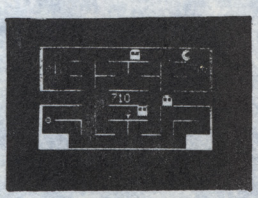
HARD Software

....for ASTROCADE®

GAMEPACK G1

INSTRUCTION MANUAL

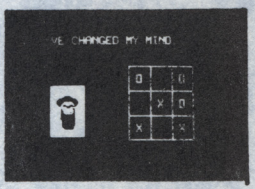


Micro Pac

You guessed it ... the little yellow guy with the big mouth gobbles jelly beans as the ghosts chase him around the maze. Frankly, we don't think this game will ever become very popular.

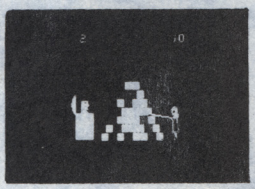
Caterpillar

A garden fantasy featuring a hungry snake, a wily caterpillar and a creepy spider in a bed of mushrooms. Three levels of difficulty challenge novice and video arcade hot shoes alike.



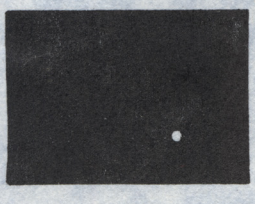
Tic Tac Tollah

The Ayatollah adds a new dimension to tic-tac-toe: cheating! Can you exercise diplomatic restraint as he changes his mind, changes his moves and changes the rules? Animated color graphics.



The Paper Chase

TV games should reflect TV reality. Can Mr. Whipple snatch away the rolls of toilet paper before the treacherous woman shopper squeezes him out of business? It makes a better game than it does a commercial.



Galactic Hitchhiker

A space flight fantasy dodging errant asteroids and deadly rays. Three dimensional graphics.

FOR ASTROBASIC ONLY

IMPORTANT NOTICE

Read before proceeding!

The G1 GAMEPACK is comprised of five games on one cassette. The games are located at the following readings on the footage counter of a Radio Shack TRS-80 CCR-81 computer cassette recorder;

START OF GAME	NAME OF GAME
0	MICRO-PAC
15	CATERPILLAR
30	TIC-TAC-TOLLAH
45	THE PAPER CHASE
60	GALACTIC HITCHHIKER

It is doubtful that they will be found at exactly the same readings on the footage counter of any other make of recorder.

AstroBASIC makes no provision for automatic search and load as did the old Bally BASIC. You must advance the tape to the beginning of the program you wish to load. It helps immensely if you have a recorder with a footage counter. H. A. R. D. recommends you do the following before playing any of the games on the G1 GAMEPACK.

1. Insert the G1 GAMEPACK cassette into your recorder, label side up, and rewind it.
2. Set your footage counter to zero. Zero is the starting location for MICRO-PAC.
3. Type :INPUT on the computer and press GO, then start the recorder. As soon as the screen turns blue, stop the recorder. This is the end of MICRO-PAC. There is now a length of blank tape before the beginning of CATERPILLAR Press RESET on your computer, then type :INPUT and press GO again.
4. Start the recorder again. As soon as the red light on the AstroBASIC cartridge comes on, stop the recorder ..... immediately! This is the beginning of CATERPILLAR. Write down the footage counter reading.
5. Now, add that number to itself to locate the beginning of TIC-TAC-TOLLAH. Let's say that CATERPILLAR begins at 12 on your recorder. That means that TIC-TAC-TOLLAH begins at 24, THE PAPER CHASE begins at 36, and GALACTIC HITCHHIKER begins at 48. You now have a way of locating each game on the G1 GAMEPACK in the future.

! Once the tape has been advanced to the start of a game, load the program into the Arcade by typing :INPUT ;RUN, then pressing the play button on the recorder. Remember to add the ;RUN after you type :INPUT or the program will not start correctly for many of the games. !

Micro-Pac

IMPORTANT: Read instructions before playing MICRO-PAC, as there are significant differences between this home video game and similar coin operated arcade games.

"Pac" is a Japanese slang expression similar to the English "munch" or "chomp". MICRO-PAC is a hungry little fellow with three lives. He lives in a maze filled with his favorite food: jellybeans. You must guide him through the maze using hand control number 1 eating jellybeans all the way. Each jellybean eaten adds 10 points to your score. If you are successful in clearing the maze of jellybeans you will receive a 500 point bonus, an extra life and a new maze full of jellybeans. When your score reaches 10,000 the scoring counter in the center of the screen will reset to zero proving that you are a very good player indeed. However, the first time the scoring counter 'rolls over', the last digit becomes a '1', the second time a '2' and so on, so that a real pro at the game could get the counter up to 99,999 before the last digit becomes a zero again.

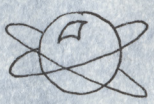
Guarding the jellybeans are three horrible ghosts named Scotty, Pat and Laura.

