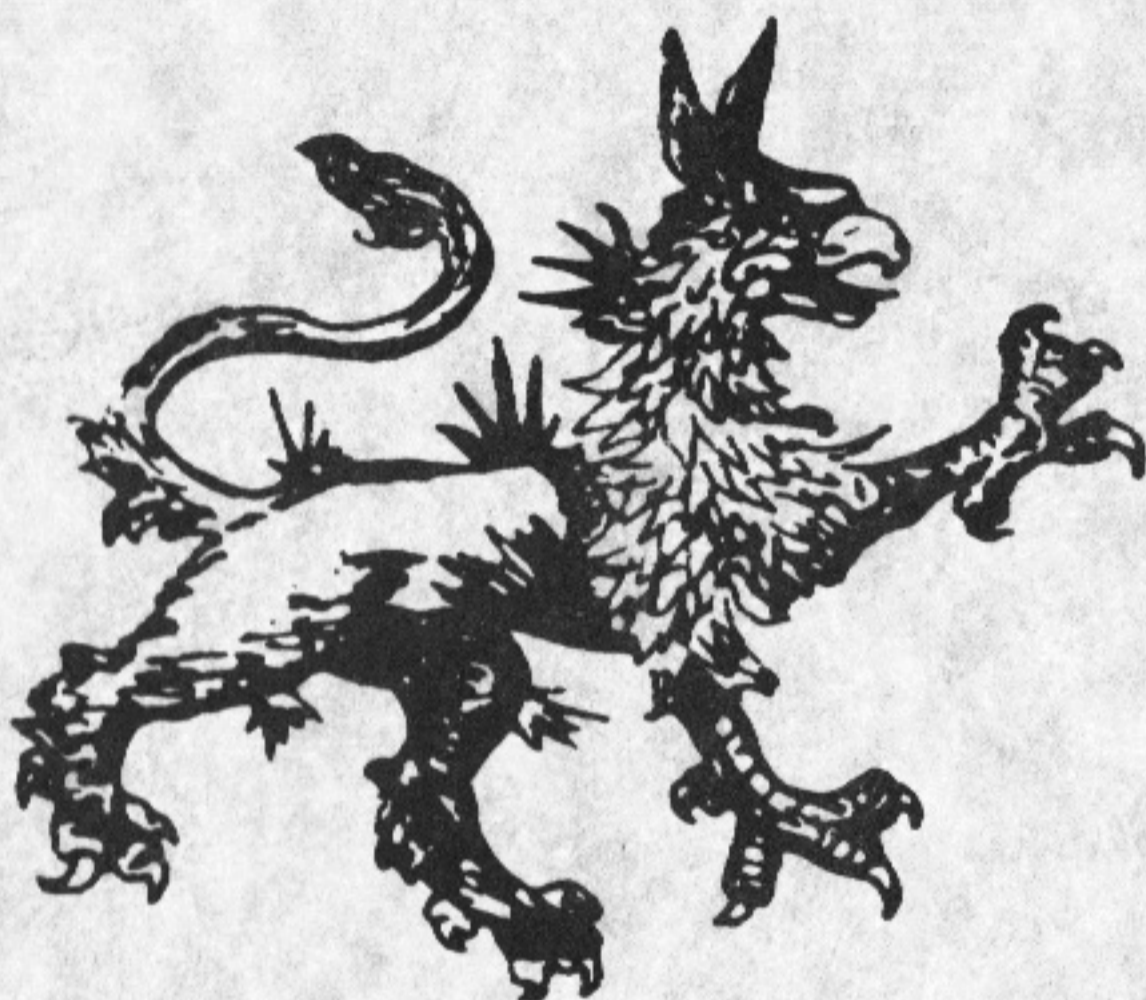


# MUDPIES™

*By Philip McKenzie and Jeff Sorenson*



**COMPUTER SHACK**

1691 Eason • Pontiac, Michigan 48054

## **INTRODUCTION:**

**THE KID IS IN TROUBLE!!!** Arnold is a mischievous 12 year old who's practical sense of humor sometimes goes astray. The day the circus came to town, Arnold couldn't wait to see it! When the the opening day finally arrived, Arnold hurried to the grounds for fun and excitement.

The circus isn't quite what Arnold expects, and soon enough he starts getting bored. When the clowns come on with their crazy act, Arnold decides he's had enough! He picks up a MUDPIE and throws it at the nearest clown, hitting him smack in the middle of the face. Next thing you know, the kid's going crazy with mudpies, throwing them everywhere. But, the clowns don't think it's funny, they start throwing things back at Arnold and try to catch him. The place turns into a regular CIRCUS (no pun intended)!

Now Arnold isn't such a bad kid, but he just can't help getting into trouble. Maybe you can help Arnold. Using the joystick, maneuver the kid out of dangers way. Throw mudpies to ward off on-coming clowns, pick up any food that might be lying around to keep Arnold from getting to hungry, and find an exit to escape through.

## **CONTROLS:**

JOYSTICKS	—	MOVE ARNOLD
FIRE BUTTON	—	THROW A PIE
(CLEAR) KEY	—	ABORT A SONG
(BREAK) KEY	—	ABORT GAME
(P) KEY	—	PAUSES GAME
(ENTER)	—	RESUME

## **SCORING:**

As you move Arnold around the circus grounds, the clowns will attempt to catch him! You must try to fend away the clowns by throwing mudpies. To pick up a pie, simply run over it. For every clown you hit with a mudpie, you wil receive anywhere from 100 to 800 points, depending on the clown.

If a clown catches Arnold, or he is hit by a flying object (mad clowns!!!), he has to take a trip to the FIRST AID tent. ARNOLD only gets three trips to the FIRST AID tent before the game is over.

FOOD is the only way to keep Arnold moving. On the right side of the screen is Arnold's food level. If his level drops below 1 (100 food units) or goes above 3 (300 food units), Arnold slows down to half speed. Around the circus is plenty of junk food to feed Arnold, you've just got to keep an eye out. Remember that overfeeding Arnold is just as bad as underfeeding him. Watch that food level!!!

CLOWNS	—	100 to 800 POINTS
CHALLENGE	—	2,000 POINTS
HOTDOGS	—	30 FOOD UNITS
FRIES	—	20 FOOD UNITS
SHAKES	—	10 FOOD UNITS

### **BONUS:**

For every 10,000 points scored, Arnold receives an extra trip to the FIRST AID tent.

### **LEVELS AND CHALLENGE ROUNDS:**

There are four main rooms into which Arnold can run. He will leave a room only when he reaches a completely open door. There are also special challenges for Arnold. At certain times, he will have to run through a room without pies! Two thousand points will be awarded if Arnold successfully leaves the room. After every ten thousand points, Arnold will be awarded an extra trip to the FIRST AID tent and a special Mudslinger Round. In this round, Arnold must hit as many clowns as he can in a limited amount of time.

### **LOADING INSTRUCTIONS:**

#### *Cassette:*

- 1.) Place cassette in recorder and press (PLAY).
- 2.) Type CLOADM (ENTER)
- 3.) The program will start automatically.

#### *Disk:*

- 1.) Place disk in drive
- 2.) Type RUN "MUDPIES"
- 3.) The program will start automatically

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Now Arnold isn't such a bad kid, but he just can't help getting into trouble. Maybe you can help Arnold out of this mess. Manuever Arnold out of dangers way, while using mudpies to ward off angry clowns. Dodge flying objects and run for the nearest exit!!!

An all out fun game for the entire family. Numerous challenge stages, levels upon levels of clowns and rooms, and even special mud slinging rounds make this a great addition to your game collection.



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