



TOM MIX SOFTWARE
4285 BRADFORD N.E.
GRAND RAPIDS, MI 49505

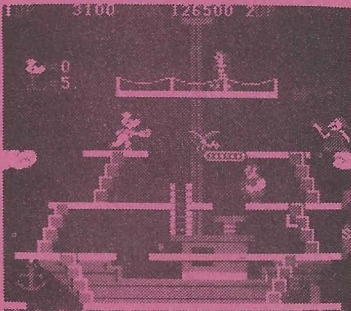
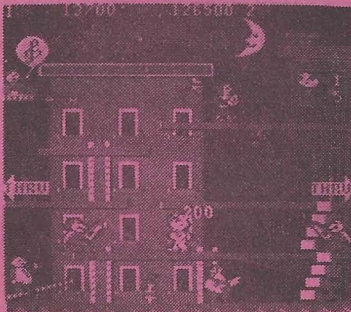
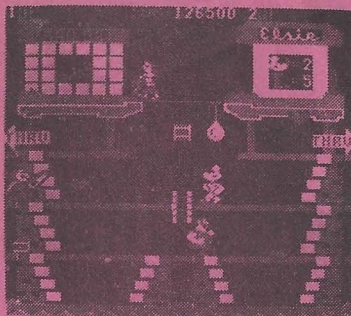
SAILOR MAN

**64K MACHINE LANGUAGE
TAPE \$29.95 DISK \$34.95**

** The Screens **

1. The first screen objective is to catch enough of Elsie's kisses (those Red Heart Shaped Things) to fill in the squares on the Sailorman's house. If you can time your punch just so, you can send the punching bag over to knock the bucket down and, with a little bit of luck, right onto **Bigfatbadguy's** head. This will give you a little (but not much) time to catch all those RHSTs.

2. You must avoid contact with **Bigfatbadguy** who is actively pursuing you. You must also be careful of **Oldglyseawoman** who will appear at higher difficulty levels to chuck empties at you. Either avoid the flying bottles or punch them (with the fire button) to keep from being knocked into the water.



3. The second screen objective is to collect enough notes to play Elsie a little love song. You may jump off and onto the other end of **Fatguyeatingahamburger's** teetertotter to fly up a deck and even two decks if you manage to catch hold of **Smartaleckkid's** grab handles. Time it right and away you go.
4. The Third screen objective is to collect enough letters (thrown by Elsie's cries for H-E-L-P) to complete a ladder all the way to the crow's nest where Elsie is calling you. Beware of the Crow, however, who thinks you are after her eggs!
5. On all screens, eating a can of **collard greens** (labeled "S" for Collard and grasped by punching the can just right) will give you amazing speed, strength and agility and allow you to send **Bigfatbadguy** into the drink with a single punch.
6. At any time during play, you may press the < SPACE BAR > to pause for dinner or. . .ah. . .other reasons. Press the FIRE! button to resume action.
7. To save scores to disk, press <S>.
8. To view high score table press <H>.
9. <BREAK> is the thing to press to quit play.
10. <CLEAR> is the thing to press to go to the "options" menu.

* * Loading Instructions * *

1. DISK: LOADM "SAILOR" TAPE: CLOADM
2. This will start the game.

3. In the tape version the next question asked is load high score Y or N. If you have previously saved your high scores, then insert your high score tape and hit Y. **NEVER, NEVER SAVE YOUR SCORES ON THE SAILORMAN TAPE.** Note: If the hearts, musical notes, or letters are allowed to lie at the bottom of the screen for too great a period of time you will expire.

4. Select screen color with the <ENTER> key or <CLEAR> key.
5. Press <ENTER> to immediately begin play, or <CLEAR> to set parameters (see below).

* * Setting Parameters * *

1. If you have pressed <CLEAR> from the demonstration screen, you are now looking at the list of parameters which you may set in order to make "The Sailor" more interesting. Press the <S> key to disable the screen scrolls (between screens - toggles on and off if you change your mind) or press the <M> key to toggle the music on and off when the music between screens has driven you to drink. Use the up and down arrow keys to move the underline up and down to select the option you wish to change.

2. The options are self-explanatory except "Inviso screen" which must be seen to be believed anyway, so we won't tell you any more about it.

3. You may start out on any screen you wish at any level of difficulty (9 is the worst) with any number (1-9) of men available to accomplish the task - except that starting with any more than 3 will prevent you from entering your name in the high score table.

NOTE: All Tom Mix Software is sold on an as is basis. No warranty is expressed or implied except that the program will load. Copies of this program may not be made without the express permission of Tom Mix Software.