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

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 EXECC and press <ENTER>.
- DISKETTE: Turn on both your Color Computer and your Disk Drive, and correctly insert the diakette. Type LOAD and press <ENTER>. After the program has completely loaded, type EXECC 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 it's wings once. The bird will fly in the direction indicated by the Player's Joystick.

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

EGGS:
After an enemy bird has been josted, its empty body 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 length 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 will crumble away. This not only gives you and your enemies more room to fly, but it also allows for strategic maneuvering.

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

PHASING IN:
Once a Player has been josted, his empty bird will fly off the screen. Assuming that he has not been damaged, the Player will then be phased back into the playing field on one of the 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 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 buries 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 "P" 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. Once a game is paused, any key on your Joystick button will return to the game.

POINT VALUES:
- 1st Egg a Player captures: 500 POINTS
- 2nd Egg a Player captures: 750 POINTS
- 3rd Egg a Player captures: 1000 POINTS
- All Eggs captured after 3rd: 3000 POINTS
- Remaining mounted throughout a SURVIVAL WAVE: 3000 POINTS
- Not josting your opponent during a TEAM WAVE: 3000 POINTS
- Jousting your opponent during a GLADIATOR WAVE: 3000 POINTS
- Jousting your opponent during a NON-GLADIATOR WAVE: 2000 POINTS
- Jousting a BOUNDER (red): 500 POINTS
- Jousting a HUNTER (blue): 750 POINTS
- Jousting a SHADOW LORD (blue): 1500 POINTS
- Killing the PETRODACTYL: 1000 POINTS

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