

**SUPER  
PIPELINE**  
by  
**TASKSET**



# PIPELINE



**SUPER  
PIPELINE**

**COMMODORE**  
**64**

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## SUPER PIPELINE - INSTRUCTIONS

### 1. LOADING

- Start with Commodore 64 switched off.
- Remove all peripherals except joystick, tape and screen. The tape player should be as far as practical from the T.V. monitor.
- Switch on - check tape is rewound.
- Hold down SHIFT and press RUN/STOP.
- Press PLAY on the tape player.
- Wait until FOLLOWS SUPER PIPELINE APPEARS.
- Press the  $\square$  key. Pipeline will now load.  
The screen will be blank during loading (12 mins).

### 2. SETTING UP

Use joystick port 1 or keyboard  $A = \frac{W}{Z} = \frac{1}{M}$

Fire = Space Function = Pause

Use T.V. volume control. To change any options follow the screen instructions.

### 3. THE GAME

You are the FOREMAN. Your job is to keep the pipeline open. Take workmen to fix plugs. Watch out for the evil Ladderman. His mission is to plug the pipeline and stop you saving thousands of gallons.

### 4. HINTS

Watch out for six legged Verisican pipe soldiers and hard case super Lobster. These workmen are expendable.