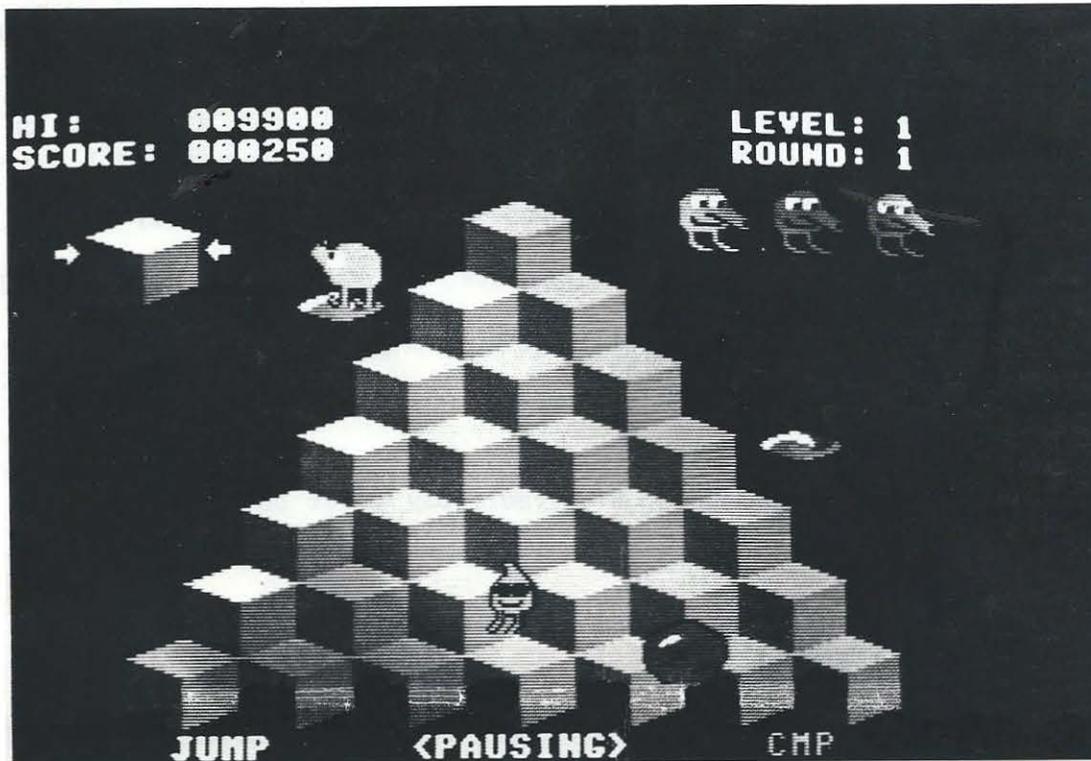


PYRAMIX

An Arcade Game for the Tandy Color Computer 3
Programmed by Jordan Tsvetkoff
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Introduction

The pyramid has long been associated with mystery and power. Now, with PYRAMIX for your CoCo 3, the pyramid will be a source of countless hours of arcade fun that everyone can enjoy!

PYRAMIX is a 100% machine language arcade game written exclusively to take advantage of all the power in your 128K or higher CoCo 3. The colors are brilliant, the graphics sharp, and the action hot.

The object of PYRAMIX is deviously simple. All you have to do is hop Kubix - a short, roundish little guy with a long snout - on the tops of the blocks that make up a pyramid on the screen. When Kubix hops on a block it changes color. The idea is to get all the blocks to be the same as the cube in the upper left of the screen. When all the blocks match, you will advance to the next round.

The reality, however, is much harder. Falling boulders bounce in a seemingly endless stream from the top of the pyramid. Contact with one can be deadly, as can contact with Kaderf, the snake, who hatches from his egg to pursue you relentlessly around the board. And, speaking of the board, remember not to hop off the edges, or you could be in for a very long fall. There's also that mischevious punk with the shades, Smuck, who undoes you hard-earned color

changes if you don't catch him. And, to make life more miserable, a Death Square slowly moves around the pyramid just waiting for you to land on it. And, when you do...

It's all quite maddening. Plus, as you go higher, you'll find that you need to hop on the squares not once, but twice, in order to get them to match. Or, worse yet, hopping on a square you already visited might undo the work you've just done.

But you do have some help in PYRAMIX. There are elevator discs. Hop on one and it will take you to the top. You can use these to lure Kaderf off the edge of the pyramid. Plus, there are green Time Stopper balls which freeze time for everyone - except you - allowing you to get on with your work, for a bit.

