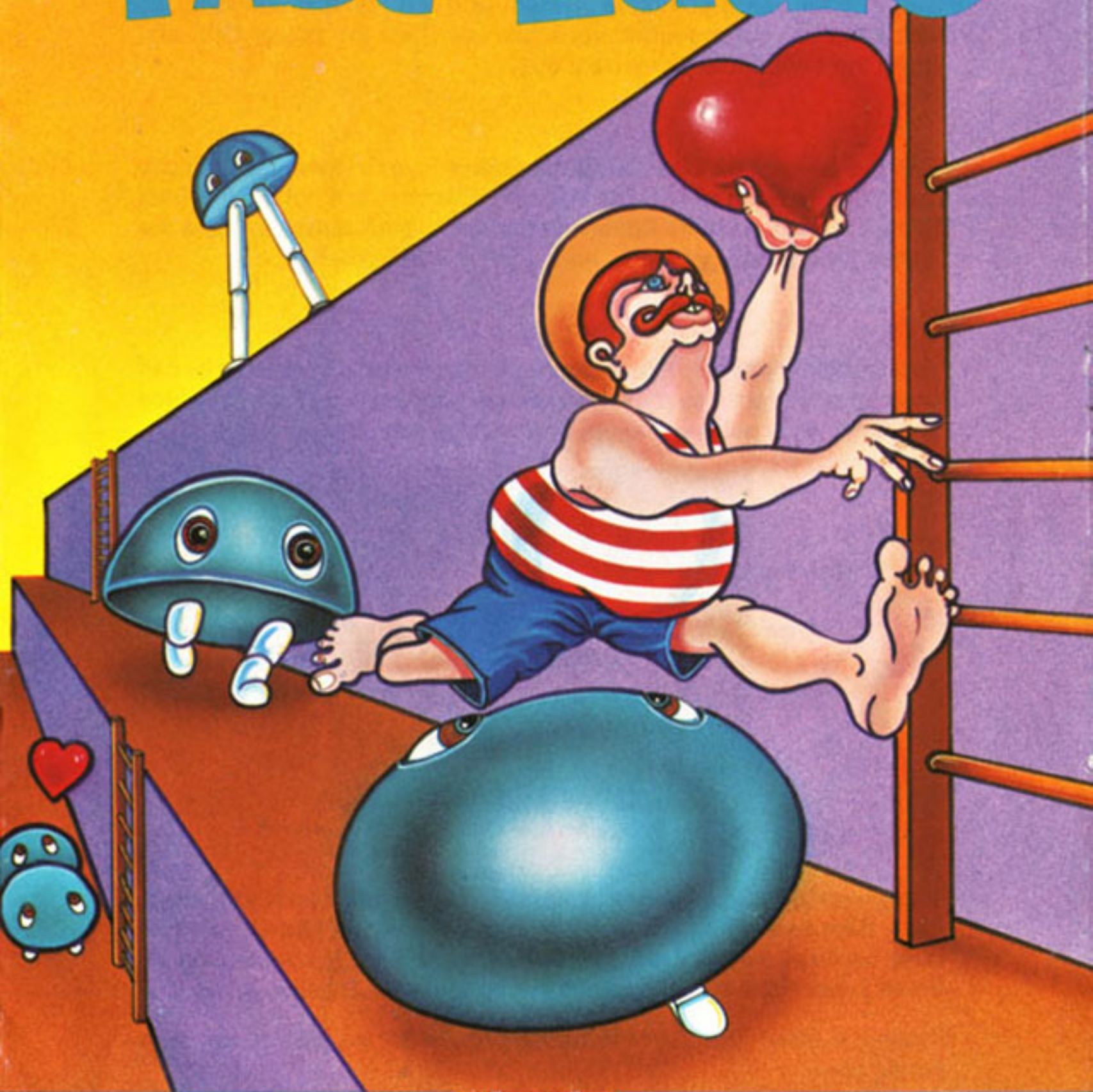


FAST EDDIE



GAMES
OF THE
CENTURY™

GAME INSTRUCTIONS

FAST EDDIE

TO SET UP:

