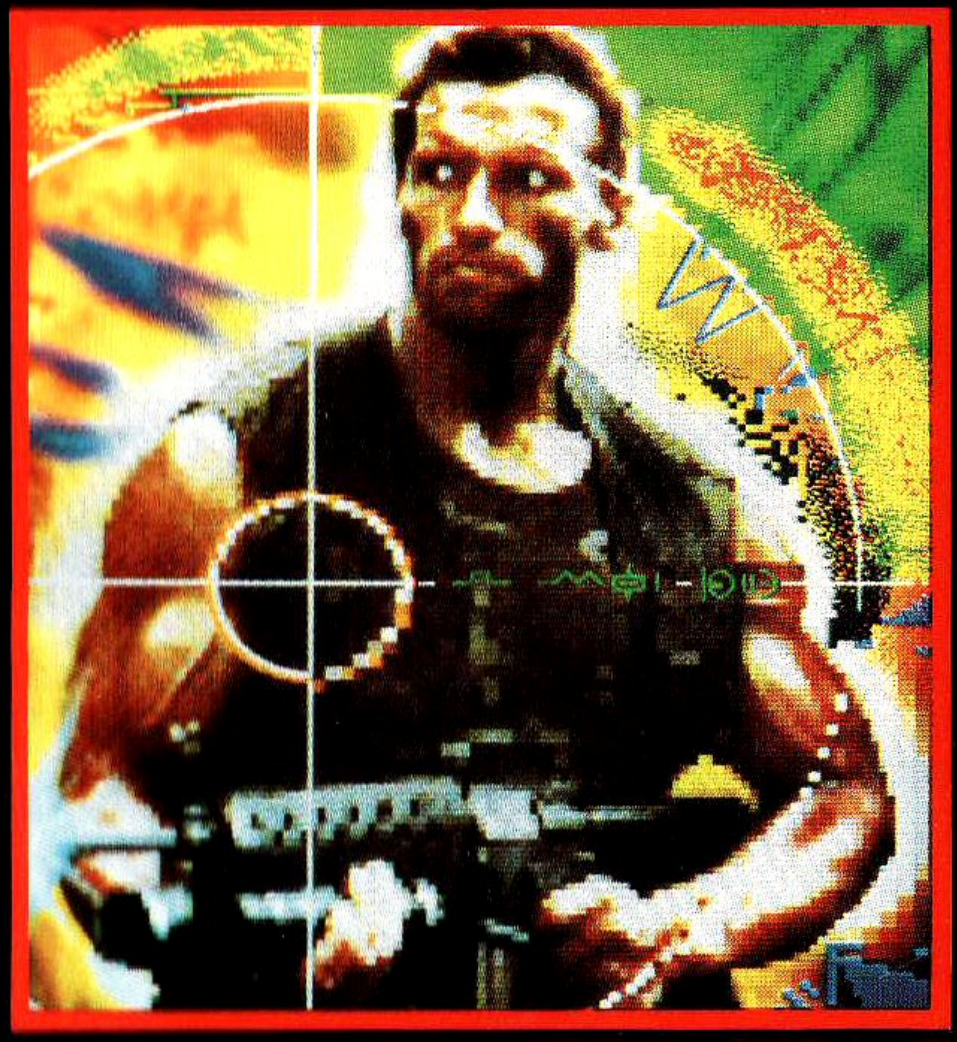
TANDY®

Cat. No. 26-3165

Color Computer 3

PREDATOR



"IF IT BLEEDS WE CAN KILL IT"

ACTIVISION®

Predator was reprogrammed for the Color Computer 3 by Greg Zumwalt.

Produced by Kelly Zmak.

Product testing by Stew Perkins.

For a recorded message about our newest software, call 415 329-7699. For technical help, call Technical Support between 9:00 a.m. and 4:30 p.m. Pacific time, Monday through Friday: 415 329-7699.

