

DOOMARK™

TENGEN'S™
ARCADE HITS

COLLECTION

INSTRUCTION MANUAL

**HARD DRIVIN' II™ • KLAX™ • TOOBIN'™
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS™ • APB™**

PRODUCT CATEGORY:

Arcade Action

RECOMMENDED COMPUTER TYPE

IBM AT + 100% compatibles
12+ MHz AT Class machines recommended
Amiga 500,2000

MEMORY REQUIREMENTS

IBM/Tandy 640K, Amiga 512K

OPERATING SYSTEM

IBM-DOS 2.0 or greater, Tandy DOS,
Amiga DOS

MEDIUM

IBM 5 1/4" and 3 1/2" disks,
Amiga 3 1/2" disks

COPY PROTECTION

None

HARD DISK INSTALLABLE

No

INPUT DEVICES

Joystick or Mouse Recommended

GRAPHICS MODE SUPPORTED

CGA, VGA, (16 color), EGA, Tandy

SOUND BOARDS SUPPORTED

PC Beeper

BACKUP DISK AVAILABILITY

Consumers may make their own

TIPS & NEWS

Bulleton Board (Modem): 408-296-8800
(Settings: 1200, 2400 Baud, 8 data;
No Parity, 1 Stop Bit)
408-296-8810
(Settings: 9600 Baud, 8 data;
No Parity, 1 Stop Bit)

TENGEN'STM ARCADE HITS

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HARD DRIVIN' II

Drive Harder

Hard Drivin' II is the sequel to the smash hit coin-op conversion of Hard Drivin'. Now you can design your own tracks, record your best race and let your friends challenge you for the top spot.

FEATURES:

Hard Drivin' II has the following special features:

1. Improved visibility check (the cars do not appear through the hills any more).
2. Serial link mode. This allows you to link two machines together to race against each other.
...the possible combinations are:
PC-PC, PC-Amiga, Amiga-Amiga
3. Hard Drivin' II supports two different link races:

Standard Race:

You are racing against the usual drone cars plus one car that is controlled by your opponent at the 2nd computer. Collision detection is on.

4. Improved steering. Now even more accuracy with special auto-centering feature.

5. The simulation model has been greatly improved to make your car handle even more realistically!

Championship Race:

It's one-on-one. You are racing against the Phantom Photon, which is controlled by your opponent via the link connection. The winner is the person who goes through the finish line first. No collision detection.

LOADING INSTRUCTIONS

Insert Disk 1 into floppy drive. At the A> prompt, type **MENU**. Use the cursor keys to highlight "Hard Drivin' 2" or "Hard Drivin' Editor". Press **RETURN**.

CONTROLS

Use a joystick or mouse for steering. Use a joystick or keyboard for changing gears.

Steering:

2 Button Mouse:	Steer left/right	
	Left Fire Button -	Accelerate
	Right Fire Button -	Decelerate
	Both Buttons -	Brake

Joystick: Push left/right to steer
 Forward - Accelerate
 Back - Decelerate
 Fire - Brake

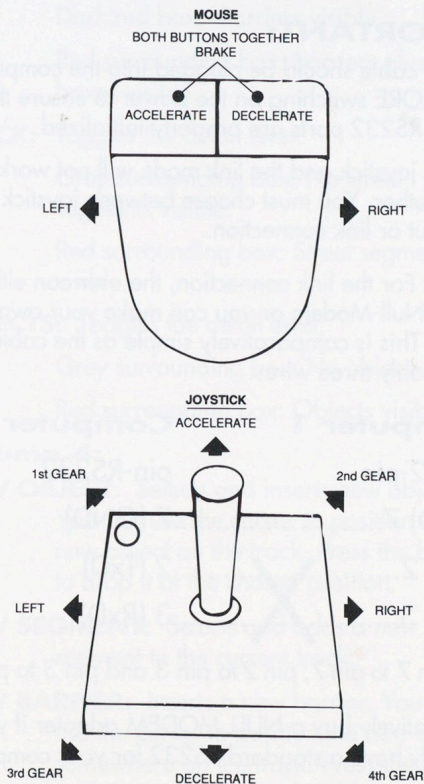
Gear: The panel has a current gear indicator on the far right. You can also select automatic transmission.

