

The Cornsoft Group

Suddenly everyone＇s a critic in this frenzied game of paintus interruptus．As you rush to paint the screen，a mischievous puppy leaves tracks on your wet paint，you are chased by a snake while WILD and CRAZY PAINT EATERS lick up your hard work，all intent on stopping your progress．If that doesn＇t make you want to throw down your paintbrush，wait until you hit a volatile turpentine bucket．Once you＇ve sidestepped these obstacles，enter the EXCLUSIVE CHALLENGE STAGE！ Here you must stop a barrage of CRAZY PAINTER characters until time runs out．CRAZY PAINTER presents a unique challenge that will keep your whole family slap happy for hours．

## Operation

Paint Up
Paint Down
Paint Right
Paint Left
Collect Score
End Game
Pause
Resume Game

Keyborad Control
A or Up Arrow
Z or Down Arrow
P or Right Arrow
O or Left Arrow
Press Space Bar
（CLR）〈BRK〉
（CLR）（Enter）
（Enter）

Joystick Control
Push Forward
Pull Backward
Press Right
Press Left

## SCORING


#### Abstract

Stopping CRAZY PAINT Eater ．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．． 300 pts． Stopping Doggy ．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．． 500 pts． Leading Snake into Volatile Turpentine Bucket ．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．．． 1000 pts． Additional Paint Brushes are awarded every 10000 points． Progressive Bonuses are awarded for each screen completed．Exclusive Challenge Stage after every completed screen．Avoid flashing buckets，puppies with buckets and snakes．You lose a paint brush if puppy crosses screen，paint brush touches snake or paint brush touches flashing bucket．Stop safe puppies，paint eaters and snake．After painting screen，PRESS SPACEBAR to collect bonus score．


## EXCLUSIVE CHALLENGE STAGE：

Stop as many CRAZY PAINTER characters as possible without reaching 100.

DISK
Model I \＆III
Insert disk in Drive \＃0 Push Reset

## LOADING INSTRUCTIONS

| TAPE Model III： | Cass？H＜ENTER） |
| :---: | :---: |
| Model I \＆III： | Mem Size？＜ENTER〉 |
|  | Ready |
|  | ）SYSTEM $\langle E N T E R$ ） |
|  | ？＊PAINT＜ENTER ${ }^{\text {¢ }}$ |

Original location：
HIE2，760A，4IE2
Cass？H＜ENTER） Ready
＞SYSTEM 〈ENTER
？＊PAINT 〈ENTER〉

CRAZY PAINTER will automatically start when loaded．

