JULIUS ERVING & LARRY BIRD - GO ONE ON ONE

To start: Turn on the disk drive, turn on the computer, and insert the program disk. Type LOAD "EA",8,1 and then press RETURN. (See your Disk. Move the joystick up and down (or press F7) to move the highlight from option group to option group; press the joystick button or F5 to select the highlighted group.

2. Move the joystick right and left (or press F7) to move from option to option within a group after that group has been selected; press the joystick button or F5 to select the highlighted option.

To Return to the Options Sreen: Press F1
To Call Time Out: Press J for Dr J and B for Bird

IMPORTANT: When you use the keyboard, be certain you're not moving your joystick or holding its button down.
To Turn Sound On/Off- F3
To Turn Slow Motion On/Off- 1
To Pause Game - CTRL: pressing 1 repeatedly single steps the action, any key restarts.

HARD HAT MACK
Number of Players - One.
To Load - Turn on the disk drive, turn on the computer, insert the disk,then type: LOAD "EA",8,1 followed by a RETURN.(See your disk Drive User's Manual if you need additional instructions.)
Cassette - Press Shift and Run Stop together. Press Play on Tape.
To Start - Press the fire button after the Title Sreen comes on.
To Start at Higher Levels - Press the 2 or 3 key after the Title Screen
comes on, then press the fire button.

PLAY COMMANDS:
Move left - joystick left; Move right-joystick right; Move up-joystick up; Move down-joystick down; Jump - Fire button; Drop rivet gun- Space Bar; Restart-RESTORE key; Pause/restart game - RUN/STOP key.
Note on Scoring- at 7000 points you earn one extra Mack, but that is the only extra Mack you can get.

ARCHON
LOADING INSTRUCTIONS:
Disk - LOAD "EA",8,1, then press RETURN.
Cassette - Press SHIFT and RUN/STOP together.

TO START - Make sure you have a joystick plugged in, then start the disk as you would any other. When the Games Options menu appears, use the joystick to move the on-screen hand. Point at the options you want and select them by pressing the joystick button. When you are ready to play, point at "Accept the Options, Begin the Battle" and press the button (or RETURN, on the keyboard). For additional instructions, see the manual.

Note: To use the Two Players, Two Joysticks option, you must have an Apple 11, 11+ or 11e and an adapter which will accept two joysticks. The adapter must use PDL 2, PDL 3 and PB1 inputs for the second joystick. If you choose one of the other two player options, see Controlling Movement from the Keyboard below..

ADDITIONAL KEYSTROKE CONTOLS
Press Esc to pause. Press any key to restart.
Press Control-R to end a game and return to the games options menu.

CONTROLLING MOVEMENT FROM THE KEYBOARD
Movement from the keyboard is controlled with a set of 9 keys. A 10th key is used to select a piece for movement on the strategy board and to fire in the combat arena.
The computer will present you with a pre-chosen key set (called the default set). To change to different keys, point at the word Keyboard with the on-screen hand and press the joystick button, then type in the keys you want. The cursor will automatically move to the next possibility after each one you type. Continue typing until you've entered something for all ten keys. Here's how the keys work:
On the strategy board, use the 9 movement keys to move the selection frame in the direction suggested by each key's location. For example, if you are using the default set, press the U key to move the frame one square diagonally up and to the left, press the 1 key to move it straight up etc. When the frame is over the piece you want to move, press the fire key (the F key in the default set) to select that piece. Then use the movement keys to move the piece and press the fire key again when you are finished moving.
In the combat arena, pressing a movement key starts the icon moving in the direction of the key. To stop it, press the key in the centre of the 9 key movement set (the K key in the default set). To change direction, press a different key. To fire, press the fire key and a movement key simultaneously. You will fire in the direction of the movement key.

ABOUT THE LUMINOSITY CYCLE
Some of the squares on the board wax and wane between light and dark during the game - an important fact, since light pieces fight better on light squares and dark pieces fight better on dark squares. The luminosity cycle is at the light peak when the squares that change colour are the same colour as the home square for the Wizard. The luminosity cycle is at the dark peak when the squares that change colour are the same colour as the home squares for the Sorceress. When the cycle reaches a peak, it reverses and begins to change toward the opposite peak. The direction the cycle is proceeding may be reversed by using the Shift Time spell described on Page 4 of the manual. If Shift Time is cast while the cycle is at a peak, it will shift to the opposite peak.

D-BUG

To Load - Turn on the disk drive, turn on the computer, insert the disk, then type: LOAD "EA",8,1 followed by a RETURN. (See your Disk Drive User's Manual if you need additional instructions).
Cassette - Press SHIFT and RUN/STOP together. Press PLAY on Tape.
Joysticks - One Player Game: Install the Joystick in Port #1.
Two Player Game: Install Player #1 Joystick in Port #1, install Player #2 Joystick in Port #2.
Freeze - You may freeze the game action at any time by pressing the RUN/STOP key. To restart, press RUN/STOP again, or hit the joystick button.
Re-start - You may restart D-Bug at any time by pressing the RESTORE key. This is especially helpful when playing No-Bug Gotcha!

