

Pick Up

Games of the Century™



Game Instructions
Fox Video Games

Pick Up

THE OBJECTIVE

You want to date the girl of your dreams. Unfortunately, you hold this girl with so much esteem that she is high up on a pedestal and you have to get her down. You can do this by wooing her and winning her heart with the right presents. If you succeed, you'll score in a big way at the love-nest hotel. But be careful! If you mess up too many times she'll lose her patience with you and leave!

THE SET UP

Set up your video computer system and joystick controller as indicated in your manufacturer's owner manual. Turn the power switch OFF and insert the Pick Up cartridge.

TO BEGIN

Turn the power ON.

Use the Game Select lever to select the initial play level.

Level 1 begins at screen 1

Level 2 begins at screen 5

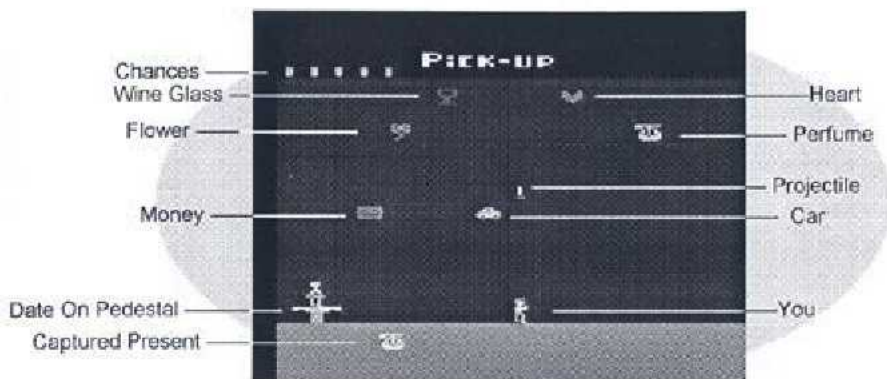
Level 3 begins at screen 10

Level 4 begins at screen 15

Use the TV Type switch to select the gender of the characters.

Color - Boy player gets the girl

B+W - Girl player gets the boy



Press the Game Reset lever or the joystick button to start on your fantastic date!

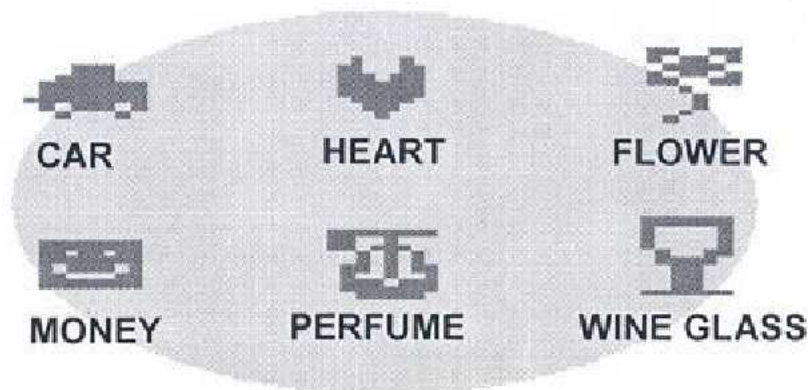
THE CONTROLS

You control the boy (or girl if the TV Type Switch is set to B+W) as he attempts to get presents to win his girl's heart. Pressing the joystick to the left will move the boy to the left. Pressing the joystick to the right will move the boy to the right. Pressing the joystick button will fire a projectile into the sky to hit a present. You can steer the projectile left and right by moving the joystick left or right.

THE GAME

Chances

You begin each level with 5 chances to hit presents with your projectile. If you hit a present, it will appear at the bottom of the screen. If you mistakenly hit a present that you already caught, you will lose one chance and that present will disappear from the bottom of the screen. You will then have to hit the present again. If you lose all of your chances, the girl will get tired of waiting. She'll jump off her pedestal and dash off the screen. At that point you will sink into the ground from embarrassment.



