

Ms. CANDYMAN

The game starts with 3 lives.

Use joy sticks to control the Ms. Candyman left, right, up and down (no diagonals). Pressing any key in the left hand row will allow you to take an intermission, to resume play press again.

You must eat the "life savers" (99 calorie points each) as quickly as possible while avoiding contact with the Ghosts & Goblins. During the first half of the screen the Ghosts or Goblins will try to catch you, at this time you must be evasive. During the 2nd half of a screen the Ghosts or Goblins will take up protective positions to keep you away from the life savers. Each contact costs Ms. Candyman 1 life and she will nose-dive head first off the bottom of the playfield. A wrecker or ambulance will carry her off. If 1 or more lives remain she will take up her normal starting position at the top, then the game resumes.

Periodically you become eligible for a bonus life and a chance to earn extra score. This happens every 2 screens as you finish clearing the screen you are on. The screen will turn blue and sound will intensify. This is your chance to get those pesky Ghosts. Move quickly to run over as many as possible in the allotted time. Each Ghost is worth 990 extra calorie points. No life savers can be eaten during the blue bonus round.

For each screen that is cleared a new one will appear and the game speed will increase. Periodically the Goblin that has been jumping up & down in the cage will be let loose to help the Ghosts. On difficulty #1 this is every 2 screens and on difficulties #2 & #3 this is every screen. This continues until a total of 6 animated characters are on the screen trying to catch you and protect the life savers. At this point additional screens will continue with added playing speed only. On difficulties #2 & #3 this is where the radar screen appears. The last 2 Goblins will begin to disappear and re-appear with a pop periodically on difficulty #2 and at random on difficulty #3 (no pop).

Play will continue until you have 0 lives left. When this occurs the screen will flash different colors and the sounds will change rapidly.

For a replay squeeze trigger #1.

You may bypass the music by squeezing trigger #1.

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PLAYING TIPS:

Start by getting as many of the unprotected life savers as possible, quickly!

Then watch carefully the positions of your opponets and try to stay at least one jump away. Wait until they have made a move then quickly run right past them, grabbing a life saver.

Be especially aware of the first two ghosts as they move very fast. However, when these first two move on top of each other they will disappear (only for a moment until one of them moves off). At this instant you may move Ms. Candyman right across the square they have disappeared on.

When the radar screen comes on you can watch the last two goblins, when they disappear from the playfield you can track them on the radar. This gives you a chance to go into the area where they were and grab the life savers. Watch the radar and don't be there when they re-appear a moment later.