Joystick: Fire - Clutch

Keyboard: Key 1 - First Gear
 Key 2 - Second Gear
 Key 3 - Third Gear
 Key 4 - Fourth Gear
 Space - Clutch (hold down)

LINKING YOUR COMPUTERS TOGETHER:

Before starting the race, switch to the option screen by pressing the 'O' Key (this key will not work during the demo). You will find a new option line at the bottom of the screen where you can turn on the link mode. After leaving the option screen, your computer will wait for the other computer to respond. As soon as the link is established, the race is on.



IMPORTANT:

1. The cable should be plugged into the computers BEFORE switching on the power to ensure that the RS232 ports are properly initialized.
2. The joystick and the link mode will not work together. You must choose between joystick input or link connection.

Cable: For the link connection, the user can either buy a Null-Modem or you can make your own cable. This is comparatively simple as the cable needs only three wires:

Computer 1	Computer 2
-------------------	-------------------

RS232-pin	pin-RS232
(GND) 7.....	7 (GND)
(TxD) 2.....	2 (TxD)
(RxD) 3.....	3 (RxD)

(ie: pin 7 to pin 7, pin 2 to pin 3 and pin 3 to pin 2.)

Alternatively buy a NULL MODEM adapter if you already have a standard RS232 for your computer.

THE HARD DRIVIN' II EDITOR

The Hard Drivin' II track editor is a CAD-style program which enables you to design and build new race tracks for Hard Drivin' II. It allows you to zoom in and out and move around the track. At any time, you can drive around the newly created track. You can also choose a scenic view from a point high above. You can pick single objects or street segments or invisible barriers, move them around, rotate them, or delete them. By using a flexible box you can also select a whole group of objects/barriers. You can also select new objects and add them to the track. By clicking on street segments you can set/reset the start point, the finish, all the checkpoints, all returnpoints and all drone cars on the track. Having done all of that, you can save up to five different tracks as track files.

DISPLAY

The editor has a split screen with the action window in the upper half of the screen. Here you will see 2D and 3D views of the track, and you can select new objects or street segments to add to the track.

The lower part of the screen holds command icons to utilize all the editor functions. All functions can be executed by clicking on these icons.

DESCRIPTION OF THE COMMAND ICONS:

Column 1:

The cursor arrows pan either the whole track or the selected group of objects/segments/barriers.

The icon in the middle of the arrows either centers the track or sets the selected group of objects/segments/barriers back to the origin.

Column 2:

The upper left icons allow you to zoom in and out of the track.

The upper right icons rotate a single object or barrier. Street segments or groups of objects/barriers cannot be rotated.

DELETE: Deletes all selected objects/segments/barriers. It is not possible to recover these once they have been deleted.

VIEW: Generates a scenic view of the whole track. Any key stroke takes you back to the command menu.

Column 3:

BARRIER: Toggles the detail level:

Grey surrounding box: No barrier visible.

Dark red box: Barriers visible.

Red surrounding box: Barriers plus resize boxes visible.

TRACK: Toggles the detail level:

Grey surrounding box: No street segments visible.

Red surrounding box: Street segments visible.

OBJECTS: Toggles the detail level:

Grey surrounding box: No objects.

Red surrounding box: Objects visible.

Column 4:

NEW OBJECT: Selects and inserts new objects.

You can use the cursor to position the new object on the track. Press the button to drop it at the chosen position.

NEW SEGMENT: Selects and adds a new street segment to the current track.

NEW BARRIER: Inserts a new barrier. You can use the cursor to position the new barrier somewhere on the track. Press the button to drop the barrier at the chosen position.

