



Q U I C K S T A R T C A R D

This Quick Start Card contains details on loading and playing the game on your C64 or C128. For complete details on game play and goals, see your Arachnid Technician's handbook, **Know Your Eight-Legged Enemy: The Authoritative Guide on Spider Eradication**.

E Q U I P M E N T Y O U N E E D

- Computer — C64, C64C or C128
- Disk Drive — 1541 or 1541 II
- Monitor
- RAM — 64K

G E T T I N G S T A R T E D

Copying the Program

We recommend that you use your own Commodore disk utility to make a copy of the Arachnophobia disk to play with. This way, if anything happens to your copy, you can easily make another copy to use. Put your original disk in a safe place in case you ever need to make another backup copy.

You'll need to copy both sides of the disk. If you're copying both sides onto a single disk, make sure both sides of the disk are notched so the computer can write to both sides.

Refer to the manual that came with your disk utility if you need further details on copying.

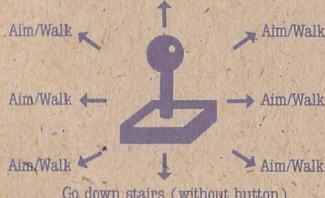
Loading the Program

- 1 Turn on the disk drive and monitor.
- 2 Turn on the computer. (If you have a C128, press **C** as you turn on the computer.)
- 3 Insert the Arachnophobia disk (label side up) in the disk drive and close the door.
- 4 Type **LOAD "*\$,8,1** and press **Return**.
- 5 After the program loads, you'll see the opening story screens. To advance through these screens, keyboard users can press any key, while joystick users can press the joystick button. You can also wait for the program to automatically continue.
- 6 Before you can begin your spider-crushing crusade, you must first identify a spider. You will see the number for a spider on the university stationery. Find the number of that spider on the Arachnid Identification Booklet; then match the picture of the spider under the magnifying glass with that of the one in the booklet.
- 7 When you've correctly identified the spider, Delbért welcomes you to his staff. To continue, keyboard users can press any key, while joystick users can press the joystick button. You can also wait for the program to automatically continue.
- 8 During game play, you're prompted to flip or swap the disk when necessary.

C O N T R O L L I N G T H E G A M E

Joystick

Go up stairs (without button)
Jump (with button)

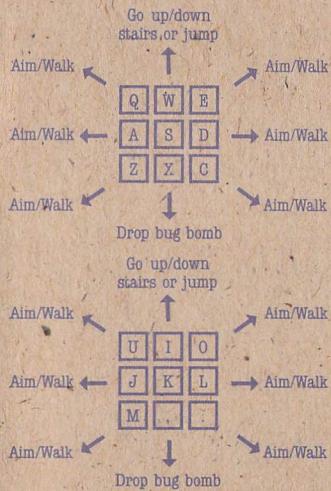


Aim weapon Move the joystick in any direction.
Fire weapon Press joystick button.

Walk Hold the joystick in any direction.
Go up stairs Push joystick forward.
Go down stairs Pull joystick back.
Stop walking Leave the joystick in neutral position (center).
Jump Push joystick forward and press joystick button.
Enter building Press joystick button when the truck is in front of the building you want to enter.
Drop bug bomb Press spacebar.
Pause Press **Ctrl-P**; press again to resume.

Keyboard

Keyboard users can use either set of keys to control the game:



Aim weapon	Press an Aim/Walk key on the keypad.
Fire weapon	Press spacebar.
Walk	Press an Aim/Walk key on the keypad to point yourself in that direction; then press the same key again to walk.
Stop walking	Press S or K .
Jump	Press W or I .
Enter building	Press spacebar when the truck is in front of the building you want to enter.
Drop bug bomb	Press X or , (comma).
Pause	Press Ctrl-P ; press again to resume.

CHANGES AND ADDITIONS TO THE HANDBOOK

The following are changes or additions to the handbook, **Know Your Eight-Legged Enemy: The Authoritative Guide on Spider Eradication**.

- You start with three bug bombs, not two.
- The matches, the aerosol canister, and the first aid kit will all flash on your screen.
- There are no victims to rescue.
- Bug bombs stun the queen spider. Jump over her when she's stunned or she'll bite you (yes, she can bite even when stunned!).
- There's an aerosol spray can in each row of houses, not just one in each town. There is a match in each house.
- Spiders may drop on you, but they will not stick to your face.
- There are no objects for the spiders to hide behind.
- If you kill the Queen with an aerosol flamethrower, the flamethrower will carry over to the next town.

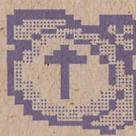
The Commodore artwork is slightly different from the artwork in the handbook. Here's what you'll see:



Delbert



Bug bomb



Bugometer



Match



Aerosol spray can



First aid kit

