TANDY®

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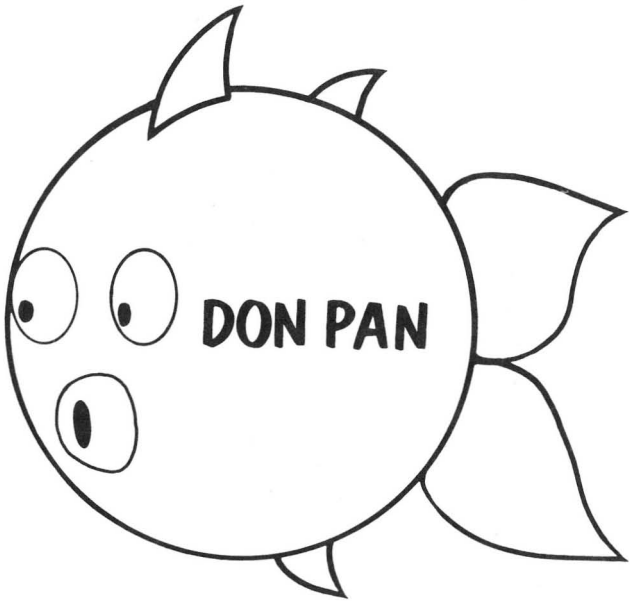
DON PAN

The Magical Puffer Fish

Dodge menacing creatures from sea and sky in this game for the Color Computer.


DON PAN

Don Pan Program:
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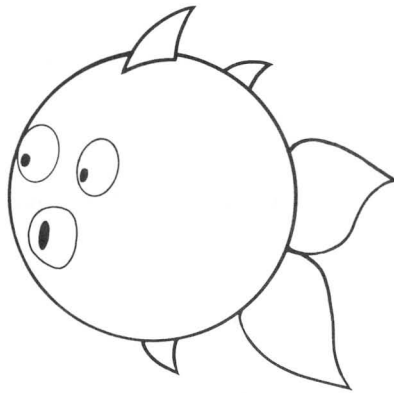
Introduction



Don Pan couldn't have been happier. Flying high above the roofs and treetops, he was a colorful balloon that delighted little children and brought smiles to all who looked to the sky and saw him dancing in the wind. Then, suddenly a strong gust of wind tore Don Pan loose from the tether and magically brought him to life — as a puffer fish. For awhile, he experienced an exhilarating sense of freedom. Then he began to realize the dangers before him . . .

Don Pan is a fast-paced, exciting game designed for the Tandy Color Computer. See how many points you can score by helping Don Pan along on his perilous journey. Just follow the instructions contained in this book . . . and good luck!

Required Equipment

- A Tandy Color Computer with at least 16K RAM
- Standard TV (Color recommended)
- Joystick Control

Loading Instructions

1. Make sure your computer power is off before inserting or removing the Program Pak ROM cartridge. Failure to do so can result in damage to the Power Pak.

2. Connect the Color Computer to the television, and set the switchbox control to Computer (or Game). See your Tandy Color Computer Operation Manual for further details regarding connections.

3. Plug the joystick controller into the jack located on the back side of the computer.

4. Insert the Don Pan Program Pak, label side up, into the slot located on the right side of the computer. Press firmly until it engages securely, but do not force it.

5. Turn on the television and tune it to Channel 3 or 4 (whichever is least active in your area).

6. Turn on the Color Computer.

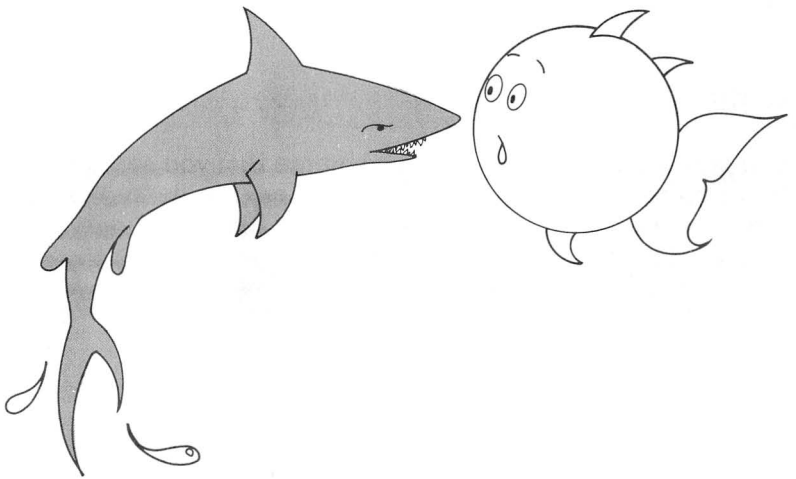
Playing the Game

After inserting the Don Pan Program Pak and turning on the computer, the screen shows a little girl holding on to Don Pan, the balloon. Suddenly a strong gust of wind releases him. Don Pan is then transformed into a puffer fish and soars high above the village. The message, PRESS ANY KEY WHEN READY, appears on the screen, and the game is ready to begin. After you press a key or the red button on the joystick, be ready to take control and guide Don Pan through life threatening dangers. You can move Don Pan back or forward or up and down by using the joystick control.

Don Pan only has three lives, so you must guard them carefully by keeping him away from pesky birds and other hazards, and by helping him to obtain the air he needs from passing balloons. A monitor at the bottom of the screen lets you know how many lives Don Pan has left (shown next to 'D'). The monitor also shows an air gauge that lets you see Don Pan's remaining air supply, how many points you have scored, and the reigning high score.

When you reach a certain number of points (about 2500), another screen appears. Don Pan is now flying over the ocean and not only has to dodge or blow away birds but also hungry sharks that can sink their teeth into him and take a life if he floats too close. If you're lucky enough to get Don Pan through the second screen and manage to obtain about 7000 points, the third screen appears. Now Don Pan is flying along the shoreline. There are still birds in the sky that he must avoid, and now he also has to contend with crabs on the shore, reaching up to snap at him with menacing claws. Don't let him get too close!

After completing the third screen, the first screen reappears, and the game continues until Don Pan has lost all three lives.



Air Supply

If the air supply shown on the gauge at the bottom of the screen is too low, Don Pan will have no energy. It will be difficult for him to escape the perils. You can replenish the supply by guiding him to the floating balloons that contain precious air (some carry extra points!).

In all three screens, Don Pan must dodge or blow away the birds before they sink their deadly claws into him. You can press the red button on the joystick to release a puff of air when Don Pan comes face to face with a bird and it will disappear. But be careful . . . if Don Pan's air supply is too low, he won't be able to shoo the birds away!

Scoring

As you play the game, the number of points that you score is tallied at the bottom of the screen and is shown next to the high score of all the games that have been played. Each bird that Don Pan zaps away is worth 100 points. Some of the balloons on the screen have special "presents" attached that are worth 500 points each.

Ending the Game

The game ends when Don Pan loses all three of his lives. The message, GAME OVER, appears on the screen. Press any key or the red button on the joystick control to begin another game.

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6/85-TM

Printed in U.S.A.

Don Pan is a fast-paced Color Computer game featuring Don Pan, the flying Puffer Fish! Help Don Pan avoid danger as he flies through the sky, and guide him to balloons that contain the precious air he needs to survive . . . scoring points for yourself along the way!

Required Equipment:

- A Tandy Color Computer with at least 16K RAM
- Standard TV (Color recommended)
- Joystick