

ARCTIC SHIPWRECKED

Instructions for use

After setting up C64 You can load the program from diskette with the following instructions :

LOAD "ARCTIC BOAT",8

and after a correct load

RUN

This program will load the game program and the sprite data into C64's memory and run it.

At the beginning you can choose the difficulty level /speed of wind/ from 1 to 9 with F1 key and ^{the} number of players /one - two/ with the F3 key.

Objective

As a mammoth, you are placed on a big ice floe surrounded by poor fellows who had just escaped from a wrecked ship. Your job is to save them from falling into the icy water, towards which they helplessly slide. The mammoth's big mass can balance the ice floe if you move him correctly. You also have to drive away a man-eater ugly bird, the Huge Waxwing.

To start the game use the SPACE key or the fire button of the joystick /in part two/.

To move the mammoth you can use the joystick as well as the following keys in the middle of the keyboard:

Y	back		
G	left	H	right
B	front		

If you want, you can drive away the bird simply by running towards it.

Note: if you don't move correctly, the mammoth can also fall into the water - which ends the game.

Your task succeeds if the rescuer ship arrives; its distance can be seen at the top of the screen under the score symbolized by a little ship moving from right to left.

You have three lives in all. When two players, they can play their lives alternately.

Score:

At the beginning of the game you have 10.000 points. Every seconds you get about 10-100 points /depending on the difficulty level/ and if you lose a man, you lose 100 points. If the bird eats somebody, you lose 500 points, but, if you drive away the bird, you get 200 points. If you save some people you get /difficulty level/ x 1000 points and a bonus on a higher level.