PYRAMIX features great animation, graphics, sound effects, and playability. It has all the extras you could want, too, such as a pause option, RGB and CMP modes, the ability to play with either the keyboard or joystick, a help screen, multiple skill levels, and the ability to make a backup in case anything happens to your master.

What's more, your favorite Color Computer dealer won't charge you a pharaoh's fortune for PYRAMIX. The pyramid may never be this addictive and fun again!

Loading Instructions

You will need a Tandy Color Computer 3 with at least 128K of memory and a disk drive to run PYRAMIX.

Turn on your monitor or TV, disk drive(s), and computer, then insert the PYRAMIX diskette (either side) and close the drive door. Make sure the right joystick is connected if you plan to use a joystick, since that is the one PYRAMIX will use.

You should see the OK prompt on your computer screen. If not, remove the diskette, turn off all equipment, check that everything is connected, and retry to above step. If that still does not work, ask your local Radio Shack for help.

Type in RUN"PYRAMIX" and press the ENTER key.

The game will now load, and you may begin playing.

Game Play

Levels and Rounds

PYRAMIX has 6 distinct levels, each with its own trick. Each level is progressively harder than the one before it, and each level contains 5 rounds. After you complete the fifth round on a level, you will automatically advance to the next level. You may choose to start on any level from 1 to 5. Below is a description of each of the levels:

- Level 1 - Easy. You must change each block's color only once.
- Level 2 - Moderate. You must change each block's color twice.
- Level 3 - Semi-hard. Hopping on a block you already visited undoes your work.
- Level 4 - Hard. Same as Level 3, but each block must be changed twice.
- Level 5 - Very hard. Blocks must be changed twice; hopping thrice returns the block its original color.
- Level 6 - Hard. Invisible pyramids and other mysteries fill this level.

The Title Screen

The title screen is the text/graphic screen that is first displayed after PYRAMIX is loaded. It displays the serial number of your game, and also the credits for the game. While looking at the title screen, there are several things you can do. The first is you can set your starting level. Type a number from 1 to 5 to indicate the level you would like to start on.

You can also press "R" to use the RGB color set. It is a good idea to press "R" if you have a Tandy CM-8 monitor or a Magnavox monitor running in RGB mode. Pressing "C" will return the game to the CMP color set, which is used if you have a TV set or composite monitor. CMP is the default mode. (If you are not sure whether you have an RGB monitor or a CMP monitor, play the game. The falling balls should be red, green, and purple. If they are other colors, you are in the wrong mode.) These colors may also be adjusted during game play.

Pressing "H" while on the title screen will display a HELP screen, showing you the various characters you will encounter during your pyramid-hopping adventures, and telling you a little bit about each. It is nice to familiarize yourself with the characters by means of the help screen. Hit any key to return to the title screen.

Hitting "S" at the title screen will display the high score screen. Press a key to return to the title screen when you are done looking at the high scores.

Pressing the SPACEBAR from the title screen will start your game in keyboard mode, and pressing the JOYSTICK BUTTON will start your game in joystick mode.

If you do not press any keys or hit the joystick button, PYRAMIX will go into DEMO mode after about 15 seconds. In demo mode, the computer will play the game itself, letting you watch to see what happens. "-=DEMO=-" appears at the top of the screen in demo mode. Should you wish to stop the demo before it is through, you may do so by hitting BREAK which will return you to the title screen, or by pressing the joystick button to start a joystick game, or by pressing the SPACEBAR to start a keyboard game.

Moving Kubix and Game Options

To move Kubix around the screen, use either the joystick or keyboard. When you use the joystick, just move the stick to the corner corresponding to the direction that you would like Kubix to move. There are three different options for what the joystick button will do. The default option is JUMP. In this case, you must press or hold the button to get Kubix to move. In PAUSE mode, Kubix will continue to hop unless you press the button to pause him. In NO

EFFECT mode, the button has no effect; you must center the joystick to pause Kubix. (JUMP and PAUSE modes are usually best for the standard Radio Shack joysticks. NO EFFECT is best for Atari type or spring centering joysticks.) If you wish to change the joystick button mode, press 1, 2, or 3 as follows:

- 1 - "Jump" joystick mode
- 2 - "Pause" joystick mode
- 3 - "No effect" joystick mode

To control Kubix with the keyboard, use the four arrow keys. Think of the arrow keys as rotated slightly counter-clockwise in relation to the direction that you wish Kubix to move. It is a bit awkward at first, but with practice you will get used to the keys.

The following keyboard options are valid during game play:

- <BREAK> - end game and return to the title screen
- C - set colors to Composite
- R - set colors to RGB
- K - use Keyboard control
- J - use Joystick control
- P - Pause the game. Press any key to continue.
- 1 - "Jump" joystick mode. See above.
- 2 - "Pause" joystick mode. See above.
- 3 - "No effect" joystick mode. See above.