Name	Speed - Level of Difficulty 1	2	3	Point Value
Laura	6	9	12	300
Pat	4	6	8	200
Scotty	2	3	4	100

The ghosts are asleep on top of one another at the start of the game but as soon as MICRO-PAC has eaten nine jellybeans they wake up and begin the chase. Since they are ghosts they can travel through the walls of the maze which MICRO-PAC cannot do. The ghosts travel in turns: first Scotty, then Pat and finally Laura who quickly overtakes her two slower friends and is guaranteed to be the most dangerous. MICRO-PAC can outrun the ghosts on the straightaways but loses ground on the twists and turns especially when he enters the "nest area" in the center of the screen.

The MICRO-PAC character must follow the corridors of the maze. He cannot travel through walls or leave the maze with one exception. There is a secret passage in the center of the side walls through which MICRO-PAC can disappear and reappear on the opposite side of the screen.

If a ghost catches MICRO-PAC and bites him, MICRO-PAC loses one of his three lives and the ghost immediately retreats to the nest where it resumes the chase. When MICRO-PAC has lost all three lives the game is over unless you have been able to clear the screen of jellybeans and gained an extra life or more. Each time a ghost bites MICRO-PAC the screen flashes red and MICRO-PAC lets out a painful moan.



Near the four corners of the maze are four "power pills" marked by a star that flashes when MICRO-PAC is not moving. When MICRO-PAC eats a "power pill" the screen turns from yellow to blue and the ghosts immediately turn and run. They may even leave the maze at the top or the sides. If MICRO-PAC can catch a ghost while the ghost is blue and hold on until the ghost blinks in turn the screen will flash light blue and the ghost will let out a moan and disappear to be reincarnated back in the nest area. MICRO-PAC may not be able to bite a ghost immediately until the ghost takes a step but all ghosts are in position to be eaten within two cycles of their movement pattern. When the ghost has been eaten you will receive the point value of that ghost, either 100, 200 or 300 points.

After a brief time (all too brief, alas) the screen will begin to flash white indicating that the ghosts are regaining their courage and MICRO-PAC is losing his power. Ghosts may still be eaten while they are flashing white but this is a signal to the player that he had better not stick around because the ghost will soon turn yellow in color and begin chasing MICRO-PAC instead of running away.

50 points are awarded for each "power pill" eaten. When all four are gone the player must clear the screen to obtain a new supply.

The Life Counter is displayed at the lower left corner of the screen and is updated whenever a ghost eats MICRO-PAC or MICRO-PAC eats a ghost. If you are an exceptionally good player and have gone through several mazes without either eating a ghost or having been eaten by one, and have lost track of how many lives you have accumulated (as if you really care) you must break down and eat a ghost to get the Life Counter displayed.

The ghosts raise a particular flower that appears every now and then in the nest area. MICRO-PAC finds this flower to be a delicious delicacy. If he can eat this flower before it fades away the player receives 250 additional points.

In order to make MICRO-PAC move, the player MUST maneuver the hand control ONLY IN North, East, West and South positions. The character will not move in any other position.

To start or restart the game, turn the hand control knob to select the Level of Difficulty 1, 2 or 3, then pull the trigger.

Never stop MICRO-PAC using the HALT command unless you are finished playing. MICRO-PAC cannot be restarted without reloading the program from the cassette.

CATERPILLAR

LEVELS OF DIFFICULTY

There are three levels of difficulty. Level 3 is the easiest: the screen will clear after each caterpillar and the spiders are fewer. Level 2 is harder: the screen will not fully clear and there are more spiders. The caterpillars and spiders are camouflaged after a few screens, making them more difficult to find. Level 1 is similar to level 2 except that there are even more spiders: arachniphobes take note! Type RUN, press GO, then use the knob of joystick #1 to dial your desired level of difficulty. Pull the trigger to start the game.

THE GAME

Your character is the snake at the bottom of the screen. The snake's head slithers from one side of the screen to the other in response to joystick #1's being pressed either left or right. Your goal is to keep the garden of mushrooms clear of caterpillars and spiders by eating them as they appear. The snake's tongue is controlled by the trigger of control handle #1, however the snake is too smart to waste his energy by flicking out his tongue unless he is directly below the head of the caterpillar or directly below a spider. Pulling the trigger will have no effect otherwise: you must be directly below the caterpillar's head or the spider's body in order to eat them.

Each spider is worth 25 points. Each segment of the caterpillar is worth 10 points. When the snake eats the head of the caterpillar, the caterpillar becomes shorter by one segment, begins moving 10% faster and a mushroom sprouts at that place.

You must never allow a caterpillar or a spider to reach the bottom of the screen. If one does, the snake loses one life. The life counter starts at 3 and is displayed in the upper right-hand corner of the screen. The scoring counter is displayed in the upper left-hand corner.

Tic Tac Tollah

PLAYING THE GAME

The game begins when the Ayatollah decides who starts. He may change his mind. The tic-tac-toe board is numbered 1 through 9, exactly like the keyboard, as follows;

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7 8 9
4 5 6
1 2 3
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To enter your move (human always plays 'X', but does not always start first), simply press the key of the square you wish to fill. That's all there is to it. Well, sort of ...

