

HARD HAT MACK®



TO START

Empty cartridge slot. Turn on Disk Drive. Insert disk. On XL models, hold down **OPTION** key and turn computer on. When Logo appears release **OPTION** key. Non-XL models, turn computer on. Program will now load and run automatically.

To start at level 1 press joystick button after title screen.

2 press 2 after title screen, then joystick button.

3 press 3 after title screen, then joystick button.

PLAYER CONTROL: COMMANDS

Move left—joystick left

Move right—joystick right

Move up—joystick forward

Move down—joystick back

Jump—fire

Drop rivet gun—Space Bar

Pause/Continue—ESC

Restart game—START

SCORING

Your bonus time clock starts off with 5000 points and counts down. So the faster you finish a level, the more points you'll get.

At 7000 points you earn another Mack.

Pick up girder 10 points

Ring bell 10 points

Place girder 25 points

Pick up tool box 25 points

Pick up steel block 25 points

Drop steel block into rivet machine 25 points

Rivet girder 50 points

Pick up bonus object 200 points

PLAYING THE GAME: 1ST LEVEL

Finish the steelwork. Grab the girders and fill the holes in the framing. Then get the rivet gun and rivet the new girders into place.

Along the way, you'll want to grab all the bonus items you can get to. They're worth points.

Jumping off any level onto the springboard will vault you to the next highest floor. From the top, you can springboard to the ground floor. You can also change floors by scrambling up and down the chains, or by riding the elevator. From the top girder you can also ring the bell to bring the elevator up. Your enemies are OSHA, the Vandals, gravity and time. The quicker you finish the steelwork, the higher your bonus points will be.



C64 version

A Word of Advice—First level isn't easy. In fact, it can be pretty challenging the first few times you play it. So use your wits. Check out the patterns of the things that can wipe you out. Try to be conservative at first. Speed will come with skill.

PLAYING THE GAME: 2ND LEVEL

Collect all the tool boxes. Do this by jumping on the conveyor, then to the girder that's on the hoist.

Time your leaps onto the upper floors carefully and get all the bonus items you can while you're collecting the tool boxes.

Finish the level by timing your ride up the top floor conveyor so the big magnet will pick you up.



C64 version

PLAYING THE GAME: 3RD LEVELS

Here your mission is to get all the steel blocks and drop them through the holes in the girders into the rivet machine.

The twin springboards at the bottom will help you to cross the abyss.

Beware of the port-a-potti. Look out for the exposed wiring near the conveyor belt. Don't fall into the rivet machines.

Avoid all these things and you will gain enlightenment and the opportunity to be Construction Kingpin in the great metropolis of the future.

You'll also gain the opportunity to go on to level 4. And level 5. And level 6. After that, the sky's the limit.



C64 version