For information about our products, write to:

Product Information
Activision
P.O. Box 3048
Menlo Park, CA 94025-3048

For the best service, be sure to ***note the subject of your inquiry on the outside of the envelope.***

Copying Prohibited

This software product is copyrighted and all rights are reserved by the copyright holder. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling, or otherwise distributing this product without the express written permission of the copyright holder are violations of U.S. Copyright Law and are hereby expressly forbidden.

Predator title and characters © Twentieth Century Fox. All rights reserved.
Program © 1989 Activision.
Tandy is a registered trademark of Tandy Corporation.

Survival is the Name of the Game

You are Major Dutch Shaefer. The Predator knows you.

The Predator knows no pain—and shows no mercy. It has already destroyed all the men of your crack commando unit. It would like nothing better than to skin you alive and add your skull to its collection. Blow it away, and it will only come back. Just for fun. Just for you.

Soon, you'll wonder which one of you is the hunter and which is the hunted.

When you're dropped into the jungle, you'll get to battle guerillas hand-to-hand while dodging scorpions, deadly rolling rocks, and the Predator's pets. Survive all that and you get to meet the Predator—again and again.

Can you win? More to the point, can you survive? Because in *Predator,* just staying alive through all the stages of raw combat action is winning.

Getting Started

To load *Predator* into your computer, follow these steps:

1. Start with your computer turned off and the cartridge slot empty.

2. Place the *Predator* cartridge in the cartridge slot, label side up. Make sure it is inserted securely.

3. If you're using a joystick to control Dutch, make sure it's plugged into the joystick port on the back of your computer. (You must have a two-button joystick—if you have a one-button joystick, you'll have to play *Predator* from the keyboard.)

4. Turn on your computer and monitor.

You can play *Predator* with a two-button joystick or the keyboard. While the title screen is displayed, press **J** for Joystick or **K** for Keyboard.

Press the primary joystick button or the space bar to start the game.

Controls

Turning Off the Music. You can turn the background music off by pressing the **S** key while the title screen is displayed.

Taking a Break. To temporarily stop a game, press your computer's large **Esc** key. This halts game play until you press the **Esc** again.

Directing Dutch with a joystick. You control Dutch's movements in the usual way: move the Joystick right to move Dutch right, and left to move him left.

Press the primary joystick button to make Dutch jump. Move the Joystick left or right while he's in the air to control where he lands. The longer you hold down Button 1, the higher Dutch jumps.

Press the secondary joystick button to make Dutch punch or shoot.

Directing Dutch from the keyboard. Use the left and right arrow keys to move Dutch left and right. Press the down arrow to make him duck, and the spacebar to make him jump. Press the **F** key to make Dutch punch or shoot.

Going to the next level. Push the joystick forward or (if you're using the keyboard) press the up arrow key to warp to the next game stage when Dutch finds the cave in the jungle (see "Playing the Game," below).

Giving up and starting over. If you get stuck, you can press **Q** to knock off Dutch—then you can start over.

Playing the Game

Welcome to the jungle, Dutch. You arrive with only the clothes on your back. You see tree-covered ledges ahead of you, mostly blocked by piles of rock or cut by bottomless chasms. You need to jump from ledge to ledge to find weapons, and to find the cave that will lead you to the next level of action.

Until you find a machine gun, a laser rifle, or a grenade, all you have are your fists. So your first job is to find a weapon—fast. Meanwhile, you must dodge or destroy guerillas before they destroy you.

Watch out for scorpions. One touch from one of them and you lose a life point. There are other dangers, too, including moving boulders. If anything moves, get out of the way, jump over it, or shoot it. You can duck and shoot at the same time—a good way to waste scorpions.

Dutch has four lives, with ten life points for each life. Any time he's shot by a guerilla or touched by a scorpion, he loses a life point. The life points appear as white boxes in a row, along with the weapon he is carrying. When he loses all ten points, he dies, losing one of his lives. Falling in a chasm is instant death. If he loses all four of his lives, the game is over.

Dutch's Weapons

Punch. Dutch can usually rely on his fists. If he has no other weapon, he can punch out his opponents. Good against the guerillas and other creatures. Keep in mind, though, that Dutch cannot punch while he's ducking.