DEMO DRIVE: Starts the rolling demo. Any key or mouse stroke will bring you back.

Column 5:

LOAD: Loads a previously made track.

SAVE: Saves the current track to disk.

NEW: Starts with a new track.

QUIT: Goes back to DOS/Amiga DOS

Column 6:

TRACK 1: Set Track 1 as the active track. DELETE SEGMENT and NEW SEGMENT now operate on segments of TRACK 1.

TRACK 2: Set TRACK 2 as the active track. Delete segment and NEW SEGMENT now operate on segments of TRACK 2.

DELETE SEGMENT: Deletes the last street segment of the active track.

SET TIMER VALUES: Sets the time to default best lap time, the default time to qualify, the default countdown time and the bonus time for passing a checkpoint or the finish.

HOW TO MAKE NEW TRACKS:

The easiest way to make a new track is to start with one of the four supplied tracks. Load it in the editor and start to select objects. Move them around, delete them or add new objects, fields, barriers or cars. You can always test your new track by making a demo drive or inspecting it with VIEW. When you feel a bit more comfortable, try to play around with the street segment and the drone cars.

Finally a hint for making new tracks successfully: It is easier to start with the street segments first. It usually takes some experimenting and a couple of tries to make a closed race track. When the street segments are fine, you can start adding buildings, fields and cars.

COMPONENTS OF A HARD DRIVIN' II RACE TRACK:

The Hard Drivin' II-Editor generates and works with Hard Drivin' II tracks. These tracks consist of the following components:

OBJECTS: OBJECTS are mostly buildings or street signs. You can insert/delete them, rotate or move them around. They don't affect the track or your car as long as you don't crash into one of them) they simply add some realism and flavor to the track.

STREET SEGMENTS: The STREET SEGMENTS are the most important component because they actually form the track. It is possible to make a track without OBJECTS, CARS, and BARRIERS, but you can't have a valid track without at least one closed loop of Street Segments.

STREET ELEMENT: Each SEGMENT consists of one or more ELEMENTS. The "Straight A"-Segment for instance has one element, the "Straight C" - Segment has 6 and the "Hill"-Segment has 9 elements. It is not possible to add or delete a single element but you can click on an element to set a CHECKPOINT or RETURN-POINT or to use it as the START OR FINISH.

BARRIERS: You can have up to 30 invisible BARRIERS on the track. Their main task is to block any possible shortcuts between STREET SEGMENTS. The editor displays them as thin white lines which you can rotate or move around by picking up their endpoints.

CARS: You can have up to 12 drone cars travelling on both TRACKS. These drone cars are computer controlled and never leave the STREET SEGMENTS. But you can set their start position, direction and lane.

TRACK 1/TRACK 2: A Hard Drivin' racetrack consists of one or two tracks. You always need TRACK 1, which has to be a closed loop of STREET SEGMENTS, with one START ELEMENT, and FINISH ELEMENT and a CHECKPOINT. A second track, Track 2, can be added using a JUNCTION-SEGMENT. The second track must have one CHECKPOINT and the last element must be touching any element of TRACK 1. An example: When you look at the original track, you will notice that the SPEEDTRACK is Track 1, because it contains the Start and the Finish. The STUNT TRACK is TRACK 2. The hill segment links it to TRACK 1, and its last element joins up with TRACK 1 immediately before the finish.

JUNCTIONS: If you wish to use TRACK 2 you will need to insert a JUNCTION SEGMENT into the TRACK 1. Then you can select either TRACK 1 or TRACK 2 to add new STREET SEGMENTS. Only one JUNCTION SEGMENT is allowed.

CHECKPOINT: Each track needs one CHECKPOINT. It should be located towards the middle of the track. Passing the checkpoint during the race will give a time bonus. You

can set or reset the CHECKPOINTS by clicking on a STREET ELEMENT and clicking a second time on the checkpoint box.

