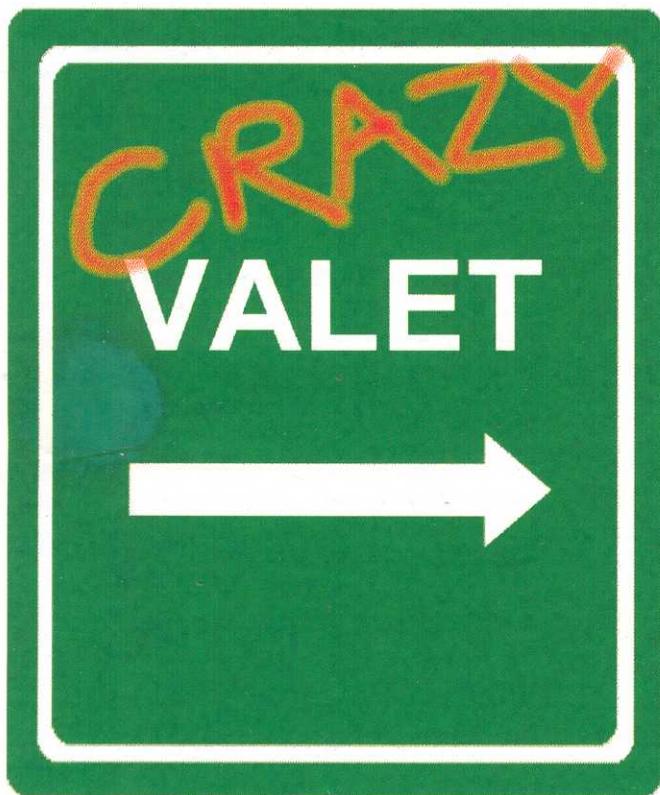


CRAZY VALET
CLASSIC GAMING EXPO 2001 VERSION
GAME PROGRAM INSTRUCTIONS



FOR ATARI 2600 OR 7800
ONE PLAYER / LEFT JOYSTICK

PROGRAM © 2000
BY BRIAN PRESCOTT

You have just witnessed an incredible football game in which your home team defeated the visitors by a narrow margin. Little do you realize that your evening's excitement is just beginning.

Being a very important club seat season ticket holder, you had a valet parking pass for the game. Unfortunately, a disgruntled football fan turned valet parking lot attendant took out their frustration at not getting tickets on your car. They have spent the entire game in a devious attempt to make it as difficult as possible for you to leave. Now the zealous attendant has left, and you need to assist the other attendants to get your car out of the lot so that you can get home before the post game show is over.

OBJECT OF THE GAME

On each of the 60 levels of the game, there is only one horizontally parked car on the third row of the parking lot, with an exit to the parking lot on the east side of the third row. The object of the game is to move your car, which just happens to be the horizontally parked car on the third row, to the exit by moving it and the other cars in the parking lot.

Horizontally parked cars can only move east and west, and vertically parked cars can only move north and south. In addition, cars cannot ram into each other, or move beyond the boundary of the parking lot.

PLAYING THE GAME

Use your Joystick Controller with this cartridge. Be sure to plug the controller cables firmly into the jack at the back of the Video Computer System. Hold the controller with the red fire button to your upper left toward the television screen. Use the left controller jack for this game.

Use the Joystick Controller to move the red cursor around the parking lot. When the cursor is on a car, press and hold the fire button, and the cursor will turn green. At this point,

moving the joystick while holding the fire button will move the selected car in that direction, if the car can be moved.

CONSOLE CONTROLS

To select a level, press down and release game select switch. The level number appears at the top of the screen.

To start a level, press down and release the game reset switch to begin a level. After the level starts, the number of moves will appear at the top of the screen. During a level, to restart from the beginning, press down and release the game reset switch, and the parking lot will go back to the configuration at the beginning of the level, and the score counter will go back to zero.

The difficulty switches and TV type (color/black and white) switch are not used for this game.

HELPFUL HINTS

When playing a level, especially on the more advanced levels, it is often necessary to undo what appears to be progress in order to move forward and eventually solve the level.

Unlike the original version of Crazy Valet, this special edition of the game does not force you to solve levels to unlock others. The Game Select switch will cycle through all of the levels available in the game, so that you can turn off your game console and not lose any progress that you have made through the levels. However, unlike the original version, there is no special message after you have finished all of the levels.

If you want to find the special Classic Gaming Expo easter egg in the game, check my web page for how to make it appear. The method to show it is the same as a previous special version of Crazy Valet, but the actual easter egg itself is different.



Crazy Valet web page:
<http://home.tampabay.rr.com/bprescot/crazyvalet/index.htm>