Tommy Gun Guinea Pig - Instruction Manual

Tommy Gun Guinea Pig is compatible with your Commodore 64 computer system.

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Game Controls

The game is controlled with a joystick in port 1.
Hold “fire” button for 2 seconds to start/restart the game.
Move joystick left and right to move the character.
Move joystick up to jump.
Press “fire” button to shoot your gun.

LOADING:

Insert cartridge and power on your C64.

Game History

In this game you are a human-sized Guinea Pig, your mutation resulting from a horribly
failed military experiment. After escaping from your cage deep within a secret facility,
you grab a sub-machine gun from an employee locker. In a last-ditch attempt at escape

(and revenge) you kick down the first door you see, guns ablaze.

Game Objective

The game is an endless run for high scores. As you progress further, more enemies will show up and the game will speed up in general.
Avoid enemies and bottomless pits to survive.

Move to the left side of the screen to scroll the play area. Scrolling further to the left will award the player with points.

Destroying enemies will grant bonus points, which are stored below the main point counter. Bonus points are awarded when scrolling the screen alongside the regular points.

Enemies of the Game

Para-Trooper
Toughness: low
Speed: high
Bonus: 10
The para-trooper will run (or drop) onto the screen and move to the right. This enemy will jump across platforms, so be careful!

R.E.D.
Toughness: medium

Speed: medium
Bonus: 15
The R.E.D. (Rodent Exterminator Device) is a robotic enemy that will drop down from the top of the screen. It will “bounce” and return to the top after touching a platform.

Heat-Seeking Missile
Toughness: high
Speed: low
Bonus: 20
This enemy will fly across the screen and attempt to lock on and track the player’s movement. It can be avoided with tricky movement, or simply be blasted through with your gun.

POWER UPS

If you make it far enough you may find a rare “golden gun” pickup. Grabbing the golden gun will temporarily grant the player full rapid-fire on their gun that will instantly destroy any enemy in your way. Power up ammo is finite, so your rampage will be limited.

Credits

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