

Commodore 64

"Commodore offers a full range of peripherals to increase the capabilities of your Commodore 64 and tailor your system to any need or budget"

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| Commodore Color Monitor: | New color monitor with a 14" screen and outstanding resolution. The monitor has a special Commodore computer circuit with video recorder compatibility. |
| Commodore Single Disk Drive: | Fast, high capacity storage and retrieval of data on standard 5 1/4" floppy diskettes. Stores up to 170K on each diskette. Read/write compatibility with Commodore PET/CBM [™] computer systems. |
| Commodore Graphic Printer: | Print any screen information on plain paper, letters, business data, graphic displays, basic programs and much more! |
| Commodore Modem: | Communicate with the vast knowledge available through outside data sources through your telephone and the low priced modem. [Stock market information, news & sports services & more.] |
| Commodore Datassette[™]: | Store your own computer programs on standard audio cassette tapes or use our low priced pre-recorded tape programs. |

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This cartridge may only be used with the Commodore 64 system.

KICKMAN

A special home version of the *Bally MIDWAY* Arcade Game.



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ADDITIONAL FEATURES

Restore key: Allows you to "RESET" the game
Run/Stop key: Serves as a "PAUSE" key until another key is pressed or the joystick is moved.

SCORING

OBJECT	BALLOONS	GHOSTS	PAC-MAN
COLOR			
Yellow	50	250	450
Red	100	300	500
Blue	150	350	550
Green	200	400	600

The number of men you have left is denoted by the number of unicycles in the center background of the screen. You obtain an extra unicycle at 40,000.

Balloons drop in accordance with their point value; for example yellow balloons drop much slower than green balloons.

You get credit for PAC-MAN "eating down" a stack of balloons on your head, but you do not get credit for "eating up" a stack (when the balloons slide down into the mouth of an already stacked PAC-MAN).

You do not receive any points for kicking the balloons.

INSTRUCTIONS FOR USE

KICKMAN

Loading the Cartridge and Starting the Game.

1. Turn your C-64 OFF before inserting or removing the cartridge.
2. Insert the cartridge (label side up) into the wide expansion port on the back of the computer.
3. Turn the C-64 ON. After a second or two, the opening title should appear on the screen. (If the title doesn't appear, turn your C-64 off then back on.)

NOTE: Make sure that if you use your joystick that it is plugged securely into port 1 (on the right side of the machine).

CONTROLS

L (or joystick left)
; (or joystick right)
A (or fire button)

RESULT
LEFT
RIGHT
KICK

STRATEGY

You control the skillful unicyclist. Your job is to rack up points by breaking and catching balloons, ghosts, and PAC-MAN on your head.

Helpful hints: Try to keep your unicycle close to the middle of the screen. This technique will give you maximum time to get to the erratically falling balloons. Save the "kick" option for emergencies.