RETURNPOINTS: Each track has two RETURNPOINTS. If you spend more than 10 seconds off road during a race, you will be sent back to the last RETURNPOINT. The Hard Drivin' II editor will allow you to set or reset these RETURNPOINTS by clicking on a STREET ELEMENT and clicking again on the RETURNPOINT box.

START: This is the point where the race begins. You can set the start by selecting one of the STREET ELEMENTS of TRACK 1 as the start element.

FINISH: Passing the FINISHPOINT ends the current lap and starts a new lap (during a race) Passing the FINISH also gives you a time bonus and re-sets the counter or the best lap time. You can set the finish by selecting one of the STREET ELEMENTS of TRACK 1 as the finish element.

How to select an item or a group of items: Clicking on an object/barrier selects or deselects this object/barrier. If you press the mouse button and

hold it down, you can pull a box over the screen. All items within this box are automatically selected.

How to set/clear RETURNPOINTS, CHECKPOINTS, START AND FINISHPOINTS:

First, you should select the STREET ELEMENT where you want to install the new RETURNPOINT or CHECKPOINT or START or FINISH. This can be done simply by clicking on the element. (If no street elements are visible, center the track and click on the TRACK icon until you get the highest detail level. Then click on the selected element again.) This will bring up a dialog box with a vertical row of check boxes to set or reset the attributes of this element. Click on one or more boxes to determine the function of the element. Some combinations are not valid, e.g. you can't set the element to be START and FINISH at the same time.

Click on the OK field to confirm and return to the edit screen.

How to set or clear DRONE CARS:

First, you should select the STREET ELEMENT where you want to install a new drone car. Click on the element. (If no elements are visible, center the track

and click on the TRACK icon until you get the highest detail level. Then click on the selected element.)

Now you will see a dialog box with a short menu of different options. Clicking on the box besides the last option "Install a drone car" will bring up a new dialog box to set drone cars and their attributes. Up to four drone cars can be attached to a STREET ELEMENT. You can select the car type and color, the lane on which the drone car will travel and the car's home track.

The four cars have different positions within the street element. Car A starts in the first row left, Car B starts in the first row right lane and so on.

Click on one of the four boxes directly under the cars' names to select the momentary active car.

Now you can use the up/down arrows to the right of the dialog box to change the active car's attributes (type, color, lane or home track). Click on the OK field to confirm, then exit.

After the start of the race, all drone cars will begin the move at their home start element. They will accelerate with a given acceleration until they reach their cruising speed. Each car has its own start track and a home track, which are not necessarily the

same. A car could for instance start on TRACK 1 and continue to travel on TRACK 2. Thus its start track would be TRACK 1 and its home track would be TRACK 2.

How to insert a new BARRIER:

Click on the new barrier icon to request a new barrier. Move the cursor back to the edit screen. You will notice the barrier, rendered as a blinking line in the middle of the cross-hair cursor. The barrier follows the movement of the cursor. Move the barrier to the desired location and press the button to drop it there. Clicking near one of its endpoints and holding the button down resizes the barrier.

How to insert a new OBJECT:

Click on the NEW OBJECT icon to request a new object. This will bring up a new screen to select different object types. On the left is a vertical scroll bar with an arrow box at the top of the bar, an arrow box at the bottom of the bar, and a thumb box to display the current position.

Click on the upper arrow to go the the previous object in the list of available objects and click on the lower arrow to proceed to the next object.

Clicking on the OK field in the middle of the screen will confirm your selection and exits the selection screen bringing you back to the edit screen.

Move the cursor back to the upper part of the screen. You can see the chosen object in the middle of the cross-hair cursor now. The object follows the movement of the cursor. Move the object to the desired location and click again to drop it there.

How to insert a new STREET SEGMENT:

First make sure that the active track is the one you want to append new street segments to. If it is not, click on the TRACK 1 or TRACK 2 icon to make the desired track active.