Presents

There are six presents, Wine Glass, Car, Money, Perfume, Heart, and Flower, moving back and forth (and up and down in higher levels) around the top of the screen. You must hit all six presents with a projectile before the girl will come down from her pedestal. Each present that you hit will appear at the bottom of the screen. However, if you hit a present that you already have, you will lose it along with one of your chances. If you take too long hitting a present, one will begin flashing for a brief time. If you don't hit it while it is flashing, you will lose a chance.

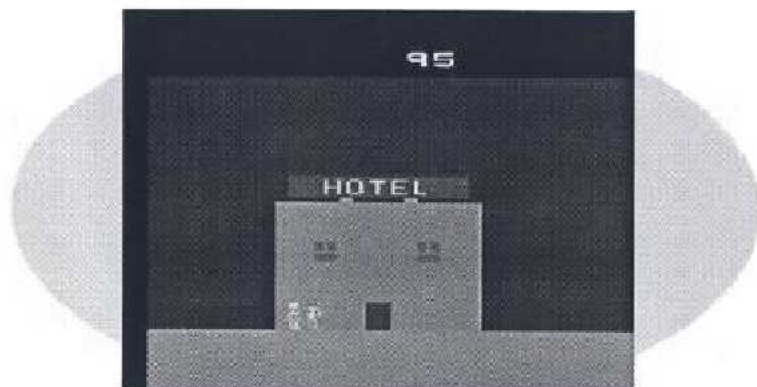
Love Nest Hotel

If you are lucky enough to acquire all 6 presents, your date will step off of her pedestal. She will then collect her presents as the two of you walk to the Love Nest Hotel. There, the curtains are lowered so you can really score!

Scoring

Points are scored based on the level that you are on. If you are on the second level, these points are doubled. If you are on the third level, these points are tripled.

Hitting a present	5 points	 X 	LEVEL
Getting all presents	75 points		
Love Nest Hotel	1000 points		
Penalty for each lost Chance	-15 points		



SPECIAL FEATURES:

After you leave the Love Nest Hotel, you will be ready for the next date of your dreams. You will be awarded five new chances to win her over. Should you decide that you don't want to go on another date, your trusty dog Fido will come along to make sure you do.

HINTS FROM THE DESIGNER

Go for the presents on the top row first and then work your way down. Good luck and e-mail your high-scores to me at pickup@dxdt.com

Now that you have claimed the girl of your dreams, it will take time and patience to become the greatest stud that ever lived. Good luck and have lots of fun!

NOW AVAILABLE FROM FOX VIDEO GAMES:

SAVE THE WHALES -A Whale Load Of Fun!

BANK HEIST -Fun You Can Bank On!

THE EARTH DIES SCREAMING -Beat the Aliens Or Bite The Dust!

SPACE MASTER X-7 -Blast The Hyperian Base Out Of Space!

FLASH FORDON -Heroic Rescue Beyond The Stars

REVENGE OF THE BEEFSTEAK TOMATOES -Once The Tomatoes Take Over, Will We Ever Ketchup!

CRYPTS OF CHAOS -Centuries of Mystery. Hours Of Fun!

FANTASTIC VOYAGE -A Heartstopping Adventure!

ALIEN -In Your Living Room, Everyone Can Hear You Scream!

TURMOIL -A Topsy-Turvey Rapid Reflex Test!

MEGAFORCE -Where Action Speaks Louder Than Words!

PORKY'S -More Fun Than A Greased Pig!

A game by: Mark Klein

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Released at Classic Gaming Expo 2002

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20th
CENTURY
FOX

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Level 2 begins at screen 5(?)

Level 3 begins at screen 10(?)

Level 4 begins at screen 15(?)

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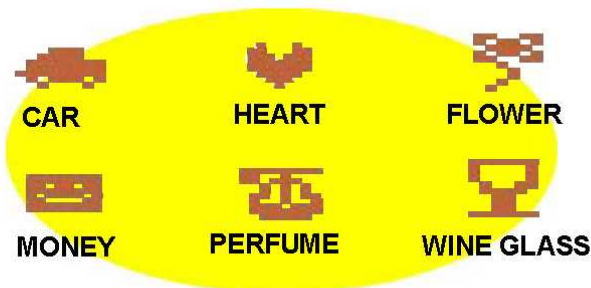
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