

Hard Hat.txt

HARD HAT (Unfinished)
Cartridge Instructions
(For 2 players)

Place your workman on the floor where the center moving scaffold is. Run to the scaffold and your workman will jump from the building to the scaffold. Pick up a pane of glass and move it into place. Complete your building before your opponent does. If your opponent is getting ahead of you, do not fret, run over to their building and knock off their panes!

OBJECT OF THE GAME

Collect points by picking up panes and moving them into your building. The points do not show up until the workman climbs to the roof and jumps up, hitting the scoreboard. Knocking panes off the building subtracts points.

PRESS RESET BUTTON: Title will appear on TV screen.

SELECT SPEED Press button 1,2, or 3 to select a SLOWER game speed. Press Direction Disc for fastest speed.

GAME CONTROLS

ANY SIDE BUTTON:

- 1 - Move your workman to where a pane is already in place. Press to knock the pane to the ground.
- 2 - When located on the the center scaffold, press to pick up a pane. Use the DISC to slide the pane onto building. Once it's in place, press again to lock the pane in place.*

* When on the lift, make sure your workman is located on the side where your building. This determines which building he moves to when he picks up a pane.

DIRECTION DISC:

Make the workmen climb exposed plumbing to move from floor to floor. Jump from the building to the center moving scaffold. Move the pane into place.

(c)1979, 1998 Intellivision Productions, Inc.