

**COLLECTOR  
VISION  
Games**

Guide No. 099273

CARTRIDGE  
INSTRUCTIONS

# HARD HAT





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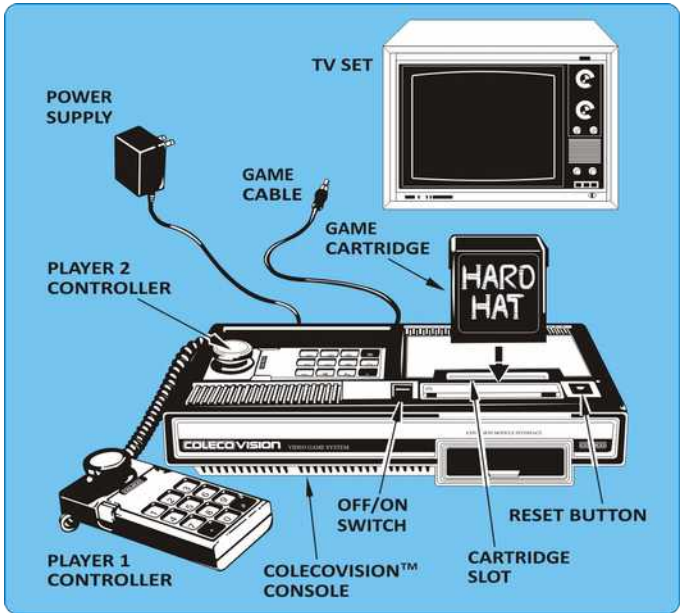
## GAME DESCRIPTION

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Exidy's HARDHAT™ is a unique logic game with an education puzzle to solve. A busy carpenter is chased by hammers and whirlwinds through a grid of scaffolding. Where he goes, segments of the support are knocked down. When all the scaffolding on one edge of the screen is eliminated, the structure "collapses" or scrolls to fill in that space.

When all five letters (E, X, I, D, and Y) are in their respective places, a new game screen is awarded. For the second level, the player must place the letters H, A, R, D, H, A, and T.

# GETTING READY TO PLAY



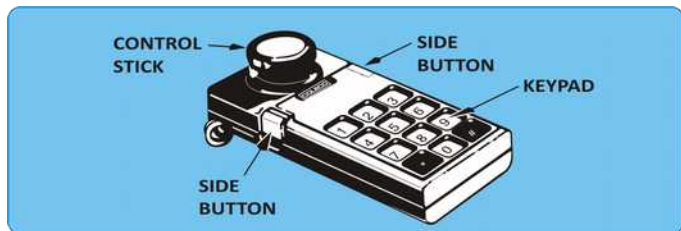
- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

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## USING YOUR CONTROLLERS

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Move your carpenter using the joystick in any of the four directions: up, down, left, and right.

Press the asterisk key to pause/unpause the game.

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## ATTRACT MODE

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The attract mode shows the Hall of Fame, along with the title, and instructions for the game.

Press 1 or 2 in order to select one-player game, or two-players game.



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## HERE'S HOW TO PLAY

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Push the letters into their right places. You cannot push a letter into the wrong place. Caveat when there are repeated letters, each one goes into its "specific" location, so you may need to try several places. As an advantage for you, you can push letters through walls, but you cannot advance through walls.

If you cannot push the letters, try to knock down segments in order to make the structure to collapse, and move automatically the letters in the right place. If a letter falls into a wrong place, it disappears.

If you don't see letters to push, then collapse more structure in order for letters to appear.

The hammers will make you to lose one life. You can destroy hammers by pushing letters over them.

The tornadoes also will make you to lose one life, but you can use them to your advantage, as tornadoes destroy walls, and re-locate letters that aren't put yet in their place.

As you advance screens, the game will become more difficult. However, you'll get an extra live each 60,000 points.

Completing a level will get you a bonus of 7200 points, increasing 400 points on each level.

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## HALL OF FAME

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If you manage to get a high-score, you'll be able to enter your initials for fame and fortune!

Move the joystick left, and right to select the letter. Press a side button to enter the letter.

Once three letters are selected, the hall of fame will be shown.

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## TRIVIA

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This game was released in November 1982 in the arcades. It was taunted as the 'First Educational Coin-Op Game'.

The hardware is identical to another Exidy game, Pepper II.

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## THE FUN OF DISCOVERY

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This instruction booklet will provide the basic information you need to get started playing Hard Hat™, but it is only the beginning! You will find that this cartridge is full of special features that make Hard Hat™ exciting every time you play. Experiment with different techniques and enjoy the game!

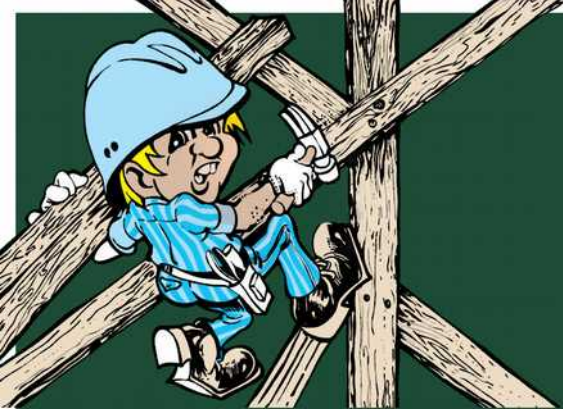
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## CREDITS

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HARD HAT ©1982 Exidy, Inc.,  
Original game by Larry Hutcherson,  
All Rights Reserved.  
Program by Mystery Man.  
Beta-Testing: Chris Derrig.  
Box and manual by Vincent Godefroy.

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