

USING THE JOYSTICK

Plug the Joystick into CONTROL PORT NO. 2. (The Joystick will not function in CONTROL PORT NO. 1). Hold the Joystick with the red fire button in the upper left corner facing the TV. The Joystick has several functions in the game and the fire button is highly discriminated from the stick positions. Therefore, you should not press the fire button while holding the stick in any but the center position, or neither function will work.

PLAYING AZTEC CHALLENGE '84

The game begins with the Cosmi logo and the Title followed by the player option selection. You may choose to play as one player by pressing the function key F1; or opt for two players by pressing Function key F3.

Important Note: Until you have pressed one of the function keys, the screen will display short "previews" of the next seven levels you are about to face.

Next, the scorecard will appear showing Player 1 and/or Player 2 level and phase information as well as scores and a brief instruction for the upcoming challenge.

Important Note: Since joystick functions change from level to level, it is important to read these instructions until you are familiar with each level variation.

Flashing in the middle of the screen is the player indicator, which keeps track of whose turn it is.

Press the Fire Button on the joystick to begin the challenge. Each level will offer five lives with which to complete the ordeal. If you use up all five lives without succeeding then the scorecard returns and, if two players, it will now be player 2's turn. As long as you are unsuccessful you stay at the same level.

During each level, except level 5, the changing and building of the background music will indicate the extent of your progress. You will score points for individual achievements and receive bonus points for completing the challenge.

When all seven challenges have been successfully completed the game will continue directly into the next higher phase of difficulty.

NOTE: The RUN/STOP key on the Commodore™ keyboard will start the game from the very beginning if so desired.

LEVELS

LEVEL 1—THE GAUNTLET

You will run toward the temple while Aztecs lined up on either side throw spears at your head and feet. Push forward on the joystick to jump up and pull back on the stick to duck down. Staying in either mode for too long will cause you to fall which constitutes the loss of one life. Any contact with a spear is a kill. You will have five lives and must continue until the course is finished.

LEVEL 2—THE STAIRS

You are climbing the stairs up the face of the temple. From the top, stone blocks are rolled down at you. All you do is dodge from side to side between the railings to avoid being flattened.

LEVEL 3—THE TEMPLE

To enter the temple itself you run through a long, divided hallway protected by a complex security system. From the ceiling fall spears and stones. Spiked traps spring up from the floor and trap doors open before you. You never know what's coming next and no place is safe. Your options are push left on the joystick to stop running and push right to jump high.

LEVEL 4—THE VERMIN

Deep inside the temple is a dark, dungeonous place crawling with nasty creatures. Jump low by pulling back on the joystick and jump high by pushing forward. Do not touch any creature for more than a second or the powerful venom will finish you.

LEVEL 5—THE TILES

The way out of the temple is a room covered with booby-trapped tiles. You have five chances to find a safe way across the room by hopping to any tile you wish. Make it to the door on the other side and you have escaped the temple. If you lose all five lives, the next time a new pattern of bad tiles will exist.

LEVEL 6—THE PIRANHA

Swim across the lake that surrounds the Aztec city to reach the mountains on the other side. But the water is infested with deadly man-eating fish. You can swim in any direction to avoid the fish and you can dive under the water (by pressing the fire button) where you will be safe. However, you can stay under water only 2-3 seconds or you will drown ending the challenge. You must continue to make forward progress (up the screen) to complete the course.

LEVEL 7—THE BRIDGE

Freedom is just a hop, a skip and a jump away. But it's across an immense gorge in the mountains, traversed by a flimsy grass bridge with holes in it. Jump low by pulling back on the joystick. Make a medium jump by pushing the stick left. Push up on the stick for the longest jump. Wait 'til the last step before jumping or you won't make it.

If you are fortunate enough to complete all seven levels, you will be challenged by three additional phases. Here the action is increasing faster and in the final phase you must attempt to complete the course at night!

SCORING

For a win with 0 lives lost:	1000 pts.
For a win with 1 life lost:	800 pts.
For a win with 2 lives lost:	600 pts.
For a win with 3 lives lost:	400 pts.
For a win with 4 lives lost:	200 pts.

PLUS:

10 pts. for each individual achievement; dodging spears, jumping, crossing from room to room or screen to screen, etc.

IMPORTANT NOTE: The joystick controller must be plugged into CONTROL PORT NO. 2. (It will not function in CONTROL PORT NO. 1.)

CASSETTE VERSION

1. Attach the Datasette Recorder to the computer according to the recorder's instruction Manual. Turn on the computer and wait for the flashing cursor to appear. See that all buttons on the Datasette are not depressed and that the recorder is as far removed from the TV as possible.
2. Insert the Cassette Program Tape in the recorder with the title side facing up. Press the rewind key on the recorder to make certain the tape is fully rewound to the beginning. Now type on the computer: LOAD "AC" and press the RETURN KEY. The computer will respond with the message: PRESS PLAY ON TAPE.
3. Press the PLAY key on the Datasette. Immediately, the TV screen will go blank and the cassette will start moving. After a moment, the screen will return with the message: FOUND AC.
4. At this point, press the Commodore key (the key with the Commodore logo next to the shift key on the lower left of the keyboard). The screen will again go blank and the cassette will start turning again. After a moment, the screen will return with the READY message and flashing cursor.
5. Now type: RUN and press the RETURN key. The screen will blank once more and the cassette will start again. A 28K Program on cassette will take approximately six minutes to load. When the program is loaded, the cassette will stop, the screen will return and the program will begin automatically. **Note:** It is a good idea to press the stop key on the Datasette and then rewind the tape to the beginning.

DISKETTE VERSION

1. Attach the Commodore™ VIC-1540™ or VIC-1541™ Disk Drive to the computer according to the Disk Drive's Instruction Manual.
2. Turn on the computer and wait for the flashing cursor and the READY message. Now turn on the Disk Drive. Wait for the red light on the drive to go out.
3. Insert the program Diskette and close the drive latch. Type on the computer: LOAD "AC," 8 and press the RETURN key. The computer will respond with the message: SEARCHING FOR AC.
4. After a moment, it will read: FOUND AC-LOADING. When the READY message returns, type: RUN and press RETURN. The program title card will appear and the program will start loading automatically. **Note:** It is a good idea to remove the Diskette and replace it in its envelope.