Machine gun. Good against guerillas and jungle creatures. You can also destroy the Predator with your machine gun.

Laser Rifle. You can destroy anything with your laser rifle, including the Predator. You can also destroy rocks in the jungle, making your jungle journey a little easier.

Grenade (PINE). Grenades destroy anything, including Dutch. Be careful where you place a grenade to avoid destroying yourself.

Jumping

Be careful when you make Dutch jump from ledge to ledge or across chasms. He won't make it across wide chasms without using small ledges along the way. Be sure to guide him to safe landings when he jumps.

The Next Stage

If Dutch stays alive battling through the jungle, he'll find the cave that takes him to the next stage. Once Dutch is there, push forward on the joystick or (if you're playing from the keyboard) press the up arrow key to warp to the next stage.

There are 30 stages in all. Some stages have two caves—one might take you to the next stage, and one might send you back to a previous stage. You'll just have to choose.

Picking Up Where You Left Off

Don't try to restart by selecting **Start** on the options screen—if you do, you'll begin at stage 1 of the game. Instead, select **Continue**—you'll restart at the stage where you left off.

TERMS AND CONDITIONS OF SALE AND LICENSE OF TANDY COMPUTER SOFTWARE PURCHASED AND LICENSED FROM RADIO SHACK COMPANY-OWNED COMPUTER CENTERS, RETAIL STORES AND RADIO SHACK FRANCHISEES OR DEALERS AT THEIR AUTHORIZED LOCATIONS

USA LIMITED WARRANTY

TANDY Software is licensed on an "AS IS" basis, without warranty. The original CUSTOMER'S exclusive remedy, in the event of a Software manufacturing defect, is its repair or replacement within thirty (30) calendar days of the date of the Radio Shack sales document received upon license of the Software. The defective Software shall be returned to a Radio Shack Computer Center, a Radio Shack retail store, a participating Radio Shack franchisee or participating Radio Shack dealer along with the sales document.

EXCEPT AS PROVIDED HEREIN, RADIO SHACK MAKES NO EXPRESS WARRANTIES, AND ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE IS LIMITED IN ITS DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES SET FORTH HEREIN.

Some states do not allow limitations on how long an implied warranty lasts, so the above limitation(s) may not apply to CUSTOMER.

RADIO SHACK SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED OR ALLEGED TO BE CAUSED DIRECTLY OR INDIRECTLY BY "SOFTWARE" LICENSED OR FURNISHED BY RADIO SHACK, INCLUDING, BUT NOT LIMITED TO, ANY INTERRUPTION OF SERVICE, LOSS OF BUSINESS OR ANTICIPATORY PROFITS OR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES.

Some states do not allow the limitation or exclusion of incidental or consequential damages, so the above limitation(s) or exclusion(s) may not apply to CUSTOMER.

SOFTWARE LICENSE

RADIO SHACK grants to CUSTOMER a non-exclusive, paid-up license to use the Tandy Software on **one** computer, subject to the following provisions:

A. Except as otherwise provided in this Software License, applicable copyright laws shall apply to the Software.
B. Title to the medium on which the Software is recorded is transferred to CUSTOMER, but not title to the Software.
C. CUSTOMER shall not use, make, manufacture, or reproduce copies of Software except for use on **one** computer and as is specifically provided in this Software License. Customer is expressly prohibited from disassembling the Software.
D. CUSTOMER is permitted to make additional copies of the Software **only** for backup or archival purposes or if additional copies are required in the operation of **one** computer with the Software, but only to the extent the Software allows a backup copy to be made.
E. All copyright notices shall be retained on all copies of the Software.

The warranties granted herein give the **original** CUSTOMER specific legal rights, and the **original** CUSTOMER may have other rights which vary from state to state.

WARNING

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty. Please see above for complete warranty. U.P.S. or registered mail is recommended for returns.

Please send to:

WARRANTY REPLACEMENTS
Consumer Realtions
Activision
P.O. Box 3047
Menlo Park, CA 94025

ACTIVISION®

©1989

Distributed by MEDIAGENIC

YC-188-03