Then click on the NEW SEGMENT icon to go to the segment selection screen. You will see a vertical scroll bar similar to the scroll bar in the object selection screen. Clicking on the upper or lower arrow will scroll backwards or forwards through the list of available street segments.

Clicking on the OK field in the middle of the selection screen will confirm your selection and bring you back to the edit screen. The chosen street segment will be added at the end of the active track.

How to SAVE and LOAD race tracks:

Clicking on the SAVE or LOAD icon will take you to the file selection screen. You can choose between five different file positions by clicking on one of the five red boxes in the middle of the screen. The selected file position is rendered on a bright red background, the other file positions are displayed with a dark red background. Clicking on the top horizontal bar of the dialog box will confirm the file position and start the save/load operation.

How to change the various time values:

You can change the default timer values of the current track by clicking on the SET TIMER VALUES icon. This will bring up a dialog box showing all relevant timer values plus a row of Up/Down arrows to change them.

Clicking on an up-arrow increments the timer value to left of the arrow. The down-arrow decrements the timer. Click on the OK field to accept the new values. You can change the default best lap time, the default time to qualify and the default countdown time from the start of the race until it stops.

You can also change the time bonus awarded when passing either the finish or the checkpoints on one of the tracks.

Validation of Tracks:

Not all possible tracks are also valid Hard Drivin' II tracks. The editor will validate a given track before it saves it to the disk to make sure that no problems will arise when you later load the track into the Hard Drivin' II game.

If the editor finds any mistakes in the track it will bring up a dialog box to give you a hint as to what is wrong.

COMMON PROBLEMS:

- **The track is not closed:** You can see immediately if there is a gap between the last and first street element of TRACK 1, or if the last element of TRACK 2 doesn't touch any element of TRACK 1. Make sure that the last element of TRACK 1 touches the first element. The last element of TRACK 2 must touch any element of TRACK 1.
- **The segments overlap:** If any street segments of the tracks cross each other, you will need either an **Underpass**, **Overpass**, **Crossover**, **Easy Jump** or **Suspension Bridge-Segment** as an intersection.
- **The checkpoint is missing:** You need one CHECKPOINT on TRACK 1 and one checkpoint on TRACK 2 (if you use a second track). You can

set the checkpoint by clicking on a STREET ELEMENT and clicking a 2nd time on the checkpoint box.

- **The Start or Finish is missing:** Hard Drivin' II needs to know on which STREET ELEMENT the race starts and on which it stops. You can set the START or FINISH by clicking on a STREET ELEMENT and clicking a 2nd time on the STARTPOINT or FINISHPOINT box. The FINISH shouldn't come in from the start, of course.

KEYBOARD COMMANDS

The Hard Drivin' editor supports the following keyboard commands:

- 'M' Enables the mouse as an input device
- 'J' Enables the joystick as an input device
- 'ESC' Leaves the editor
- 'K' Enables the keyboard as an input device

- 'CURSOR RIGHT' Moves the cursor right
- 'CURSOR LEFT' Moves the cursor left
- 'CURSOR UP' Moves the cursor up
- 'CURSOR DOWN' Moves the cursor down
- 'SPACE BAR' Click the button

ATTENTION: Quitting with 'ESC' does not save the current track you are working on! Save the track by clicking on SAVE before you press 'ESC'!

KLAX

The concept is simple – catch the different colored tiles as they advance toward you and flip each tile into one of five bins. The object is to make Klaxes: these are same colored stacks of tiles, Horizontals, Diagonals, and Rows of Three. Once a Klax is made the tiles disappear, causing any tiles on top to drop down and replace them. For bonus points, set up the tiles to cause a chain reaction of Klaxes. Your paddle can hold a maximum of 5 tiles and once full, tiles will just drop past it. Similarly, each bin can hold 5 tiles, and when full you will not be able to flip any more tiles into it.

The 'drop meter' in the center of the screen shows how many tiles you failed to catch. Should you drop more tiles than you are allowed, or if all the bins become full at the same time, the game will end.