AXIS ASSASSIN

The Army of the Master Arachnid. It attacks without reason. Destroys without remorse. Nothing will prepare you. Nothing will save you. Only the Axis Assassin.

TO LOAD
Turn on the disk drive, turn on the computer. Insert the disk, then type; LOAD "EA", 8, 1 followed by a return.

SPECIAL KEYS
CTRL and D - Demo Mode lets you play slowly against each type of alien without being killed.
CTRL and H - Shows you the high score list for that set of games.
CTRL and S - Turns the sound on and off.
CTRL and R - Restarts the game and returns you to the Grid Selector screen.
RUN/STOP - Pause/Resume a game.
SPACE BAR - Pulse Bombing.

LEVEL SELECTOR SCREEN
When this screen appears you may select the level of difficulty which governs all the games you play until you load from your tape again. Position the selector box over one of the three Master Arachnids with the joystick and press the button to select. The larger the Arachnid, the more advanced your level will be. If you don't decide quickly enough, the computer will choose a level for you.

GRID SELECTOR SCREEN
This screen immediately follows the level selector screen and reappears at the end of each game. It lets you choose your starting Grid and Zone from 20 different Grids and 5 different Zones. Move the joystick left to lower the difficulty and right to raise it. The Grid selector box will show the Grid shape and the colour of the Zone. Ten of the twenty Grids are selectable (every other one). Press the joystick button or SPACE BAR to start the game you want.

FRIEND AND FOES
THE AXIS ASSASSIN- You command 3 Axis Assassins. Each possesses unlimited firepower and 1 Pulse Bomb per Web Sweep. It's not enough, but it's all you've got. Pulse Bombs can destroy all fighters on a Grid. Use them sparingly.
HUNTERS - They pursue you like kamikazes. Annihilate them for points ranging from 250 to 750..
SPINNERS - These relentless weavers spin traps all over the Grid. Blow them away for 100 points.
DRONES - With robot efficiency, they lay deadly columns of webs. Blast them for 150 points.
SPORES - Let a Spore travel to the bottom of a Grid and it'll divide into 2 patrolling Mutant Guards. Spores are worth 100 points dead. Mutant Guards, 200 points.
XTERMINATORS - These menacing twins emerge at advanced levels. They are the toughest kill because they have to be destroyed in tandem, one after the other. They are worth 100 points.
EXTRA POINTS - Each web strand you destroy earns you 50 points and each Grid you survive is worth 1000 points.

FLIGHT PLAN
MODE 1: WEB SWEEPS
The battle begins when the spinner scout builds webs on the Grid. The Master Arachnid releases his fighters. You must blast through the webs and destroy enough fighters to make the Master Arachnid re-appear. When he does, race towards him. You will escape to another Grid and fight another battle. It will be faster and uglier. Survive 20 Web Sweeps and you will be elevated to Zone 2. There are many Zones and the firefights intensify with each one you penetrate. You may never reach the Final Zone. If you do, you may wish you hadn't. You can move forward or backward, up and down the Grid Corridors, until you run into a Web. You can also move left and right from Corridor to Corridor, unless there is a Web there. You move in the direction you push your joysitck. The Assassin always faces up or down the Corridor depending on which direction he moved last. He only fires in the direction he is facing.

MODE 2: THE NEST
If you detonate a Pulse Bomb as you thrust from any Grid, you'll be transported to combat in the Nest. It's where the Master Arachnid guards a captive Axis Assassin. Every fighter you left behind on the Grid will reappear to battle you in The Nest. They will attack as you fire through the nest cavity to free your comrade. If you hit the Master Arachnid during this foray he'll retaliate by releasing another fighter. All you have to do is blast a hole in The Nest cavity, link up with the trapped Axis Assassin and you'll be transported back to Mode 1 for more Web Sweeps with an extra man.

This is free space: once you start moving in one direction you will drift for a time before stopping. Plan your turns carefully. Push your joystick in the direction you want to fly. The Asassin will rotate to face in that direction and will begin to accelerate. The further you push your joystick, the stronger the thrust. Just remember two things: if you touch the Master Arachnid in The Nest, he'll incinerate the entire screen. The second thing . . . be fast. The Nest is a ticking bomb. You've only got seconds to accomplish the entire mission.

PLAYING HINTS
1. Try to fight from the bottom for as long as you can. Keep the Spores from dividing into Mutant Guards.
2. At advanced levels, let descending fighters pass by, then turn and fire at their flank.

WORMS

LOADING INSTRUCTIONS:
DISK: Type: LOAD "EA", 8.1. Press RETURN.
CASSETTE: Press SHIFT and RUN STOP together.

WORD FLYER

To Load - Turn on the disk drive, turn on the computer, insert the disk, then type: LOAD "EA", 8,1 followed by a RETURN. (See your Disk Drive User's Manual if you need additional instructions).
Cassette - Press Shift and Run Stop together. Press Play on Tape.
Joysticks - One Player Game: Install the Joystick in Port #1.
Two Player Game: Install Player #1 Joystick (left Word Tower) in Port #1, install Player #2 Joystick (right Word Tower) in Port #2.
Freeze - You may freeze the game action at any time by pressing the RUN-STOP key. To restart the game, press RUN-STOP again, or hit the joystick button.