Bally MIDWAY™

Up'n Down™

OFFICIAL ARCADE GAME

BY SEGA®



COLECOVISION® AND ADAM™

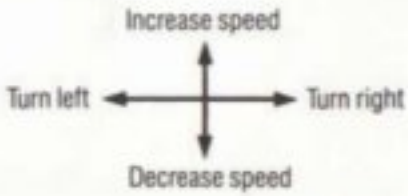
You're racing your BAJA BUGGER over dangerous and treacherous roads. But your opponents aren't just trying to win the race, they're trying to make it the last race you run. To stay alive, jump your BAJA BUGGER and land on top of your opponents.

Earn points by collecting flags, balloons and other prizes along the course. Watch out for TOASTERS, PICK-UP TRUCKS, FLAG CARS, TANKS, WEDGE CARS and other deadly opponents. They'll try to collide with you...and if they do, you're dead.

Fasten your seat belt and get ready for the widest strip of road you've ever been crazy enough to drive.

USING YOUR CONTROLS

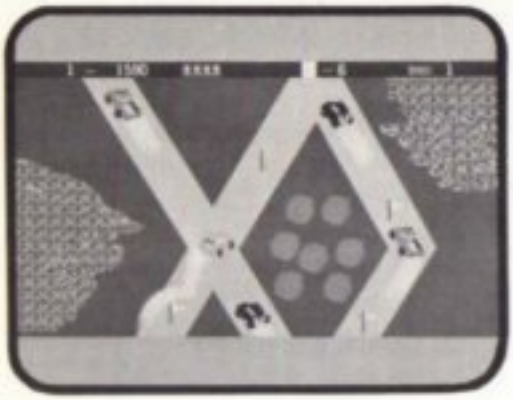
1. Insert the game cartridge while power is OFF.
2. Turn the power ON.
3. Use Controller #1 to choose one or two players.
   1 = 1 player, easy game
   4 = 2 players, easy game
   3 = 1 player, hard game
   6 = 2 players, hard game
4. * replays same game
   # puts you back on the menu screen after game is over
   0 pauses the game.
5. Use your four-way joystick control to maneuver your BAJA BUGGER over the course.

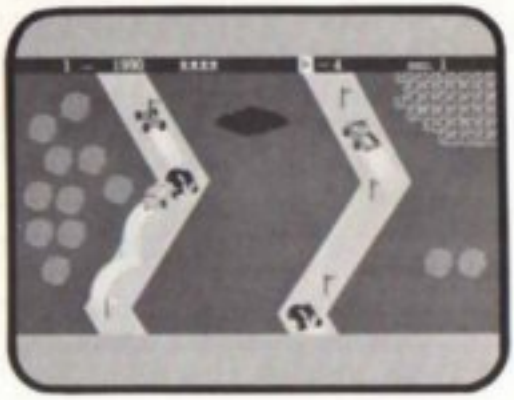


6. Press the FIRE button to make your BAJA BUGGER jump. You can jump in place, from one road to another, or from point to point on the same road.

   NOTE: The BAJA BUGGER can only jump while moving forward. If you pull back on the joystick control while jumping, the BAJA BUGGER will accelerate backwards until the jump "action" is complete. This is important because you may want to move backward to collect flags and other prizes.

HOW TO PLAY





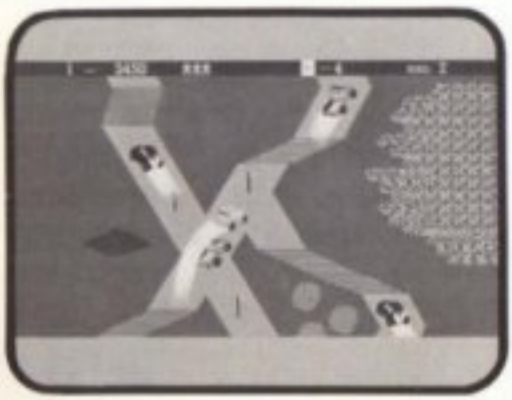
The screen shows various treacherous roads which scroll from the top of the screen to the bottom. Flags are collected simply by driving over them with your BAJA BUGGER. Flags turn white when you pick them up. The colored ones left are the ones you still need to pick up. A flag display at the top of your screen indicates the number of flags you've collected.

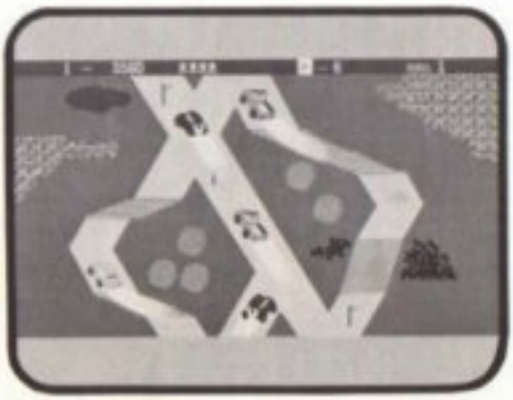
The course has at least two lanes which zig-zag across the screen and will intersect along the way. Some roads might lead to maps which let you jump across stretches of broken road and some roads lead to dead ends.

If you jump and land off the road at any point, you lose one of your five cars. After your fifth BAJA BUGGER is destroyed, the game is over.

The number of BAJA BUGGERS you have remaining is indicated by little white cars in the center of your screen.

The courses become more difficult to survive as you progress from one round to the next, up to round five. After five, rounds will repeat beginning with round 1 and repeating through 5. For example: round 6 will be a more difficult version of round 1. When all ten flags have been collected, you advance to the next, more difficult road.





The round counter goes to 99. Round counter is in the upper right corner of the screen.

As your BAJA BUGGER travels across the treacherous roads, you'll encounter various opponents along the way. They may come from behind or may be moving in front of you at a slower or faster speed. You earn points for successfully jumping on top of them. If you collide with any of these opponents or jump up and off the track, you lose one of your BAJA BUGGERS.

SCORING

The score for player 1 is located at the top left corner of the screen. The score for player 2 is located at the top right corner of the screen. Each round you advance will bring new opponents and prizes to the track. You'll have to be more aware not to collide with them. Be ready to jump them for extra points. One flag is displayed at the top of the screen next to the Player 2 score. It will toggle the colors of the flags that you still need to pick up; the number of flags you need will be displayed next to it. Here's how you earn points:

Collect flag	100 points
Collect balloon	600 points
Collect ice cream cone	600 points
Collect cherries	600 points
Jump on opponent	400 points
In addition, your speed and the distance you cover in a certain period of time could earn you bonus points	10 points

If you jump on a flag car carrying a colored flag, you'll get points for jumping on an opponent and for collecting a flag.

After you have completed one level of play, a display will indicate the time it took to complete that course. If your elapsed time falls into one of the five bonus levels, that bonus will flash for three seconds and will be added to your score. The game will automatically go to the next round.

Your game time _____ minutes _____ seconds

0–19 seconds	20,000
20–29 seconds	10,000
30–39 seconds	5,000
40–49 seconds	3,000
50–59 seconds	1,000
60 seconds and up	no bonus

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