A tile that flashes multiple colors is a 'wild' tile capable of forming part of a number of Klaxes. For example, if you flipped a wild tile onto a stack of 2 blue tiles and it fell beside a horizontal line of 2 green tiles, both blue and green Klaxes would be made, and all 5 tiles would disappear.

A speed up option is available which causes all the tiles on screen to rush towards you at high speed.

Alternatively, used the Throw Option to flip a tile back up the screen in order to pick up a tile of another color. Beware! You can only throw one tile at a time, and it will still come rolling back with all of the other tiles as well!

The game is played by completing Wave after Wave. Each Wave has its own set of criteria for you to meet such as surviving for a certain number of tiles, or getting a set number of diagonal Klaxes. You will be told about these at the beginning of each Wave.

Remember, the harder the Klax the more points you score. For example, diagonal Klaxes are worth more than vertical or horizontal ones.

Two players can play simultaneously with a vertical split screen. Simply follow the on-screen instructions.

Control Keys

Joystick:	Left –	Move left
	Right –	Move right
	Up –	Throw tile
	Down –	Speed Up
	Fire Button –	Flip tile into bin
	Space Bar –	Pause
	'S' Key –	Sound on/off

Player 1 keys or Joystick 1

Player 2 keys or Joystick 0

'Z' -	Move left
'L' -	Speed up
'X' -	Move right
'Space Bar' -	Flip tile into bin
'P' -	Throw tile
'F1' -	Pause

LOADING INSTRUCTIONS

Amiga: Insert the disk and switch on the machine

IBM and Compatibles: Boot with MS-DOS. At A> prompt insert game disk and type **KLAX**

TOOBIN'

Toobin' – The first game of its kind. Join Biff and Jet, the tube-dudes, as they cruise the baddest rivers in and out of this world!

GETTING STARTED:

A game for 1 or 2 players. Play either Biff or Jet in search of the most outrageous party they can find. Guide the tube-dudes to places even your travel agent doesn't know about!

Each river contains new and exciting backdrops to the varied obstacles that you must negotiate. Pick up tin cans that you find in the rivers to defend yourself against the shoreside creeps like punks, fly fishermen, swamp monsters and even kamikaze penguins. Watch out for sticks, branches and spiked logs that can easily burst your tube.

Paddle through the gates for mega-bonuses, but don't bump the poles or you'll cut your score in half. Hot toobers can rack up the points this way. Don't lag behind 'cos the big 'gator is just waiting to catch those slow toobers at the back. Hold tight as you challenge the white water rapids.

Toobin's got lots of special features like simultaneous two player action for double the fun, and higher levels with wild and varied rivers from the Amazon the Mars!, taking in the Nile and the Colorado along the way. Complete the rivers and you can join in the partying.

LOADING INSTRUCTIONS

Amiga: Insert disk and turn on machine.

IBM and Compatibles: At A> prompt inset game disk. Type **TOOBIN**

CONTROLS

Joystick:

Left –	Paddle left
Right –	Paddle forward
Down –	Paddle back
Fire –	Throw cans

AMIGA

Player 1: F3 selects Joystick or Keyboard
Keys – A, D, Z, X, Space

Player 2: F4 selects Joystick or Keyboard
Keys – Numeric Keypad 4,
+, 2, 3, 0
Pause – F1
Quit – Shift 2

HOW TO WIN

- Go through the gates for big bonus!
- Catch the letters
- Throw cans to kill the evil skulls
- Collect the beach ball for extra speed
- Watch out for falling rocks
- Watch out the the gators!

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

THE GAME

Escape is a two player simultaneous rescue mission in which you, as Jake or Duke, must rescue Professor Sarah Bellum and free the enslaved hostages before they are turned into Robo-Zombies! Find and break into the food and bomb lockers to get special weapons to help you destroy the evil Reptilons.

GETTING STARTED

The object of the game is to progress through the factories of Planet X rescuing the hostages and destroying the Reptilons that guard them.

