and Hot Spot prizes are lost. The Hot Spot is then reset and the next player then gets control of the board. Round one ends when all correct or incorrect answers have been chosen.

The two players who have won the most money advance to the Challenge Round. If there is a two-way tie, the two players must play a sudden death round. The first player to select an incorrect answer automatically loses and the winner advances to the Challenge Round. If there is a three-way tie, Round 1 is replayed.

**Challenge Round:** Winner of the best two out of three games advances to the Bonus Round. Each game consists of 12 answers, 8 correct and 4 incorrect. Players take turns bidding on the number of answers they can choose correctly until challenged. Player who wins the bid must then choose the number of correct answers bid. If player chooses an incorrect answer, the competing player can win by choosing one correct answer. If the competing player chooses an incorrect answer, the first player may then try to complete his bid. The first player to win two games advances to the Bonus Round.

**Bonus Round:** The board is made up of 12 answers, 6 correct and 6 incorrect. Player has 30 seconds to find all six correct answers by selecting the answers with the cursor and pressing ENTER. After selecting 6 answers, press the SPACE BAR for a count of the correct answers chosen. Player may change or deselect any choices first selected by positioning the cursor on any answer previously chosen and pressing ENTER. Player may then choose another answer. If all six correct answers are chosen within the 30 second time period, player wins the game and a car.

Based on the television program produced by Paramount Pictures Corporation.

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If IBM: \_\_\_\_\_ 5 1/4" Disk or \_\_\_\_\_ 3 1/2" Disk

NOTE: 3 1/2" Disks available only for "Official TV Game Show" titles.

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