Spare Change™

ATARI INSTRUCTIONS

Getting Started:
After booting, the program goes into an automatic demo. Watch it to get a sense of game play. To start play, press J (or joystick button) for joystick control or press K for keyboard control.

Joystick moves your player up/down/left/right.

In keyboard control, A and Z move player up and down, and left and right arrows move left and right. Use SPACEBAR to stop. If you prefer using other keys, press CTRL-C to reassign the keys of your choice.

If you're not content with leaving the difficulty level as is, feel free to press CTRL-Z (for Control Zerks). This lets you modify seven facets of their behavior and create your own degree of difficulty — easy or hard and everything in between. (See "Using the Zerk Control Panel" below.) Don't miss trying this feature!

The Game:
Two fun-loving Zerks have escaped from their coin-op game machine and are trying to save up enough tokens to retire. You are the game-happy owner of the Spare Change Arcade and you want to keep them around. Your task? Fill up the token bins at the left of the "Zerk Show" before the Zerks can collect 5 tokens in their piggy bank.

The Zerk Show:
Each time you succeed in completing a level, your efforts are rewarded with a hilarious slapstick cartoon in the ZERK SHOW booth. The Zerk Show serves two purposes: cartoon rewards and refuge. You may run into the Zerk Show for a break any time you've dropped 10 or more tokens into the token bins. (It takes 10 tokens to open the Zerk Show door.) Whenever the Zerk Show door is open you can dash in and get credit for your collected tokens. This is especially useful when the Zerks are nearing victory, because enter-

ing the Zerk Show empties their piggy bank of tokens. In addition, whenever you enter the Zerk Show, you earn 1 money bag for each token remaining in the upper bin. Nine money bags in all advances you a level and wins you a cartoon. So it's wise to collect as many tokens in the upper bin as you can. Best of all, for every four levels you advance, you will win a Zerk Show machine of your own, allowing you to view the Zerk cartoons of your choice! The object is to collect as many Zerk Shows as possible.

The Economy:
The Spare Change Arcade runs on a "token" economy. To do most things, you must convert your money to tokens. To play the game, take tokens from underneath the TOKEN machines, then carry them one at a time to the upper bin next to the ZERK SHOW. Drop them in and hurry to get more. (The Zerks are collecting tokens too!)

If the token machines run out of visible tokens, go to the CASH register for dollars and put the dollars into the money slots on the side of the TOKEN machines. This buys you more tokens.

Overworked token machines will run "OUT" of tokens. You can restock them by putting in a money bag (from the SAFE), but this will reduce the number of tokens you've already collected.

If the cash register runs out of money, you may also go to the SAFE for a money bag. Put it into the cash register to replenish your dollar supply. There is no penalty for this transfer transaction.

Occasionally, you might want to check the coin return on the pay phones. Who knows? Sometimes you might just get lucky.

On a number of levels there is also a SLOT machine you can play. The slot machine accepts dollars only (not tokens) and any winnings will drop directly into your bins.

Distractions:
Luckily for you, Zerks are easily distracted, and you can use this weakness to your advantage. If you put a token into the jukebox, the toe-tapping Zerks can't resist dancing deliriously. This keeps them occupied and frees you up to gain ground on them. At upper levels, you may also use tokens to ring pay phones and start up a popcorn machine, two other irresistible Zerk vices you can put to good use.

Scoring:

Taking a token from token machine ....10 points
Putting token in bin ....250 points
Using token for distractions ....200 points
End of round—upper bin tokens....................1000 points
End of round—lower bin tokens ....500 points

At end of each round (i.e. whenever you enter the Zerk Show), you will earn 1 money bag for each token remaining in the upper bin. Nine money bags will advance you a level. Note: You needn't earn all nine bags in one turn.

Using The "Zerk Control Panel":

If you wish, you may instantly modify the Zerks' behavior—and create your own unique degrees of difficulty—by using the "Zerk Control Panel" built into SPARE CHANGE.

To turn on this feature, press CTRL-Z (for Control Zerks). The "Zerk Control Panel" will appear. Select the behavior you'd like to change by pressing RETURN until it starts flashing, then use the left and right arrow keys to move the meter higher or lower. The Zerk(s) at the bottom of the screen will act out the new behavior immediately. The values you set in this way become the new starting difficulty levels for the game. You can make SPARE CHANGE as easy or as difficult as you like. Of course, any changes that make the game easier will void any high score attempts.

These are the behaviors you can adjust: (Note: Increases in the first four will make the game more difficult. Increases in the final three will make the game easier.)

KICKING—The higher the meter reads, the more likely Zerks are to kick tokens to piggy bank.

SMARTS—The higher the meter reads, the more likely Zerks are to move to token machines that have tokens.

GREED—The higher the meter reads, the more likely Zerks will steal tokens from player's bins.

ACCURACY—The higher the meter reads, the more likely Zerks are to succeed at throwing tokens into piggy banks.

TOSSING—The higher the meter reads, the more likely Zerks are

to toss tokens to each other.

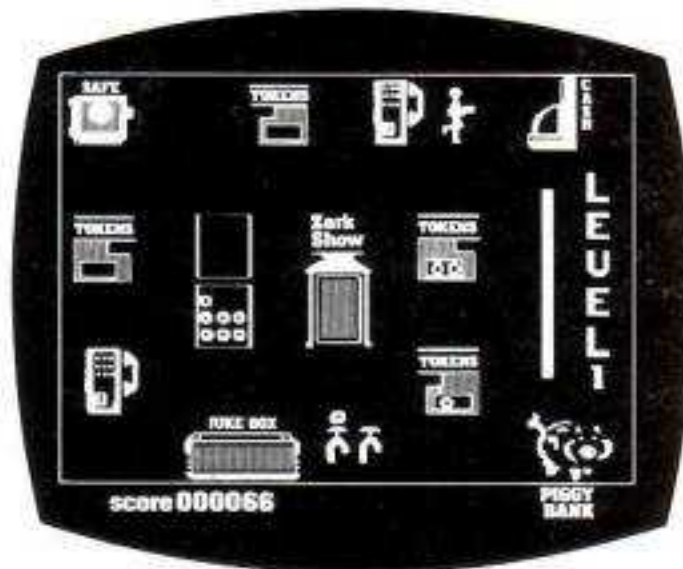BUMPING — The higher the meter reads, the more likely Zerks are to bump into each other.

MAD — The higher the meter reads, the longer Zerks stay mad when you steal a token from them.

Special Keys:
During game play you may also use these special controls:

ESC	Pause (any key resumes play)
CTRL-S	Toggle sound loud, softer, off
CTRL-N	Toggle "skip cartoon" switch
CTRL-K	Switch from joystick to keyboard during play
CTRL-J	Switch from keyboard to joystick during play
CTRL-C	Configure keys for keyboard play
CTRL-Z	Control Zerks' Behavior: turns on Zerk Control Panel to change game difficulty (then restarts game from beginning)
CTRL-R	Restart game (goes to title, then demo)
CTRL-V	View high scores

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