The activate the escalators, find the power switch and switch it on. This will allow you to reach the 'Port-O-Matic' and exit the level.

Around the complex of factories you will find lockers that contain food, extra energy, more bombs or sometimes special weapons that will increase your chances of survival.

When destroyed, some of the Reptilons will leave behind green crystals that enhanced your 'ray

power'. The more crystals you will collect the more devastating your weapon will become.

To rescue the hostages simply run into them and they will be beamed aboard your rescue ship which is orbiting Planet X. Some of the Hostages, however, have been imprisoned in glass cases. To unlock the glass cases you must first find the computer console that controls them and destroy it with your ray gun.

Every three levels you will encounter an Evil Reptilon which can only be destroyed by continuous shooting and bombing. Watch out, each Reptilon has its own form of defence.

On 16-bit versions only, you will have to traverse a Canal Zone after every fourth factory level. In this stage Jake and Duke hop into their cyber-sleds and have thirty seconds to find their way through the maze to the next factory. Should you make it to the end of the Canal in time you can choose the next sector to play by selecting one of three doors. You are also awarded an extra bar of life. Should you fail you will not get an extra bar and the computer will select your next sector.

At the end of each factory you will be shown a bonus screen where you are rewarded for each freed hostage on that level. If you have rescued a

full shuttle load of hostages you are awarded an extra bar of energy.

HINTS AND TIPS

- Save bombs for use on the Evil Reptilon.
- Learn the layout of the factories for faster progress.
- Use your fire power wisely. Remember, each shot lowers your ray power slightly so more powerful weapons can be lost.
- Try to rescue all the hostages for a larger life bonus at the end of each level.
- Don't hang around in the Canal Zone, the time limit is very tight!
- 2 players means twice the firepower!

INSTALLATION AND LOADING

Key Disk

This program is key-disk protected. You must have the key disk in the drive to run the game.

Loading

Insert Disk 1. At the A> prompt, type **MENU** then use cursor key to highlight 'Robot Monsters' then press RETURN.

Controls

Player 1 - Jake

UP

DOWN

LEFT

RIGHT

FIRE

BOMB

QUIT

SOUND on/off

PAUSE

cursor up

cursor down

cursor left

cursor right

+

<Enter>

F1

F2

F3

Player 2 - Duke

W

X

A

D

F

<Space>

F1

F2

F3

APB

APB *"All Points Bulletin"* – Put your foot on the gas and let it rip as you roar through the streets of the city in a series of hilarious and wild car chases.

GETTING STARTED

You play the role of Office Bob, a tough Cop in this challenging cartoon-style game, whose job it is to patrol the streets of the city and apprehend various criminals in your trusty police car.

Each day you are given a quota of offenders who must be apprehended before the day is out in order to get a salary bonus and keep your job. These include litter bugs and hitch-hikers as some of the many offenders. At times you'll receive an *"All Points Bulletin"* on a particularly dangerous villain who must be tracked down and arrested.

Should you catch Sid Sniper, Freddy Freak or any of the other master criminals, you must return them to the station for 'questioning'. If they confess, you can forget about your quota for the rest of the day. However, wringing a confession out of them is not that easy, and you must be through before the Chief come in.

Move the joystick left and right as fast as you can – a grid shows how fast you're going and how close the criminal is to confessing.

To arrest offenders, you must position the Steering Wheel Cursor over their car and switch on the siren. Continue to hold down the fire button for as long as you need the siren. Some criminals may ignore you the first few times you signal them to stop, depending on the severity of their crime. As the game progresses you can get a gun and shoot their cars, but don't hit any innocent bystanders. APB offenders must be run off the road and will not give themselves up without a fight.

If you collide with a vehicle while the siren is off, crash too hard, or injure an innocent party, you'll get a demerit point. You'll also get a demerit for every offender you do not catch on your quota. Collect too many demerits and you'll be fired.

