

# KICKMAN

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



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64



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## 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.

## 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 unicyles 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.



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