

game program™
HEIST

Use with Joystick Controllers



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Updates:

Rev 1.0 – Initial Release

Rev 1.1 – Pause logic trigger changed from left difficulty switch set to B to left difficulty set to A for compatibility with STELLA default startup mode

Rev 1.2 – Added Game nos. 4-6 to provide multi-life gameplay option; Pause logic now uses COLOR/BW switch

Rev 1.3 – Added fire button behavior options via Left Difficulty Switch; Reversed game selection options so that games 1-3 now provide 3 lives and games 4-6 only provide 1

Gameplay

Capture the money while avoiding the police and laser defenses. Once the money is in your possession a door will open. You still need to make it out of the bank to clear the level. All of this must be done before time runs out. Some levels are easier than others and the time is adjusted accordingly.

Note that the police will not notice you until you are in their general proximity or you have taken the money. Once you capture the money all police become aware of your presence and they move with an increased sense of urgency (i.e., faster).

There is a total of 20 levels using 10 playfields. Each playfield is displayed twice. The second time through you are given less time and the police move faster. If you complete all twenty levels you will flip the game and have the chance to play through them again. This time, however, the police will move faster and you will be limited to (4) bullets.

Controls

Movement: Use the left joystick to move left, right, up, down and on diagonals.

Pause: Set the COLOR/BW switch to BW to pause the game. The playfield walls will turn lite gray and the player will face left to indicate that the game is paused. Set the switch back to COLOR to continue gameplay.

Shooting: Behavior dependent upon position of Left Difficulty Switch. In either mode, the bullet travels in the direction that the player is presently moving.

- Mode A (Left Difficulty Switch A): If player is standing still then the bullet moves in the direction that the player last moved. This is similar to the behavior implemented in Berzerk released by Stern Electronics, Inc. in 1982.
- Mode B (Left Difficulty Switch B): If player is standing still then the bullet moves horizontally to the left when the player is facing left. Similarly, the bullet moves horizontally to the right when player is facing right.

Game Variants

Use Game Select switch while on Title Screen to cycle through game variants

Game 1 – (3) Lives, Limited Time, Limited Bullets (Normal Game)

Game 2 – (3) Lives, Unlimited Time, Unlimited Bullets

Game 3 – (3) Lives, Unlimited Time, No Bullets

Game 4 – Single Life, Limited Time, Limited Bullets

Game 5 – Single Life, Unlimited Time, Unlimited Bullets

Game 6 – Single Life, Unlimited Time, No Bullets

Scoring

\$1000 for each money bag stolen.

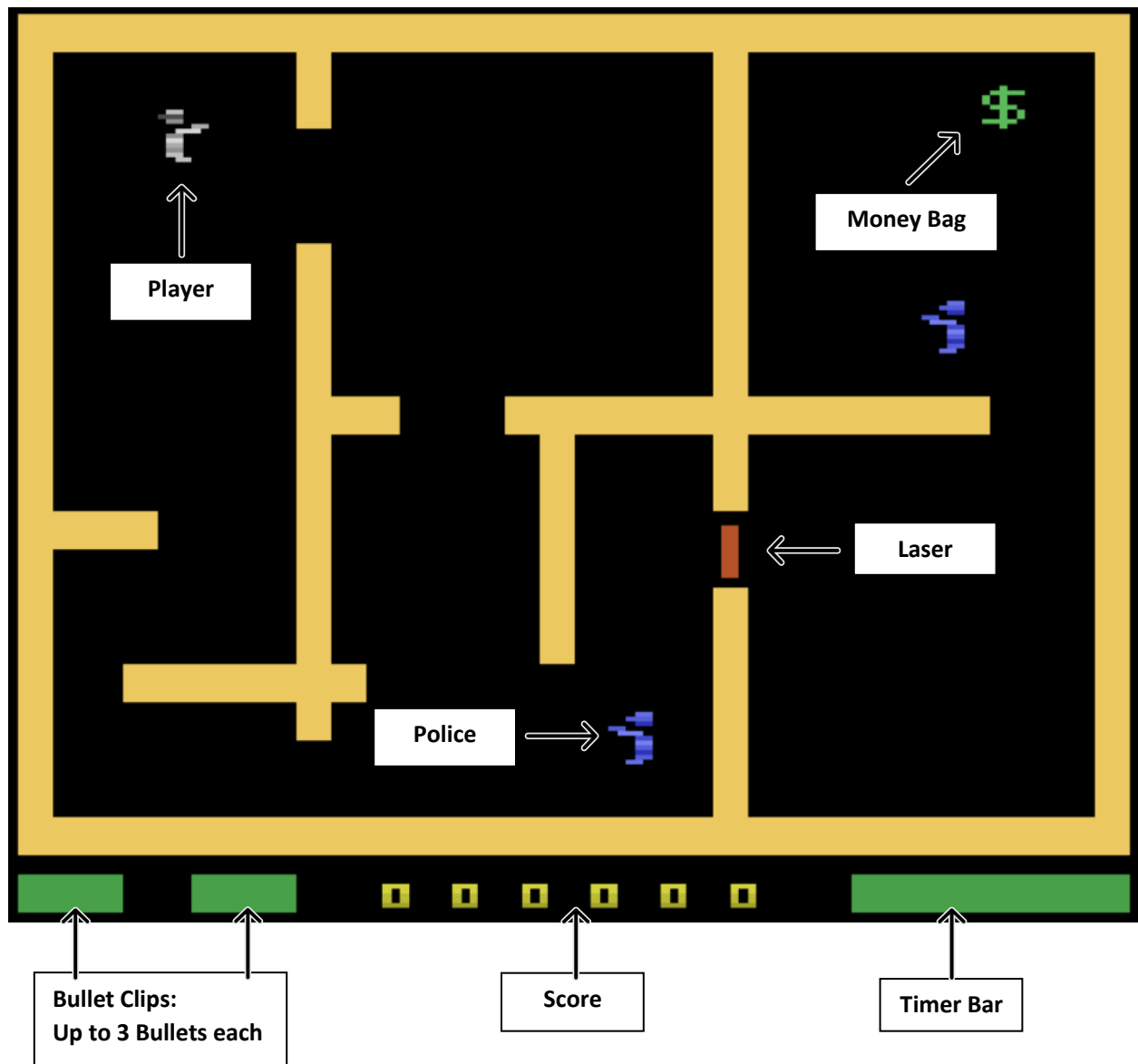
On games where you have more than one life you will lose the money if you are caught/die before clearing the level by making it through the exit door.

