MODULE MAN

MODULE MAN is a high resolution graphics game for the Color Computer and requires 32K and one joystick. This game will talk if you have a Tandy Speech/Sound cartridge installed.

LOADING INSTRUCTIONS:

Cassette: Load the program by typing CLOADM (enter); if the program does not autostart, type EXEC (enter).

Disk: Type RUN "Module Man"

TROUBLE:

Cassette: If you encounter an FM Error, you are probably trying to load the program using CLOAD or trying to use RUN once the program is loaded. You must CLOADM and EXEC with machine language programs. If you encounter an I/O Error, try loading another copy of the program; both sides of the tape contain several copies of the program.

Disk: If you receive an ?FM Error while loading, you are either trying to LOAD when you should use LOADM or using LOADM when you should use LOAD or RUN. Machine language programs (with a BIN extension) need LOADM and EXEC. Basic programs (with a BAS extension) need LOAD or RUN. If you get an ?IO Error, it doesn't necessarily mean the disk is bad. Try loading other files not saved by your drive. Continual errors may suggest servicing or cleaning of the drive. If our disk continues to give errors, return it within 10 days of purchase for free replacement.

METHOD OF PLAY:

The player controls MODULE MAN with the right joystick. The object is to locate the magic sword and return it to the king. The sword will be hidden in one of the 15 screens that make up the dungeon; the king will be sitting on his throne in the first screen.

In the dungeon there are 25 different objects. Five of them may be picked up, set down, and carried by MODULE MAN. If he picks up any of the other twenty objects, he will receive

points based on which object it is, but once he has picked
it up, it will be gone for the duration of the game.

To get from screen to screen, MODULE MAN merely has to go
through one of the doors that is on the screen. To go
through a door, position MODULE MAN in front of the door
and move the joystick to the up position. This means
that he may go through the screens in any order he chooses.
Sometimes a door is locked, in which case MODULE MAN must
find the correct object that can be carried, pick it up
and try the door again. There are also secret doors.
These doors do not appear on the screen but function as
regular doors, if you can find them.

MODULE MAN will also encounter monsters in every screen.
They will attempt to kill MODULE MAN either by running
into him or shooting him. If one of these things occurs,
MODULE MAN will lose a certain amount of energy. MODULE
MAN is terminated if his energy level reaches zero, which
will be displayed throughout the game at the top of the
screen near the score. MODULE MAN is not helpless, though;
he can shoot the monsters back and if he hits one 3 times
then it will cease to exist.

Actions MODULE MAN may perform:

        Stand - When joystick is centered
        Run   - When joystick is left or right of center
        Jump - When joystick is pointed up
        Fall - When MODULE MAN runs past the edge of a platform
        Shoot - When fire-button is pressed and joystick
                is centered
        Climb - When MODULE MAN is on a rope ladder he will
                move up or down according to the position of
                the joystick
        Go Thru
        a Door- Position MODULE MAN in front of the door
                and move the joystick up
        Pick Up/Set Down
        Objects-When joystick is pointed down and the fire-
                button is being pressed

Screens: Total of fifteen completely different screens;
           this includes the one secret screen.

Objects: There are twenty-five objects, five of which
           MODULE MAN may carry around. The other twenty are
           worth various amounts of points and may appear in
           any number on the different screens. Once a non-
           carryable object has been touched, points will be
           awarded and the object will disappear. One of
           these objects will also increase MODULE MAN's
           energy level.

Monsters: Total of five bad guys. Two of them are flying
           bad guys; the other three walk/roll/crawl. They
           may appear in any number of the different screens.

DISCLAIMER:

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to diskette form, if the original cassette is returned post-
paid, for a minimal fee of $6.00.

We will gladly assist the customer with any problems they
may encounter in understanding or using our computer programs.
Also, more than one copy of the program will be found on
both sides of the cassette.