STRATEGY

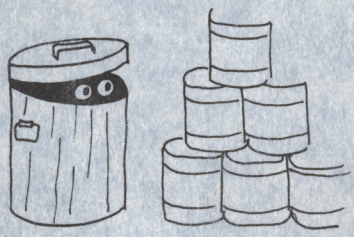
You see, the program is a heuristic algorithm. That means it's a problem solving routine with a little bit of the human thought process thrown in. It can be beaten. Keep telling yourself that. It will play fairly as long as it needs to. It can beat you without cheating if you make bad moves. But if you get it into a situation where it can only lose on the next move, it will cheat. You can still win if you can trick it into cheating its way into a trap. We have also left it blind to one situation which we will leave it to you to discover. We do want you to win. We're on your side ... really! And we don't want you to get mad and smash your computer, because then you won't buy any more of HARD's programs ...

Oh, by the way: no 'cat's games'. The Ayatollah takes all ties!

The Paper Chase

The Paper Chase was originally written as a satire on the "outer space shoot-em-up" computer games that have proliferated like weeds in the last few years. We decided that television commercials were as much a part of the fantasy world as space monsters, so we had some fun inventing this supermarket fantasy. Much to our surprise, it turned out to be a pretty challenging game. It seems that even the looniest concept becomes believable on a television screen ... a fact the networks have known all along.

THE GAME



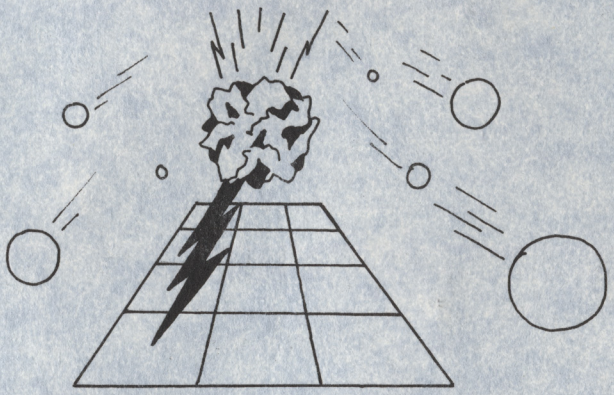
Mr. Whipple is cleverly hiding in a trash can next to his famous toilet paper display. A woman shopper walks on screen. Whipple leaps out and warns her to stop, but it's no use: she has already spotted a package that she can't resist squeezing. A dot appears on the target package, and the battle begins as the player uses the knob of hand control (1) to snatch the package away before the shopper can squeeze it. Whipple's aim is blind; you can't see where he's aiming until you pull the trigger. You'll have to hurry, you've got less than a second after the dot appears to turn the knob and pull the trigger! The shopper never misses!

Points are scored for each package snatched or squeezed. Will the shopper be "Whipped by Whipple!" or will Whipple be "Squeezed Out!"?

Turn KN (1) to aim, pull TR (1) to snatch. To start another game, simply pull the trigger.

There are four levels of difficulty in THE PAPER CHASE. When the game has loaded press RUN, then GO. Use the knob on hand control #1 to select the level, then pull the trigger to start the game.

Galactic Hitchhiker



We have left this game as silent as space itself; there is enough tension without the harrassment of an audio stress factor.

THE GAME

GALACTIC HITCHHIKER is a space fantasy, a voyage through space traversing sixteen sectors on an imaginary grid from sector Ø in the lower left to sector F at the upper right. The sector numbers appear as you move into each sector; the last number showing is your current location. You will begin in sector Ø.

The grid extends into three-dimensional space and the grid lines stream by as you travel. Stars appear ahead of you and grow larger as they pass by.

There are dangers also. Occasionally an asteroid looms ahead of you. The light in the window of your spacecraft grows brighter as the asteroid approaches. Use your joystick to steer clear: press forward to go below the asteroid, pull back to climb above it, push left to pass to the left of it or right to pass to the right. If it should hit your ship you will be moved back one sector in space. If you are at sector Ø when that happens, the game is over. But that is the least of your problems ...

... for there are deadly rays which begin ahead of you and travel down the quadrant in which your sector is located. You must get out of that sector and into another quadrant before the ray reaches your sector. To do so, pull the trigger on your hand control and leap to light speed. You are now in hyperspace. Grid lines fly by and the stars cease moving ... but now you are travelling too fast to avert any asteroids that may appear in your path, in addition to which your joystick is disabled at light speed. You must release the trigger and drop back out of hyperspace in order to regain control and steer away from the asteroid ... but now the deadly ray resumes its advance. If the ray reaches your sector, you will be moved back a sector. Back to hyperspace! But here comes another asteroid! Back out of hyperspace! Will you ever make it home? Frankly, the odds are not good.

There are 16 grid sweeps to each sector and 16 sectors in the grid. That's 256 cycles from sector Ø to home if you play a perfect game. Your end score should be zero if you are never set back, and some negative number if you are. The object is to get home with a zero score. Or, perhaps, to get home at all! Good luck!

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