PACIFIC COAST HIGHWAY

For the Atari 400/800 (16K)

By Ron Rosen

PACIFIC COAST HIGHWAY is a one or two player game. Look both ways and run like crazy. It's always dangerous crossing the Coast Highway. But if you're lucky, surf's up!

TO START

Diskette

Make sure that the power is off to your computer. Turn on the power to your T.V. and disk drive #1. Wait for the red "drive busy" light to turn off. Insert the diskette and close the disk drive door. Now turn on the computer. The program will load and run automatically.

Cassette

Insert the cassette into your tape player and press play. Hold down the START key and turn on your computer. When you hear the "buzzer," press RETURN. The tape will load and run automatically. If cassette fails to boot, reverse, rewind, and start again.

Connect a joystick to controller jack #1. A second joystick may be attached to jack # 2. Press the START key or joystick button to begin.

Object

The object of **PACIFIC COAST HIGHWAY** is to move a rabbit across a highway jammed with cars. When you reach the beach you must jump from surfboard to towel and stay off the burning sand. Rolling sidewalks add to the game's difficulty. A tortoise joins the race in the two player version. You must clear two screens to complete a difficulty level. Each contestant gets three tries.

Scoring

Jump Forward (new lane)	100
Jump Backwards	-10
Complete a Screen	??? Bonus Points

Game Control

Move the joystick handle left, right, forward and back to move your player. Move your player on top of the character at the top of the screen to complete a level.

Special Features

Press the OPTION key to choose a one or two player game. Press the ESC key to pause and any other key to continue. Press SYSTEM RESET to return to demo and reset high score.

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