

## Loading Marty's Nightmare

To start the nightmare, place the disk in drive 0 and close the door. Now type in .....

RUN"" <enter> (or) DOS <enter>

Soon, the computer will ask the type of monitor you are using. If you are using an Analog RGB monitor then answer yes by pressing the <Y> key, otherwise press the <N> key for no.

## Marty's Options

To select the options menu press the <enter> key while the title screen is displayed. The up and down arrow keys are used to select the options to change. The left and right arrows are used to change the flashing option.

The right and left joysticks are the controller type options. The level of difficulty is a one or four day show. A one day show is four seminars and a four day show is four seminars per day with each day getting harder.

Pressing the button (on player one's controller) will start the game while in the Title Screen or Options Menu. The <enter> is used to pause the game. The <break> will abort the game.

## Controlling Marty Goodman

The joystick is used to control the direction Marty shall walk throughout the maze of booths. Once Marty is told to walk in one direction, he will continue till he is pointed in a new direction. Marty will stop walking when he runs into a wall.

## Running the Maze

Marty must see every part of the maze (eating all the dots) before his seminar. Also in the maze are CoCo users trying to find Marty to ask him a question. If a user tags Marty, he will stop eating dots till he finds the answer. The answers are in the form of a Disk for software questions (Mouse users) or an I.C. for hardware questions (CoCo keyboard users). Warning, the answers are about to move when they are flashing.

To give Marty an energy boost, drink the cup of coffee. For ten seconds Marty will run at double speed.

If Marty does not complete the maze before time runs out the seminar will be rescheduled. When Marty runs out of time slots to have his seminar rescheduled, he is booted out of the show and the game is over. Each player starts with three extra time slots.

Sometimes Marty can find Steve Bjork to help him by covering the start of the seminar. Grabbing the SRB token will add 30 seconds to the clock.

## Scoring Table

10 Points for each dot in the maze.

250 Points for drinking a cup of coffee.

500 Points for answering a user's question.

10 Points for each second remaining on clock.

An extra time slot for a seminar at 10,000 points.

Dr. Marty Goodman, of CoCo Consultations walks into his hotel room to catch a good night sleep. On his mind is the seminar that he will be giving the next day at the Atlanta CoCoFest.

Soon, Marty falls into a deep sleep and starts dreaming about the fun he will have in Atlanta. Marty sees himself walking down the rows of booths and talking with CoCo users.

Because of the unfamiliar surroundings of the hotel room, the dream quickly turns into...

## Marty's Nightmare

The rows of booths turn into an engulfing maze with CoCo Users transformed into a CoCo 3 Keyboard or Mouse. The users are now trying to hunt down Marty for answers to their never ending questions.

Your job is to help Marty see every booth in this nightmare before it is time for his seminar.

Marty needs your help to end this nightmare. After all, he is not very good when it comes to amazing games.

Marty's Nightmare is a one or two player game for the Color Computer 3 with 512k of memory, disk drive and joystick. A color TV/monitor or RGB monitor can be used.

This game was produced exclusively for the Atlanta CoCoFest.  
Distributed by CoCoPro.

# Marty's Nightmare

*(The search for the lost seminar)*

Atlanta CoCoFest Souvenir Game  
October 6 & 7, 1990

Programmed by Steve Bjork  
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Marty Goodman's Name, Likeness and  
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## Replacement Notice

The program has a 90 day warranty. If it should need to be replaced because of disk failure, send the package and receipt within 90 days for replacement. After 90 days send the original disk with \$3.50 (check or Money Order) to cover S/H to:

***SRB Software***

10901 Topeka Drive  
Northridge, CA 91326