MINER 2049er

EQUIPMENT REQUIREMENTS

Coleco compatible Controller
Miner 2049er cartridge
TV or monitor

ONE/TWO PLAYER GAME - Miner 2049er can be played by one or two players. Select by pressing 1 or 2 when prompted for the number of players. Press 2 only if a second controller is connected.

OBJECTIVE - The objective of Miner 2049er is for Bounty Bob to survive all 11 game levels in succession without being destroyed. The game is over when the *third* Bounty Bob is destroyed. Miner hats in the upper left corner of the screen represent how many Bounty Bobs you have left. To reach each successive level, Bounty Bob must MASK the entire framework on the present level before the time display reaches 0. After all the framework has been masked, the time left on the clock is converted to points and added to your score.

GAME LEVELS - Miner 2049er consists of 11 levels.

1) Ladders
2) Slides
3) Elevator
4) Lillipads
5) Moving Lillipads
6) Radioactive Pool
7) Multiple Lifts
8) Hydraulic Pump
9) Stompers
10) Cannon
11) Uranium

SCORING - Scoring is as follows:

Miner tools	150 points
Mutants	100 points
Framework	5 points per section
TNT	150 points per ton/bundle

An extra Bounty Bob is rewarded upon reaching 10000, 30000, and 50000 points.

BOUNTY BOB MOVEMENT - Bounty Bob can walk, jump up, forward or backward, climb up and down ladders, and slide down the slides.

Controller - Use the controller to move Bounty Bob in all directions.

Jump button - Jump in place
Controller + jump button - Jump forward/backward

COMMANDS - The commands that are active throughout the game are:

- Pause game and time on/off
0 - Restart game
* - Sound on/off

MUTANTS - Mutants are dangerous until one of the miner tools is taken. After a miner tool has been taken, the Mutants change color and acquire a friendly appearance - they smile for a few seconds. During this friendly period they are vulnerable and may be touched to destroy them

forever. If they are not destroyed, they will flash and then return to their dangerous state. Bounty Bob must jump over the Mutants to survive when miner tools are not involved in a level.

ELEVATOR (3) - Press #5 to retrieve the elevator to Bounty Bob's level. Press 1-4 to arrive at the desired level. Bounty Bob must be on the elevator when you press 1-4 to set it in motion. He may jump off the elevator at any time while it is moving.

LILLIPADS/LIFT (4,5,7) - Bounty Bob assumes the same motion as the lillipads and lifts.

RADIOACTIVE POOL (6) - Falling into the radioactive pool is lethal.

HYDRAULIC PUMP OPERATION (8) - To operate the lift Bounty Bob must first be standing on it, then press #5 to turn on the lift. Use the controller to move the lift up and down. Press the jump button to turn it off and give movement back to Bounty Bob.

STOMPERS (9) - Contact with the Stompers is lethal. The moving platforms in this level are different from those in other levels in that they can only be used once. Once Bounty Bob jumps off a platform, it will stay in that position until the end of the level.

CANNON (10) - Bounty Bob must advance to the upper framework by being shot out of a cannon. To do this, he needs to go to the TNT chamber and eat TNT, climb the

ladder, and then fall into the cannon. Move the cannon to the desired location using the controller. Press the jump button to fire the cannon . He will then move up 1 level per ton of TNT that he has eaten. You will also receive 150 points per ton/bundle of TNT taken. Be careful not to eat more than 3 tons of TNT at a time as this will shoot him out of the cannon at lethal speeds.

Uranium (11) - Congratulations! You've made it to the eleventh level. Take the uranium and collect bonus points.

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