

MUNCHMAN

This is an arcade action style game, controllable by a joystick or the keyboard. Eat up all the dots to move up to the next level, but be careful to avoid the ghosts. You have four "power pills" and when you eat one, you may attack the ghosts for a short period of time.

There are also pieces of fruit that have been dropped around the maze by the ghosts. Eat these and you will receive bonus points.

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INSTRUCTIONS

NOTE: This programme is divided into TWO sections. To play this game, both sections must be loaded into your computer.

1. Rewind the cassette to the beginning of either side. (The cassette has a copy of the program on both sides).
2. Type "LOAD" (FUNC 0) then press CR key (no name required). You may have to adjust the volume settings and remember to have the tone on high.
3. The computer should print the message "found MM CHARACTERS". If this does not happen start again from step 1.
4. Once the programme has loaded, stop the tape and type RUN* (or press FUNC £ instead) and push CR.
5. The programme will run and prompt you to load in the second section of the programme. To do this, just press play or load on your cassette player or data recorder.
6. The computer should print the message "found MUNCHMAN". If this does not happen start again from step 1.
7. Once the 2nd section is loaded in, it will run automatically.

DO NOT PRESS THE RESET KEY as this will result in damage to the programme. To play the game again after pressing RESET you will have to load the programme into the computer once more. Start from step 1.