

# VIC-20

## COMPUTER GAMES ON CARTRIDGE

Compare our real  
computer games to  
ordinary video games!



Commodore VIC 20 computer games on cartridge are just like real arcade games—not imitations. Judge the resolution, graphics, sound effects and play action for yourself. The difference between a real **computer game** and just a video game is easy to see. Here are a few reasons why VIC 20 computer games are best:

- **SCREEN POSITION:** When the display first appears on the screen, you can adjust the horizontal *position* of the picture by pressing the CRSR control key. This unique feature allows for variances between different television sets.
- **KEYBOARD/JOYSTICK:** Most VIC computer games work both from the keyboard *and* with a joystick. Most standard joysticks plug directly into the VIC 20 game port connection. (A few of our more sophisticated games/simulations use the keyboard—only as a “control console.”)
- **SILENT DEMONSTRATION:** If you don't play a game within several seconds after turning it on, the game gives you a silent demonstration of itself to show you how the game is played! Also, the opening display on most games shows you which keys or joystick positions affect which actions.
- **HIGH SCORE CHALLENGE:** Another unique feature is the “HIGH SCORE” line which shows you the highest total so far. The VIC 20 “remembers” the highest score recorded . . . just like an arcade game . . . until you turn the VIC off. A few games (like RAT RACE) have preset high scores which give you targets to shoot for.

### GETTING STARTED

1. Turn on your television set.
2. Turn your VIC 20 off (you will greatly increase the “life” of your game cartridges if you turn the VIC off before inserting or changing cartridges).
3. Insert the game cartridge.
4. Turn the VIC 20 on.
5. Adjust the picture on your screen by typing the CRSR key.
6. Type the appropriate START KEY. VIC games may be started by pressing one of the following keys: fl, P or RETURN. Here are some sample start keys:

TITLE	START KEY
VIC AVENGER .....	P
SUPERSLOT .....	P
JUPITER LANDER .....	f1
ROAD RACE .....	f1
SUPER ALIEN .....	f1
DRAW POKER .....	RETURN

7. Play the game using either the joystick or keyboard controls explained on the reverse side of this sheet.
8. Turn the computer off before inserting another cartridge.

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# INSTRUCTIONS

TITLE	OBJECT/RULES	SCORING	CONTROLS
<b>VIC AVENGER</b> (Arcade-style action.)	Use your laser cannon to score as many points as you can by destroying the attacking aliens before they destroy you. Three rounds, aliens increase speed as they force skirmishes.	10, 20 or 30 points for aliens. Mystery points for flying saucers.	<b>Keyboard Controls</b> A Key = Fire L Key = Left ; Key = Right <b>Joystick (optional)</b> Joystick = Movement Button = Fire
<b>JUPITER LANDER</b> (A super space simulation!)	Land your spaceship safely on the only solid landing site on Jupiter. Make as many exploratory landings as possible before fuel runs out. Three landing sites (3 difficulty levels).	The softness of your landing is shown on the meters-per-second gauge on the right side of the screen. Land below the yellow zone=crash. The softer the landing the more points you get. Try to land with the marker high in the yellow zone.	<b>Keyboard Controls</b> A Key = Left thrust D Key = Right thrust f1 Key = Heavy thrust f2 Key = Middle thrust f3 Key = Low thrust
<b>SUPERSLOT</b> (Casino-style action.)	Start with <u>80</u> coins—risk free—and bet up to 5 coins at a time. Just like Vegas and Atlantic City's computerized slot machines! Conserve coins, play the odds and try to increase your stake.	Win 2 to 3000 coins depending on the outcome of your slot machine "pull."	<b>Keyboard Controls</b> C Key = Drop coin V Key = View winning comb. P Key = Pull handle <b>Joystick (optional)</b> Joystick = Pull handle Button = Drop coin Push Forward = View comb.
<b>DRAW POKER</b> (Card play strategy game.)	Bet up to 9 coins. Draw 5 cards. Hold the ones you want to play, discard the rest. Bet again. Deal again—build your stakes. After you win you can draw 1 card (double or nothing).	Your hand and bet determines how much you win (or lose).	<b>Keyboard Controls</b> B Key = Bet C Key = Hold card RETURN Key = Hold card of your choice & proceed to next card. D Key = Double
<b>SUPER ALIEN</b> (Space-maze game.)	You have to clear a space maze of aliens, and your only weapon is an "alienbubble" to trap the aliens.	Blow up bubbles, trap the aliens, deflate the bubbles within a few seconds before the aliens eat their way out—and eat you! 100 to 1000 pts for each alien.	<b>Keyboard Controls</b> P Key = Move up L Key = Move left ; Key = Move right , Key = Move down A Key = Inflate D Key = Deflate <b>Joystick (optional)</b> Joy = movement Button/up = Inflate Button/down = Deflate
<b>ROAD RACE</b> (Night time trials simulation.)	You're speeding down a darkened highway. The object is to drive as far as you can before your fuel runs out. Start (ignition), shift gears, steer, accelerate. Don't overheat or crash.	Drive for distance. Reach maximum KM in 100 seconds. Extra time for 6 KM.	<b>Keyboard Controls</b> A Key = Left D Key = Right f1 Key = Top gear f3 Key = 3rd gear f5 Key = 2nd gear f7 Key = 1st gear RETURN = Acceleration I Key = Ignition
<b>RAT RACE</b> (Excellent chase maze, time limit game.)	You're a "rat" in a rat race, trying to find and eat all the cheeses before time runs out, an "enemy rat" catches you, or a black cat eats you!	2x cheese doubles score. Each cheese = 100 and each extra cheese increases by 100. Challenge round (go for speed) 20,000 pt= Bonus Rat.	<b>Keyboard Controls</b> A Key = Magic stars P Key = up L Key = Left ; Key = Move right , Key = Move down <b>Joystick (optional)</b> Joystick = Movement Button = Magic stars