Hints

It may help your overall strategy to get the police to chase you. You can get their attention by moving close to them. This works even if you are protected behind a wall.

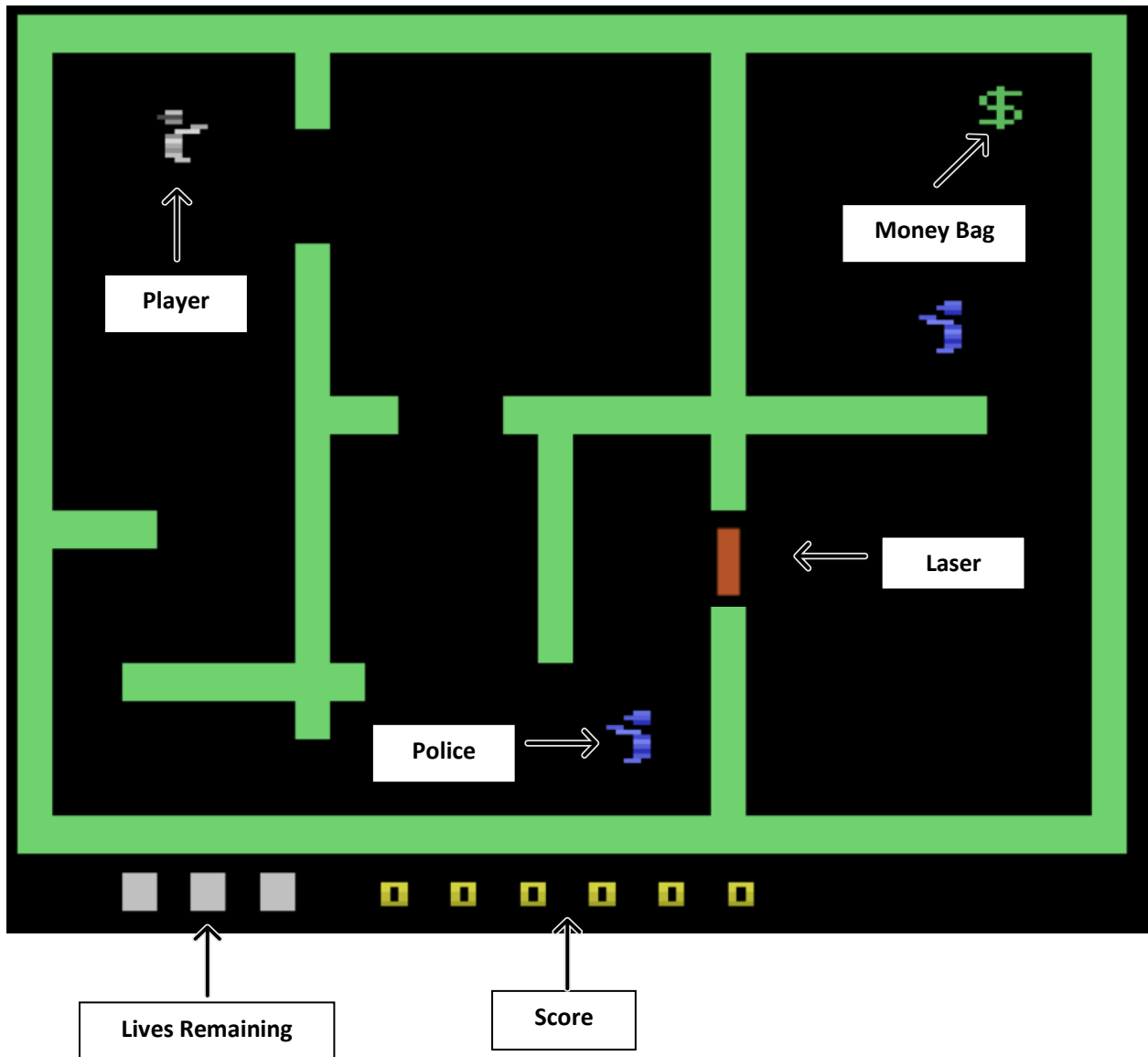
General Screen Layout

Games 1 & 4



Game 1 – When you lose a life the ‘bullet clip’ bars will be momentarily replaced by dots (■) to show your remaining lives. Each dot corresponds to one remaining life.

Games 2, 3, 5 & 6



Level Timers (Games 1 & 4)

| Level | Time |
|-------|------------|
| 1 | 30 seconds |
| 2 | 24 seconds |
| 3 | 30 seconds |
| 4 | 24 seconds |
| 5 | 20 seconds |
| 6 | 16 seconds |
| 7 | 28 seconds |
| 8 | 24 seconds |
| 9 | 14 seconds |
| 10 | 12 seconds |
| 11 | 20 seconds |
| 12 | 16 seconds |
| 13 | 20 seconds |
| 14 | 16 seconds |
| 15 | 36 seconds |
| 16 | 32 seconds |
| 17 | 20 seconds |
| 18 | 16 seconds |
| 19 | 24 seconds |
| 20 | 20 seconds |