ULTIMATE STUNTMAN- THE HUMAN FLY

Once the forcefield is disrupted and the Ultimate Stuntman has broken through the base, Jimmy will find that the only way in is through the roof. Never fear, all Ultimate Stuntman has to do is transform into a human fly! 

Doctor Evil is still playing dirty though - he's got a bunch of his henchmen waiting in the building who will stop at nothing to prevent Ultimate Stuntman from accomplishing the task. The only way to deal with the henchmen is to wipe them out with his gun.

HUMAN FLY CONTROLS

UP/DOWN/LEFT/RIGHT Move Ultimate Stuntman
A & B BUTTONS Move target and fire
START Pause/Unpause

The Display - how to use it.
The search for Doctor Evil will take Ultimate Stuntman through lots of different action scenarios. Ultimate will probably travel through each type of action scenario more than once and probably in different vehicles.

On each scene, the screen will display on the top left an energy bar with five squares. If all these are lost, Ultimate Stuntman will lose a life. Also, if you take too long on these scenes the trial will go cold and Ultimate Stuntman will forfeit a life.

Turbos and keys to collect are displayed on the top right and are explained with each section.

GROUND PURSUIT

Ultimate Stuntman will have to chase Doctor Evil along freeways and backroads, through rivers and rapids, dune covered beaches and many more. Some of Doctor Evil's henchmen are waiting to ambush Ultimate, and there's more than a small army out there. Watch out for rockfall, missiles, bullets and bombs and other surprises. Luckily, Ultimate Stuntman has weapons hidden along the route, so pick them up to improve your chances of success.

GROUND PURSUIT CONTROLS

UP Accelerate
LEFT/RIGHT Move Left/Right
DOWN Brake
A BUTTON Turbo (if available)
B BUTTON Fire weapons
START Pause/Unpause

STREET COMBAT

It seems that Doctor Evil gets a kick out of pitting his wits against the Ultimate Stuntman(TM), now he's hidden the keys that unlock the protective forcefield for his hidden base all around the landscape, and watches on closed circuit TV as Ultimate Stuntman tries to find them. Shown on the top right of the screen is how many keys Ultimate Stuntman has to collect, to when they have all been found. A sign will flash to let you know that it's time to move on. Of course, Doctor Evil hasn't left the place unguarded, there's robot hoods all over the place, just waiting to end Ultimate's career.

STREET COMBAT CONTROL

LEFT/RIGHT Move Left/Right
B BUTTON Fire Weapons
A BUTTON Jump
UP+A Jump up
DOWN+A Shoot down

BOMB DISPOSAL

It's Ultimate Stuntman makes it into the base, it is just possible that Doctor Evil will have escaped, leaving a bomb behind to destroy any evendoe and maybe Ultimate Stuntman too!

To dispose a bomb, all the microchips must be removed from the triggering device before the timer runs out on the bomb. It's lucky that Ultimate Stuntman always carries a soldiering iron! Some microchips will need to be de-soldered more than once to fully remove them, and Ultimate Stuntman has a few very tricky along the way like all good bomb makers do! Follow these rules to dispose the bomb:

1. You can only de-solder a chip that is next to one you have just de-soldered 2. You can't de-solder the same chip twice in succession - you'll risk it overheating and setting the bomb off.

BOMB DISPOSAL CONTROLS

UP/DOWN/LEFT/RIGHT Move pointer
ALL OTHER BUTTONS Reset the puzzle

MICROLIGHT PURSUIT

Doctor Evil has fled, taking to the skies in one of his heavily armed microlight planes. Ultimate Stuntman must of course follow Doctor (who is an expert pilot) to his secret destination. In a microlight, fly over the tricky terrain, being careful not to crash into rocks and cliffs. You'll have to squeeze through gaps in solid rock walls, so you'll have to trim your flight path to exactly the right altitude... you're the only one that can do it!

MICROLIGHT PURSUIT CONTROLS

LEFT/RIGHT: move left/right
UP: climb
DOWN: dive
B BUTTON: keep slow
A BUTTON: fire weapons

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CAMELICA Limited Inc. ("CAMELICA") warrants the original purchaser of this Camelica game cartridge that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall not be voided if the damage to the Camelica game cartridge has arisen through abuse, unreasonable use, mishandling or neglect.

CAMELICA warrants a period of ninety (90) days to either repair or replace, at Camelica's option, free of charge, the Camelica game cartridge found not to meet Camelica's specifications, warranty, postage paid with proof of date of purchase.

This warranty is in lieu of all other warranties and conditions and all warranties and conditions expressed or implied, including but not limited to, implied warranties and conditions of merchantability and fitness. For a particular purpose and those relating to the sale of products that may cause harm to the user or others or in the event of a breach of this warranty, the user will be solely responsible for all consequences.

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The user must, therefore, apply such warranty booklet for any special conditions or consequential damages. In no event, shall the user have any remedies against the manufacturer or any of the manufacturers, except provided in the warrantee booklet.

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions:

1. This device may not cause harmful interference and
2. This device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interferer to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.