

**CDI**

# FRANTIC FREDDIE



**COMMERCIAL DATA SYSTEMS LTD.**

# FRANTIC FREDDIE

## FRANTIC FREDDIE FEATURES C-64

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- 32K of machine language program.
- 16 different levels of play.
- new characters and screen formats on every level.
- 10 full length musical scores.
- 2 different intermission cartoons.
- cute bonus characters - ice cream, hearts, and more.
- saves top 10 high scores with initials.

## PLAYING THE GAME

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Plug the Joystick into Control Port 2. Use the joystick lever to run Freddie sideways or to make him climb a telephone pole. Freddie cannot run through telephone poles but the Greeblies can. When Freddie has grabbed all of the pots of gold, the game advances to the next level.

## STRATEGY

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It helps if you watch the strategy of the Greeblie Monsters. The RED GREEBLIE tracks you up and down, searching for the floor level Freddie is on. The BLUE GREEBLIE tracks Freddie sideways. The YELLOW GREEBLIE has a random up and down movement.

## SCORING POINTS

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10 points are scored for every pot of gold grabbed and increase by 10 points for every new level.  
100 points are scored for the bonus characters and increase by 100 points for every new level.



## HIGH SCORES

*The top 10 high scores are saved with the player's initials. Use the joystick to enter your initials. The up/down direction selects the letter [A,B,C,etc.]; while the left right direction selects which of the three initials you are entering. Press the 'FIRE' button after your initials are entered to save them. The program will replace anything it feels is impolite with the author's initials - NO SWEARING !® #?.*

## LOADING THE COMMODORE 64 DISK

*Type LOAD "\*" , 8 and press the 'Return' key. Type RUN and press the 'Return' key. The program should continue loading and start automatically when finished.*

## FRANTIC FREDDIE FEATURES VIC 20

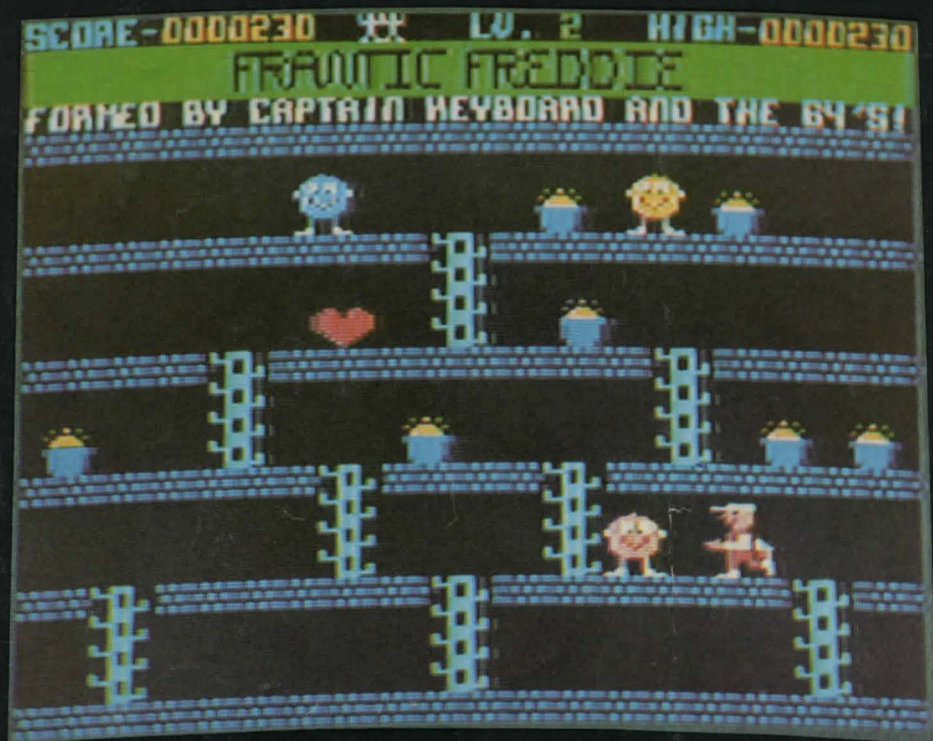
- *5K of machine language program.*
- *255 different levels of play.*
- *works on the Unexpanded Vic 20.*
- *different screen formats and colors for 5 levels.*
- *saves the high score.*
- *two musical scores.*

## LOADING THE VIC 20 CASSETTE

*Type LOAD and press the 'Return' key. Place the cassette into the Datassette and press PLAY. The program should now load and play automatically.*

*NOTE: There are differences in features and play actions between the VIC 20 and the Commodore 64 versions of the game. This is due to memory limits in the VIC 20.*

CD



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