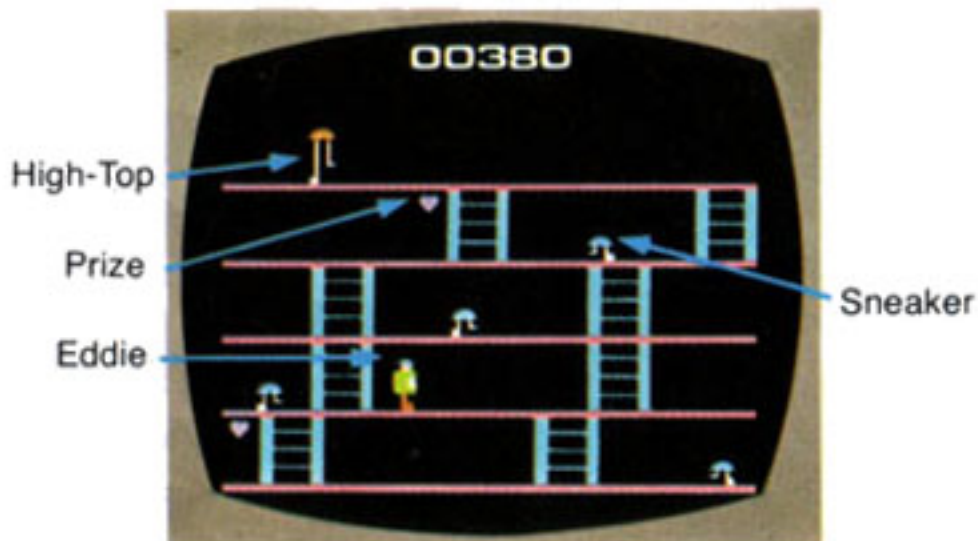
Set up your video computer system and left joystick controller as instructed in your manufacturer's manual. Turn the power OFF and insert the Fast Eddie game cartridge.

TO BEGIN:

Turn the power ON. Use the Game Select lever to select a Difficulty Level, one through eight. (The Difficulty Switches are not used in Fast Eddie.) Press the Game Reset lever or the joystick button to leave the "Demo Mode" and get ready, here comes Fast Eddie!

THE OBJECTIVE:

Your objective is to help Eddie capture as many floating prizes as he can jump up and grab. You must keep Eddie hopping over the pesky little Sneakers while guiding him up, down and around the screen.



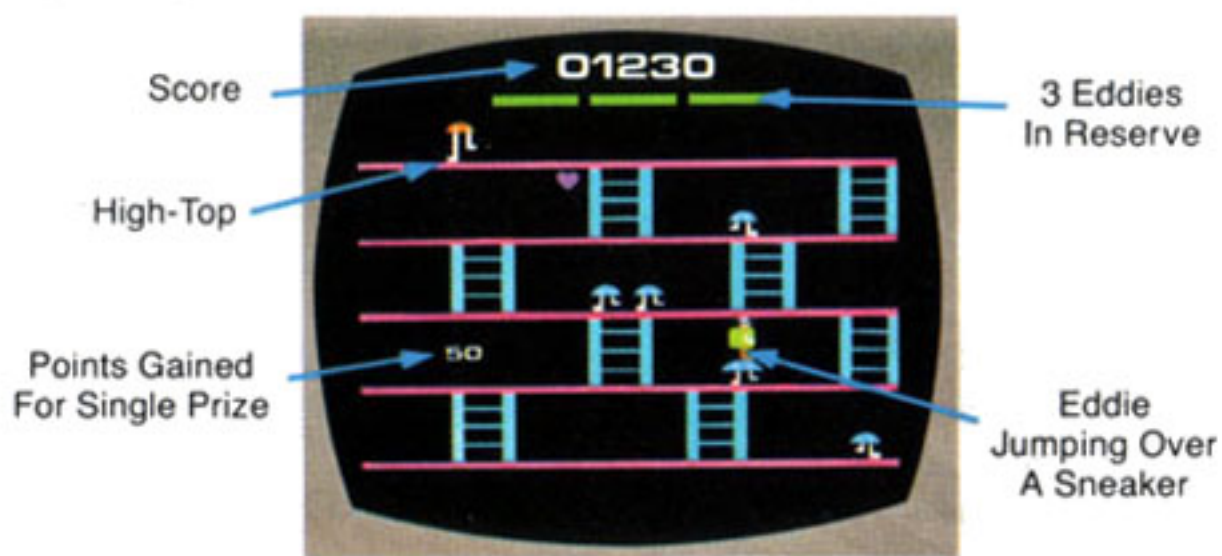
THE CONTROLS:

Tilting your joystick left and right makes Eddie run back and forth across each floor and tilting the joystick forward and backward gets him climbing up and down the ladders. Pressing the joystick button makes Eddie jump. For a big leap, press the button while Eddie is running.

