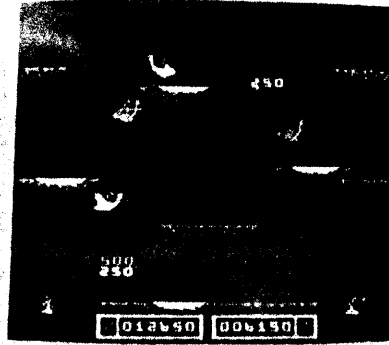


BUZZARD BAIT

We've done it again. You thought The King was great? Wait til you see this!! Outstanding high resolution graphics, tremendous sound make this "joust" type game a must for your software collection. As you fly from cloud to cloud you will enjoy sky high excitement dealing with the challenges presented to you by this newest release by Tom Mix Software.

By Rugby Circle



JOYSTICKS REQUIRED

32K MACHINE LANGUAGE

TAPE \$27.95

DISK \$30.95

LOADING INSTRUCTIONS:

CASSETTE: Turn on your Color Computer, and Rewind the tape to the beginning. Type CLOADM and press <ENTER>. After the program has completely loaded, type EXEC and press <ENTER>.

DISKETTE: Turn on both your Color Computer and your Disk Drive, and correctly insert the diskette. Type LOADM and press <ENTER>. After the program has completely loaded, type EXEC and press <ENTER>.

CORRECT COLOR-SET:

Immediately after the program begins, your screen will become completely BLUE or RED. Press the RESET BUTTON (located on the back of your Color Computer) until the screen becomes completely RED. Once the screen is RED, press any key to begin.

PLAYING THE GAME:

The game begins with a brief introduction. After the introduction, the playing field will be displayed, and the computer will ask "1 or 2 PLAYERS?" Answer this question by pressing the 1 or 2 key respectively.

OBJECTIVE: The objective in BUZZARD BAIT is to proceed to higher levels of difficulty by destroying all of the enemies for every wave.

HOW TO FLY: Pressing the Button on the Player's Joystick causes the Player's bird to flap its wings once. The bird will fly in the direction indicated by the Player's Joystick.

JOUSTING: To dismount an enemy or opponent, you must fly into him with your lance above his. You will lose the joust if your lance is below his. If the two lances are even, neither bird is dismounted.

EGGS: After an enemy bird has been dismounted, his empty bird flies off the screen, however the rider of the bird is transformed into an unhatched Egg. After a short time, the Egg begins to hatch, and once hatched, the rider will be picked up by an enemy bird. To stop this regeneration process, a Player must capture (touch) the Eggs. Capturing an Egg yields a Player a point value that is based on the number of Eggs that he has already captured (see POINT VALUES). A 500 point bonus is awarded for capturing an Egg before it touches a Land Mass.

LAND MASSES: As the game progresses, certain Land Masses crumble away. This not only gives you and your enemies more room to fly, but it also allows for strategic maneuvering.

PTERODACTYL: After a Player has remained on a wave for some time, the PTERODACTYL will fly onto the screen. Touching the PTERODACTYL is fatal. The only known method of killing the PTERODACTYL is "Jousting" it in its throat.

PHASING IN: Once a Player has been dismounted, his empty bird will fly off the screen. Assuming that he has mounts in reserve, the Player will then be Phased back into the playing field on one of the four white Phasing Pads. The Phasing (which is the color of the Player's rider) will last for a few seconds or until the Player's Joystick Button is pressed.

LAVA/HAND: On either side of the lowest Land Mass, the Lava Pits can be seen. During the first two waves, these Pits are covered by a structure. By the third wave, however, the Lava has risen so high that the structure burns away. During the waves above wave four, the Pits are inhabited by the LAVA HAND. This hand grabs passing birds and pulls them into the Lava. Note that once a bird has touched the Lava, there is no way to escape.

RESTARTING: At any time during your game, you may press the "R" key to restart the game. Once a game has ended, pressing the button on your joystick will restart the game.

PAUSING: At any time during your game, you may press the "P" key to stop the action. To continue, simply press any key or joystick button.

POINT VALUES:	1st EGG a Player captures	250 POINTS
	2nd EGG a Player captures	500 POINTS
	3rd EGG a Player captures	750 POINTS
	All EGGS captured after 3rd	1000 POINTS
	Remaining mounted throughout a SURVIVAL WAVE	3000 POINTS
	Not dismounting your opponent during a TEAM WAVE	3000 POINTS
	Dismounting your opponent during a GLADIATOR WAVE	3000 POINTS
	Dismounting your opponent during a NON-GLADIATOR WAVE	2000 POINTS
	Dismounting a BOUNDER (red)	500 POINTS
	Dismounting a HUNTER (white)	750 POINTS
	Dismounting a SHADOW LORD (blue)	1500 POINTS
	Killing the PTERODACTYL	1000 POINTS

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