

HARD HAT MACK[®]

MICHAEL ABBOT & MATTHEW ALEXANDER



PLAYING THE GAME

1ST LEVEL.

Finish the steelwork. Grab the girders and fill the holes in the framing. Then get the rivet gun and rivet the new girders into place.

Along the way, you'll want to grab all the bonus items you can get to. They're worth points.

Jumping off any level onto the springboard will vault you to the next highest floor. From the top, you can springboard to the ground floor. You can also change floors by



scrambling up and down the chains, or by riding the elevator. From the top girder you can ring the bell to bring the elevator up. Your enemies are OSHA, the Vandals, gravity and time. The quicker you finish the steelwork, the higher your bonus points will be.



A Word of Advice—First level isn't easy. In fact, it can be pretty challenging the first few times you play it. So use your wits. Check out the patterns of the stuff that can wipe you out. Try to be conservative at first. Speed will come with skill.

2ND LEVEL.

Collect all the tool boxes. Do this by jumping on the conveyor, then to the girder that's on the hoist.

Time your leaps onto the upper floors carefully and get all the bonus items you can while you're collecting the tool boxes.

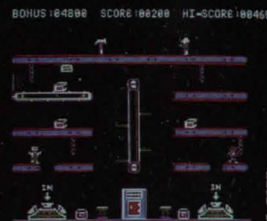


Finish the level by timing your ride up the top floor conveyor so the big magnet will pick you up.

3RD LEVELS.

Here your mission is to get ahold of all the steel blocks and drop them, through the holes in the girders, into the rivet machine.

The twin springboards at the bottom will help you to cross the abyss.



Beware of the portapotti. Look out for the exposed wiring near the conveyor belt. Don't fall into the rivet machines.

Avoid all these things and you will gain enlightenment and the opportunity to be Construction Kingpin in the great metropolis of the future.

You'll also gain the opportunity to go on to level 4. And level 5. And level 6. After that, the sky's the limit.

Now put it in gear and get to work.



THEY CAME FROM SAN DIEGO

Matt Meets Mike; Mike Meets Mack.

Mike: We met in Physics class. In High School. In San Diego.

Matt: Originally I had shown Mike about three other ideas. And he'd say, "Wow, this is great!" And he'd come back the next day and say, "We can't do it. The graphics will look bad!" Then I told him about Mack.

Mike: Yeah.

But Our Story Really Begins in Utah.

Matt: I was building this log cabin last summer. In a place called Teasdale, Utah. It gets pretty boring out there. You work all day and just go to bed at night. So one day I was on top of this scaffolding, about forty feet up, and I looked down. Whoa, I thought. This would make a pretty crazy game, to have a guy running around up here. Then later, this guy I was working with said, "We're sure lucky we don't have any OSHA inspectors around here!" And that stuck in my mind.

The Real Truth About Physics.

Matt: So in Physics that day...

Mike: You showed me that picture.

Matt: I drew the whole level out. I showed it to Mike and he jumped on it. He said it was great, but it needed more levels.

Mike: It had to be good.

Matt: The next day I drew level two during American Government. I had to draw level three with my left hand after I broke my right arm playing football. After that, Mike said we were ready to go. So we'd work on it. I'd go over to Mike's house and we'd work on a particular phase, sometimes all night, until it was done.

Mike: I put in the vectors and gravity. You know. The way Mack accelerates when he falls. I figured maybe we owed something to our physics teacher.

A Discussion with Gandhi.

(Ed. Note—As part of our ongoing effort to elevate the artistic and sociological aspects of personal computer software, Electronic Arts arranged for Mike and Matt to meet with Mahatma Gandhi.)

Gandhi: This is really a non-violent game, yes?

Mike: I wouldn't say that.

Gandhi: I mean to say, Mack, he is like a cartoon. He doesn't really die falling off that building.

Matt: Oh yes he does.

Gandhi: But then he is reincarnated.

Mike: That's a different guy.

Matt: That's one of his identical brothers.

Gandhi: So Mack dies?

Mike: Lots of times.

Gandhi: Ah.

"(MA)²"

Mike and Matt are pretty delighted by the fact that their initials match. In fact they briefly considered using the mnemonic "(MA)²" as a sort of nom-de-plume. Cooler heads prevailed, though. And just so there's no confusion, we want you to know that's Mike on the left of the photo. Which means Matt's on the right.

SCORING

Your bonus time clock starts off with **5000 points** and counts down. So the faster you finish a level, the more points you'll get.

Every **7000 points** you score earns you another Mack.

Pick up girder **10 pts.**

Ring bell **10 pts.**

Place girder **25 pts.**

Pick up tool box **25 pts.**

Pick up steel block **25 pts.**

Drop steel block into rivet machine **25 pts.**

Rivet girder **50 pts.**

Pick up bonus object **200 pts.**

Programmer **Michael Abbot** Game Design **Matthew Alexander** Package Design **Rich Silverstein**
Liner notes **Andy Berlin** Photography **Charlie Franklin** Producer **Pat Marriott**

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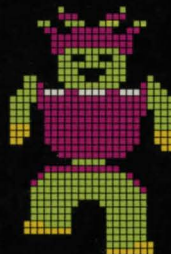
All you have to do is finish the building. Sound easy? Then you're forgetting about certain government regulations, the neighborhood punks, and the fact that falling bodies (including your own) accelerate at the rate of 32 feet per second/per second. It's a tough life, maybe. But it makes your beer taste better.

THE CAST



MACK

A bona fide Working Class Hero. Puts John Henry to shame. Reads Eric Hoffer. Fueled by cupcakes and an unshakable belief in the work ethic.



VANDALS

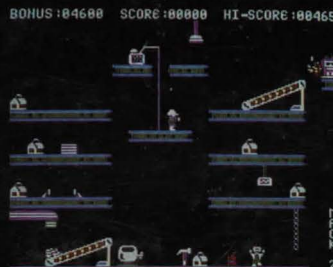
Extremely unpleasant. They think you're spoiling their neighborhood. They say things about your mother. They have no sense of the value of life, especially yours.



OSHA

Crew-cut, clip-board and absolutely no sense of humor. Living proof of the banality of evil. The government sends a generous supply of these guys to cite you into oblivion.

THE SITE



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