

REQUIREMENTS

- TRS-80 Color computer (32K) or TDP-100 (32K)
- Disk drive or cassette player (compatible with TRS-80 Color computer or TDP-100)
- TV set (color for best results)
- Joysticks optional

GETTING STARTED

CASSETTE LOADING Turn on your TV and computer. After the BASIC copyright notice is displayed, insert the POOYAN™ cassette into your cassette player and press the PLAY button. (Note: rewind tape if previously played.) Type CLOADM and press the ENTER key. The program will now load and run automatically. When you see the hi-res title screen with the white border, press the STOP button on the cassette player. If a load error is displayed on the screen, rewind the tape and repeat the above instructions. (Note: You may also insert the reverse side of the cassette.)

DISKETTE LOADING Turn on your disk drives, TV, and computer. The DISK EXTENDED COLOR BASIC copyright notice must be displayed on your screen. (If it is not displayed, refer to the Color Computer User's Manual, correct, and start again.) Insert the POOYAN diskette in Drive 0 and close the drive door. Now type RUN "POOYAN" and press ENTER. (Note: If you have version 1.1 or greater of the DISK EXTENDED COLOR BASIC displayed in the copyright notice on your screen, you may type DOS instead of RUN "POOYAN".) The program will now load and run automatically.

DEMONSTRATION MODE After the program is loaded into the computer from disk or cassette, a title page appears accompanied by the Pooyan song. To play with a joystick, press the joystick button. To play with the keyboard, press the SPACEBAR. If you do not begin the game before the music finishes, the program automatically enters the demonstration mode. You may interrupt the demo and begin play by pressing your joystick button or the SPACEBAR.

GAME CONTROLS AND INDICATORS

PRESS "1" OR "2" When you see this prompt, press 1 for one player or 2 for two players.

JOYSTICK OPTION Move the joystick up and down to move your basket up and down the cliff face. Press the red fire button to shoot an arrow or to throw your secret weapon – the meat. For a two-player game, connect two joysticks to your computer.

KEYBOARD OPTION Press the UP ARROW and DOWN ARROW keys to move your basket up and down the cliff face. Press the SPACEBAR to shoot an arrow or to throw your secret weapon – the meat.

FLAGS The number on the left-hand flag represents the number of wolves left in the scene. In the first round, you start with 32 wolves, and in the second round you start with 40 wolves. Each succeeding round begins with 48 wolves. The number on the right-hand flag represents the number of lives you have in reserve. You start with six lives – one in the basket and five in reserve.

CURTAINS A green curtain falls after you lose a life. In a two-player game this curtain indicates a change of players. An orange curtain falls after you kill all of the wolves in a round. Between rounds, the round number (and player number in a two-player game) is shown on the orange curtain.

PAUSE Press the ENTER key to pause a game. Press any key to resume play.

START OVER Press the BREAK key to abort a game and return to the title page.



POINTS

FIRST SCENE (POOYAN'S HOME) Grab the meat from the cliff top for 200 points. Throw the meat, and the first wolf who lets go of his balloon is worth 400 points. (The meat can touch either the wolf or the balloon to make him let go.) The next wolf who lets go of his balloon while grabbing for the same meat is worth 800, and every succeeding wolf who lets go is worth 1,600 points. After a wolf lets go of his balloon, shoot the balloon for 200 points. Hit an acorn or a balloon with your arrow and score 200 points. The first four wolves who land safely climb one of the ladders behind you; if a wolf on a ladder bites you, you topple out of your basket and lose a life.

SECOND SCENE (WOLVES' LAIR) Shoot the balloons that float up out of pots for 50 or 100 points. In this scene, some wolves have one or two additional balloons inside! You score 200 points only when you pop the innermost balloon and the wolf falls to the ground. As in the first scene, score points for grabbing the meat at the cliff top, making wolves let go of their balloons, and then shooting the balloons.

When five or fewer wolves remain in the second scene, the orange Boss Wolf appears, clutching a multicolored balloon. If he makes it to the cliff top, five more wolves appear. To dispose of Boss Wolf, hit him with the meat or hit his balloon several times with your arrows. Don't let seven wolves reach the top because they will push a giant rock down on you!

BONUS SCENE #1 Score 200 points for every strawberry you shoot. Shoot all fifteen of the strawberries and win 5,000 points.

BONUS SCENE #2 Score 200 points for each apple you shoot. Shoot all the apples and win 5,000 points.

STRATEGY

Skill levels change automatically. The better you get, the greater challenge you face.

You have an unlimited number of arrows to shoot at the wolves. The wolves use shields to protect themselves from your arrows. When an arrow hits a shield, it is deflected down. Use this phenomenon to your advantage when the wolves are in a vertical line.

You can deflect acorns off the top and bottom of your basket.

The meat is usually available at the beginning of each new scene and at other times throughout the scene. Be sure to watch for it! The meat will not appear while your basket is at the very top of the cliff. If you toss the meat and it hits a balloon without a wolf, the meat will be deflected back towards you.

Between the scene at the pigs' home and the scene at the wolves' lair, the wolves kidnap some pigs. In the second scene, you can see some of the captured pigs in the jail at the bottom left corner of your screen.

CREDITS

GAME PROGRAMMING: James Garon and Gerry Humphrey

DOCUMENTATION: Ingrid Holcomb