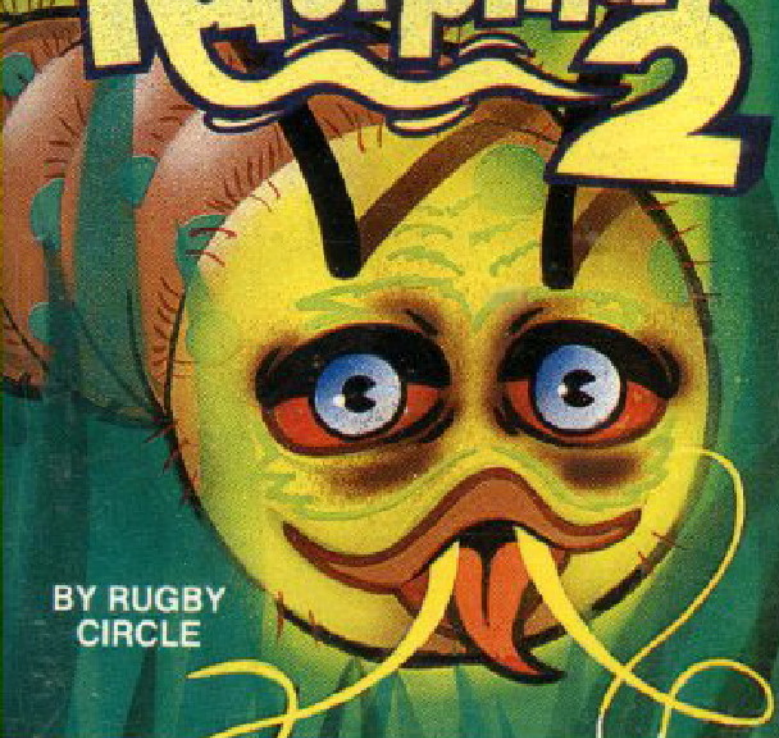


TANDY
TRS-80 Colour Computer

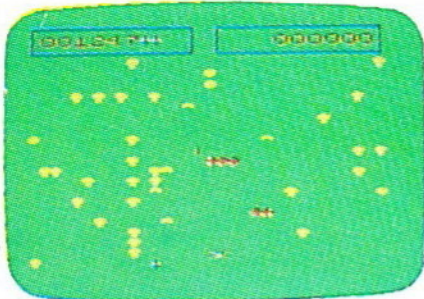
Katerpillar 2



BY RUGBY
CIRCLE

Custom
Manufactured by **Tom Mix Software Ltd.**
For **TANDY** CORPORATION

BILSTON ROAD
WEDNESBURY
WEST MIDLANDS



KATERPILLAR 2

For loading instructions see cassette.

Controls

When the program is loaded, it will auto-start and give a short demonstration. Immediately following this, the prompt "1 or 2 Players" will appear across the "playing area", to which you should respond with the appropriate key.

Movement of your "base" is by means of the joystick and at this stage you can get the feel of the control as the game does not actually start until the fire button is pressed. Holding the fire button down will result in "rapid fire" but only one missile is allowed on the screen at a time.

Each player starts with three "bases", with a bonus base for every 10,000 points scored.

Two Player Game

Player 1 uses the left joystick port and Player 2 the right joystick port. Each player gets a turn for each round of the game and the computer will display the prompt as to whose turn it is to play. If one player runs out of bases before the other, the game will end for him and the other player can continue play until he too, runs out of bases.

Scoring

There are six ways to score points, as detailed below:

Completely destroying a mushroom scores 1 point, but this needs four "hits".

At the end of each player's turn, all the partially destroyed MAGIC or KILLER mushrooms are restored to regular whole mushrooms. A score directly proportional to the level number is awarded for each restored mushroom, e.g. if player 1 is on level 4, he receives 4 points per restoration.

Hitting a KATERPILLAR segment (head or body) scores 80 points.

Hitting a TARANTULA segment (head or body) scores 300/600/800 for close/medium/far

Hitting a SCORPION scores 1000 points

Hitting a BEETLE scores 100 points, but two "hits" are required to destroy him.

If the player's base hits any character other than a mushroom, the base is destroyed and the round ends for that player.

When a KATERPILLAR reaches the bottom of the screen, it will start to move back up to the top of the player's area. Also, its regeneration process begins. That is, individual head segments will begin to come on to the screen from the sides at an ever increasing rate.

If a KATERPILLAR hits a regular mushroom, it will simply turn around and go onto a different level. However, if it hits a MAGIC mushroom (blue) it will immediately dive towards the bottom of the screen. If it hits a KILLER mushroom, its body segments become heads which causes the entire KATERPILLAR to break up and cascade down the screen.

When a KATERPILLAR segment is hit (head or body) it turns into a mushroom. If a body segment is hit, the KATERPILLAR splits in two with each half going in opposite directions.

Each time a KATERPILLAR is destroyed (all segments on the screen hit) the player is advanced to the next difficulty level and another KATERPILLAR.

At any time during play, the mushroom eating TARANTULA may come onto the screen along with his friend, the BEETLE. As the BEETLE falls from the top of the screen he leaves a trail of mushrooms. If the BEETLE runs over a MAGIC mushroom, the BEETLE speeds up and the MUSHROOM becomes a KILLER.

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