Press the Color-B/W lever to pause and start the game at any time during play.

SNEAKERS:

Sneakers are the little critters who guard the prizes and they love nothing better than to trip up Fast Eddie. Eddie's only defense is to climb to another floor or hop over the little pests. Different sizes and combinations of Sneakers appear in each play level. Eddie can hurdle all of them, with a little practice, except for the world's tallest Sneaker, High-Top, who guards the upper floor. Every time Eddie grabs a prize, High-Top gets shorter until Eddie is able to jump over him too!



PRIZES:

Each new screen of Fast Eddie has a total of ten floating prizes that will appear two at a time. It's Eddie's job to hop up and grab as many as possible. After he's snagged nine prizes, a key appears directly above High-Top, which Eddie must also jump up and grab. Snatching the tenth prize is optional, but worth 90 extra points. After Eddie gets the key, it's on to the next screen and new prizes!

EDDIE:

You begin each game with four Fast Eddies. Each time you snatch a key, you get a bonus Eddie. You are limited to three bonus Eddies at any one time. The number of reserve Eddies is displayed by bars located under the score. When your last Eddie is tripped up, the game ends.

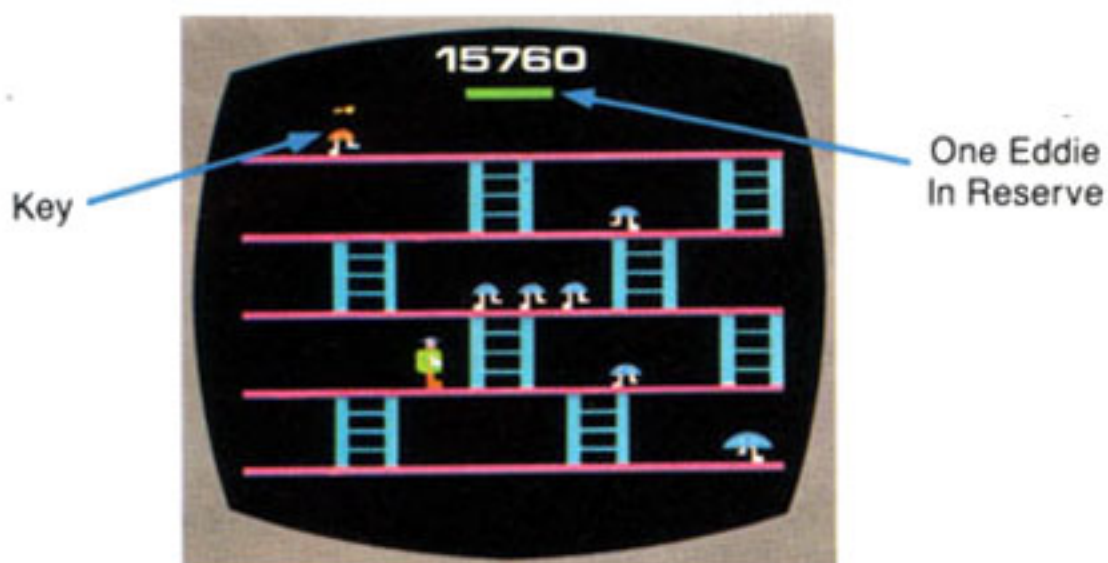
DIFFICULTY LEVELS/PLAY SCREENS:

Use the Game Select lever to advance Fast Eddie to the next level of difficulty at any time. Fast Eddie will automatically advance after capturing all of the keys from the play screens in each level.

There are five play screens, and therefore keys to capture, in each difficulty level. The Ladder placement and kinds of prizes change with each new screen. The combinations of Sneakers change with each new level.

SCORING:

The number of points received for each prize caught is shown for a short time on the screen where the prize was taken. The first prize in each play screen is worth 10 points. The second prize is worth 20 points, and so on, up to 90 points. The total current score is displayed at the top of the screen. Be sure to record your high scores on the back of this folder!



HINTS FROM THE DESIGNER . . .

Learn to jump while running toward an oncoming Sneaker. This gives you the longest leap, and is the best way to play the game successfully.

Another strategy is to jump when you're right against the edge of the screen. The Sneaker will run under you and either pass by or bounce back before you come down.

Eddie is always safe while on a Ladder, but you must be extra careful when Eddie is on Ladders that align. A heavy hand on the joystick will have Eddie climbing up and down Ladders out of control.

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Program And Audio Visual © 1982 Sirius

TOP HOPPERS

Name	Level	Score

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