

PENGO

Pengo is an excellent machine language adaptation of the arcade game "PENGO". It has been written to operate in a 16K Standard Basic Color Computer or Color Computer II and requires one joystick.

LOADING INSTRUCTIONS:

Load the program into the computer by typing CLOADM (enter), if the program does not autostart, type EXEC (enter). To load a disk, type RUN"PENGO". Once the program is loaded and executed, the screen will turn either blue or red. Press the reset button until this screen is blue, when the screen is the proper color, press any key to display the title screen.

TROUBLE:

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.

METHOD OF PLAY:

To play, press one to five to choose the speed with one being slowest and five being fastest. Use the right joystick to maneuver your penguin around the playing field. Press the "fire button" to push an ice cube, if there is nothing ahead of it, or crush it, if there is.

There are three "magic" ice cubes that look different from the rest. These "magic" ice cubes cannot be crushed. If all three magic ice cubes are put together in a horizontal or vertical line, you receive 1000

bonus points and the game goes to another screen. Five beasts are out to get you, but you may crush them by pushing an ice cube over them.

SCORING:

Each beast crushed will give you fifty points. Merely pushing or crushing an ice cube will gain you five points.

At 10,000 points you receive one extra penguin.

DISCLAIMER:

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