BONUSES

Visit the Drive-In Donut Shop for extra time. Pick up money bags to enhance your pay. You can also visit the Speed Shop and buy extra equipment for your car including radar. However, paying for a souped-up car will be difficult if you've failed in your daily quotas and not collected enough money.

CONTROLS

Amiga - Use joystick

LEFT -	Steer Left
RIGHT -	Steer Right
UP -	Accelerate
DOWN -	Brake
FIRE PRESSED QUICKLY -	Shoot gun
FIRE HELD DOWN -	Siren on

LOADING INSTRUCTIONS

Amiga: Insert disk and switch on machine

IBM and Compatibles: Boot with MS-DOS, at the
A> prompt insert game disk
and type **APB**

Hints: Identify your crook.

Get the litterbugs.

Visit the donut shop for extra time.

Catch that criminal!

Fail...and face the consequences.

DOMARK SOFTWARE LTD. CUSTOMER SERVICE (408) 296-7933

If you need help with this – or any other – Domark product, please give us a call between the hours of 9am and 5pm (Pacific Standard Time). Be sure you are at your computer when you call. We will try to resolve your problem or answer any questions.

Or you can write us at: **DOMARK**
 Attn: Customer Service
 5300 Stevens Creek Blvd., Ste. 500
 San Jose, CA 95129

DO YOU WANT TO BACK UP YOUR DISK?

We know you're concerned about disk damage or failure. Please send us \$15 and we'll send you a new one. If it's destroyed, send us the remains and we'll give you a replacement.

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DOM-4001

TENGEN ARCADE HITS: MANUAL ADDENDUM

PC USERS

Hard Drivin' II:

Under Loading Instructions, there is no MENU command. The only files that will execute are EDIT and HD2.

If your system has a mouse driver loaded, you may have difficulty using keyboard control. Try unloading the mouse driver before loading the game for better keyboard results.

TOOBIN':

To quit TOOBIN' press the **Esc** key instead of **Shift 2**.

CONTROLS:

Player 1 keyboard controls: paddle forward - **A&D**; left - **DorZ**; right - **AorX**; down - **Z&X**; throw cans - **space**

Player 2 keypad controls: paddle forward - press **4&6**; left - **6**; right - **4**; down - **1&2**; throw cans - **0**

ESCAPE from the PLANET of the ROBOT MONSTERS:

Under Key Disk, you do not need to have the original key disk in the drive to run the game.

Under Loading instructions, there is no MENU command. Type **X** and press **Enter** to load the game.

Player 1 keyboard controls will not work until you press the [key (fire button) instead of the + key. Also, press the] key to bomb.

The **F1** key exits the game, however: there is no exit to DOS (you must reset your computer system).

AMIGA USERS

Klax:

Klax uses joystick or keyboard control but no mouse.

Under Control Keys, **F2** returns the game to the title screen.

There is no sound on/off toggle for the Amiga version.

TOOBIN':

Under CONTROLS:

Joystick Control - Up: Paddles Forward

	Keyboard Control:	Keypad Control:
	<u>Player 1:</u>	<u>Player 2:</u>
Paddle Forward:	A&D	1&2
Paddle Left:	DorZ	1or+
Paddle Right:	AorX	2or4
Paddle Back:	Z&X	4&+
Throw Cans:	Space Bar	0

ESCAPE from the PLANET of the ROBOT MONSTERS:

This game uses joystick and keyboard control but no mouse.

Controls:

Player 1 - Jake:

Up: Press **I**

Down: Press **Q**

Left: Press **Z**

Right: Press **X**

Fire: press the left **A** (Amiga key)

Bomb: press the left **Alt** key

Player 2 - Duke:

Up: Press **O**

Down: Press **P**

Left: Press [

Right: Press **]**

Fire: press the right **A** (Amiga key)

Bomb: press the right **Alt** key

Please note:

press **H** to pause

press **F1** to toggle sound