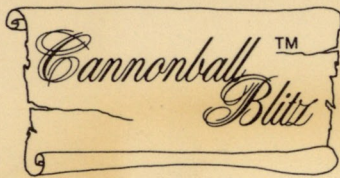




VIC 20 VERSION
BY SIERRA ON-LINE

THE GAME

SIERRA VISION™



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"The British are coming!! The British are coming!!" proclaims Paul Revere on his midnight ride.

Now, it is up to you to defeat the Redcoats.

With only three men, you must use your wits to outsmart the Redcoats and overcome their superior firepower.

LOADING INSTRUCTIONS

ROM Cartridge

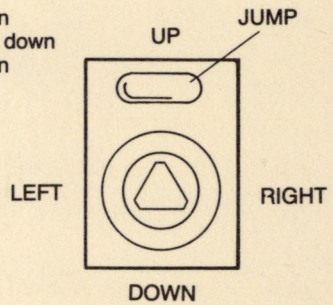
1. Turn off your computer.
2. Insert your CANNONBALL BLITZ ROM cartridge (face up) into the expansion slot to the right in the rear of the computer.
3. Plug in the joystick in the control port on the right side of the computer.
4. Turn on the power to the computer and monitor.
5. Press the joystick button to start game.

CONTROLS

Joystick

For level one:	Press joystick button
For levels two or three:	Move joystick up or down
When desired level reached:	Press joystick button

Use joystick to move man left, right, up and down. Press joystick button to jump man.



Keyboard Commands

To reset or start over	◀F1▶
To pause, and resume game	◀F3▶
To toggle sound on or off	◀F5▶

HOW TO PLAY GAME

Level One

Your goal at this level is to reach the enemy's outpost at the top of the hill and capture their flag.

But, beware of their cannonballs! Dozens will be rolling down the hill and heading for you. Be quick-footed and jump them.

Along the way, use the catapults to scale the hill. To jump a catapult, get a running start first.

If you are looking for a shortcut, stop the man when he reaches the catapult (he stops automatically). The cannonball will fall through the trapdoor, hit the catapult, and then vault your man to the next level.

Follow the same procedure if you are at the end of the pathway.

Be careful not to run off the edge of the path, or your man will fall to his death.

Once you reach the top of the hill, jump and catch the balloon to reach the Redcoats' flag.

If your timing and positioning are just right, you can use a balloon to ascend a level.

Level Two

Your mission is to make holes in the platforms all the way to the top of the hill and knock them out from under the Redcoats. Your man must cross over the trapdoors to make a hole. But, watch out for the cannons! They can be destroyed with a hammer, or they can be jumped if you are skillful. Your man can also take advantage of several ladders along the way.

Level Three

On the third level, your mission once again is to capture the Redcoats' flag. This time, there are elevators and ropes to assist you.

Timing is most important at this level. Dodging the cannonballs can be quite challenging.

SCORING

First Level

Jumping each cannonball 200 Points

Second Level

Hitting each cannon	200 Points
Making a hole	200 Points
Completing second level	Extra Man

Third Level

Hitting cannon with hammer	200 Points
Jumping from platform to platform	100 Points
Jumping from platform to elevator	100 Points

WARRANTY NOTICE

Sierra On-Line wants your continued business. If you fill out the enclosed product registration card and return it to us (we have already paid the postage), you are covered by our warranty. If your disk should fail within 90 days, return it to your dealer or directly to us, and we will replace it free. After 90 days, enclose \$5 and return the disk directly to us. Sorry, without the registration card you are not covered by the warranty.

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