APPLE CIDER SPIDER ™

**APPLE VERSION
BY
IVAN STRAND**

THE GAME

SIERRAVISION ™

APPLE CIDER SPIDER™

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Unfortunately, your timing was a little off. Your nightly adventures kept you out longer than you expected. Your web is in the rafters and the Cider Mill has begun a new day.

Now you must make your way back home through a maze of crashing apple crushers and messy conveyor belts. Staying out of the way of the juice and the bottlers is a tricky thing to do.

It's a good thing you left those drop lines. They give you something to hang onto as you jump trying to avoid those pesky frogs and wasps. So, grab a line, and make your way up to the attic.
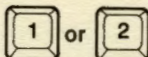
LOADING INSTRUCTIONS

1. Label side up with your thumb on the label, insert your APPLE CIDER SPIDER disk into the disk drive and close the door.
2. Turn on the power to the computer and monitor. The banner (title) page will appear on the screen.
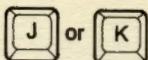3. To start game,
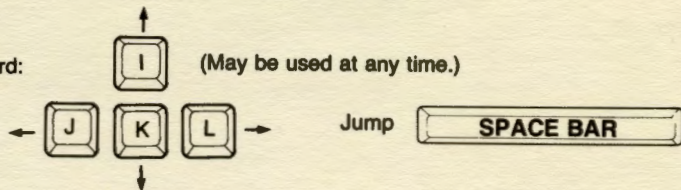
PRESS ◄ANY KEY► to begin

OPTIONS

Number of Players ⬛1 or ⬛2

Joystick or Keyboard Control ⬛J or ⬛K

CONTROLS

Keyboard: ⬛I ↑ (May be used at any time.)

← ⬛J ⬛K ⬛L → Jump ⬛ SPACE BAR

↓

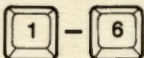Use these default keys unless you define other keys for up, down, left, right and jump.

Are these keys satisfactory? If not, press ⬛N and redefine keys.
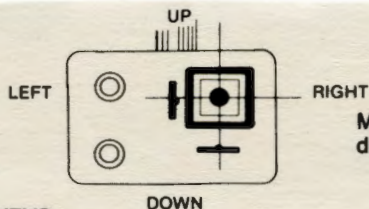
Starting Level ⬛0 Teddy Bear Mode

Select Level ⬛1 – ⬛6 Normal Playing Modes
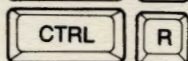
Joystick

UP

LEFT   RIGHT

Move the joystick to guide in any direction. Press lower button to jump.

DOWN

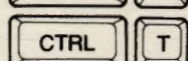## FUNCTION KEYS
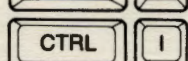
◄ANY KEY► Stop (Any key except those selected)
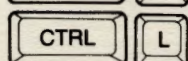
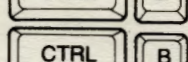| CTRL | S | Toggle sound |
CTRL	R	Restart game
CTRL	L	Switch levels in game
CTRL	T	Toggle between joystick and keyboard
CTRL	I	Select Input Type to change keyboard or joystick choice or keyboard values
CTRL	V	Show High Scores to Date any time during game
CTRL	E	Erase high scores when displayed except during Banner/Demo Mode
CTRL	B	Mockingboard (TM) Done from Banner/Demo Mode
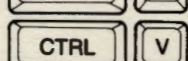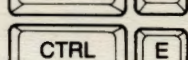
ESC Pause or continue game

SCORING

|	
Attaching to drop line	200 Points
Bonus Value	Decreases as game progresses. If you reach 0, you lose a spider.
Bonus Markers	Will appear on a drop line at higher levels. If you reach marker in time, bonus value is multiplied by marker value.
Five spiders to start	Up to 5 additional for each 50,000 points.
Score for completed level	Includes the running score, plus bonus, plus the actual bonus multiplied by the value of the markers achieved.

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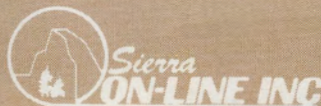
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