

QUETZALCOATLUS

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Commodore 64 / 128

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Getting Started

(using a Commodore 64/128 with 5 ¼" floppy disk)

1. Remove any cartridges and release the Caps Lock key.
2. Connect your joystick to Port 1.
3. Power on your Commodore 64/128 computer, monitor, and disk drive.
4. Insert the Quetzalcoatlus™ floppy disk into the drive.
5. Type the following command:

LOAD "*",8,1 then press RETURN

6. After a few moments, the game will load and opening credits will appear. The game will begin once the credits are displayed completely.

Getting Started (using an C64/128 emulator)

1. Power on your workstation, monitor, etc. and allow the operation system to boot normally.
2. (Optional) Connect your joystick or gamepad.
3. Launch your Commodore 64 emulator.
4. (Optional) Configure joystick options
5. Attach the disk image for Quetzalcoatlus to Drive 8:
6. Type the following command:

LOAD "*",8,1 then press RETURN

7. After a few moments, the game will load and opening credits will appear. The game will begin once the credits are displayed completely.

Controls

You will guide the Quetzalcoatlus via the joystick (up-down-left-right) or the "D-Pad" on your gamepad controller. Press and hold the fire button when you want Quetzalcoatlus to dive into the ocean in an attempt to catch its' prey. Quetzalcoatlus will return to the skies if you release the fire button during a diving attempt or failure to catch your prey (Arthropods, such as crabs, lobsters, and horseshoe crabs).

The Pteranodon

Another flying reptile, the Pteranodon, will try to steal your food supply and knock you out of the way. You will not die if you come in contact with Pteranodon, but you will be sent skyward. The Pteranodon will score points when it eats an Arthropod.

Dinosaurs and Marine Reptiles

Dinosaurs and marine reptiles are competing for your food supply, or they may just be annoyed by your presence. Avoid these creatures, as you will lose a life if you come in contact with them. Your enemies include Pachycephalosaurus, Elasmosaurus, Ankylosaurus, Parasaurolophus, Triceratops, Tylosaurus, and Archelon.

Objectives

You begin the game with 5 lives, depicted by the eggs to the right of your score. The object of the game is to outscore the Pteranodon by eating the most Arthropods. Extra lives can be earned when the number of Arthropods eaten equals 20, 40, 80, 160, 320, and 640. The game ends when you exhaust all of your lives (eggs), or achieve a score of 100,000 points.