

A few notes for Arachnophobia C64...

**INPUT DEVICE:** The program automatically loads in joystick mode. If you're using a joystick, make sure it's plugged into port 2. To use the keyboard, press Ctrl-k at any time. To return to joystick mode, press Ctrl-j at any time.

**COPY PROTECTION:** Before you can play the game, you must first identify a spider. There's a picture of the university stationery on your computer screen with a number on it. Find **that number** on your Arachnid Identification Booklet; notice the spider that's next to that number. Now you need to toggle through the spiders under the magnifying glass (on the computer screen) until **the spider on the screen** matches the one in the booklet. Joystick users can toggle through the spiders on the screen by moving the joystick to the left or right. Keyboard users can toggle through the spiders by pressing the A and D or J and L keys. When the spiders match, click the joystick button or press Return to start.

**SPIDER SIZE:** The South American spider is the same size as the Queen spider. The South American spider has green markings on its legs while the Queen spider has yellow markings on its legs.