The words JUMP, PAUSE, or NO EFFECT will be displayed in the lower right as a reminder of what mode you are in. Either KEYBOARD or JOYSTICK will appear on the bottom middle of the screen to tell you which device you are using to move Kubix, and RGB or CMP appear in the lower-left to tell you which monitor you have selected.

Objects and Characters

SMACK: A green character with large eyes. He periodically hops down the pyramid, and if Kubix catches him, a bonus of 600 points is awarded.

SMUCK: A green character similar to Smack, except that he wears shades. He also hops down the pyramid periodically, and if caught will also give 600 bonus points. However, as SMUCK hops from block to block, he changes the color of each block he touches back to its original hue. Catch him quickly to prevent his mischevious.

TIME STOPPER: A green ball that bounces down the pyramid from time to time. If Kubix catches this green ball, 200 bonus points are awarded. More importantly, though, all of the characters on the screen will freeze (with the exception of the Death Square), giving you a limited amount of time to work uninterrupted.

RED BALL: These balls tumble down the pyramid. If they touch Kubix, he loses a life. Try to avoid these tumbling menaces.

PURPLE BALL/KADERF: The PURPLE BALL is also deadly to the touch, but represents a more serious threat. For, when this ball reaches the bottom of

the pyramid, it hatches into Kaderf, a Snake-like creature who pursues Kubix anywhere on the pyramid. Kaderf's touch is deadly, and the only way to get rid of him is to trick him off the edge by using an ELEVATOR DISC.

ELEVATOR DISCS: These two multicolored, swirling discs may be found on the side of the pyramid. If you hop on one, it will transport you to the top of the pyramid. These also provide a means for fooling Kaderf, since he will try to follow you even when you are on an ELEVATOR DISC, causing him to fall off the edge of the pyramid and disappear.

DEATH SQUARE: A blank and white flashing square which moves from block to block on the higher rounds on each level. After a beginning pause, this square will move around the pyramid. If you land on it, or it moves to the block on which you are resting, you will lose one Kubix player. (The top right of the screen displays how many more Kubix players you have.) Also, when you get killed on rounds 3-5, wait a bit before you start moving again to make sure you can see where the DEATH SQUARE is, since it remains hidden for the first few seconds.

DIAMOND: Found on round 5 of each level, the diamond gives you an extra life if you catch it. (Up to 3 extra lives are possible.) The DIAMOND is green and appears to be turning. Catch it quickly, for it will not stay for the whole round!

How Lives Are Lost

You can lose a Kubix by falling off of the pyramid, from either the back or the front, by running into a purple or red character, or by landing on the Death Square.

Scoring

600 points are awarded for catching Smack or Smuck, 200 points for catching the Green Time Stopper Ball, 20 points for changing a block top to its intermediate color, 50 points for changing a block top to its final color, and, when you finish a round, you get 1000 points times the level plus 100 points times the round. (Thus, completing Level 2, round 3 would give you 2,300 points extra.)

About your PYRAMIX Diskette

PYRAMIX took hundreds of hours to write. It also took hundreds of dollars to get it out on the CoCo market and into your hands.

In order to assure that you are able to continue playing PYRAMIX, we have done several things. First, you may make a BACKUP of your PYRAMIX diskette. Do this by placing the PYRAMIX diskette in drive 0, and a formatted diskette in drive 1. Then type BACKUP 0 TO 1.

This backup will not run by itself, but should anything happen to your master, you may replace the copy by putting your backup copy in drive 0, your Pyramix master in drive 1, and typing BACKUP 0 TO 1 to restore your disk.

We have also given you TWO copies of PYRAMIX, one on each side of the disk. So, in case one copy is damaged and the BACKUP procedure fails to work, you can simply use the other side of the diskette. (If one side does not work, chances are the other side still will.)

Should you not be able to restore PYRAMIX with your backup copy, or load either of the two sides, we suggest you have your disk drive checked and recleaned. If that fails, you may return your original serial numbered diskette for a replacement. Enclose the nominal fee of \$2 to cover return postage, handling, and packaging.

The best way to insure that you can always use PYRAMIX is to make a backup and take care of your diskette. Heed the warnings on the back of the disk's jacket, and NEVER place your disks on top of your monitor, disk drives, or anywhere else where there might be magnetic interference (such as a phone or radio).

Also, please respect the Copyright laws and do not try to "pirate" PYRAMIX. We've worked hard to give you a good game at a good price, and hope you will not ruin sales by pirating copies. Pirating is illegal. It makes companies think twice before investing the time and money necessary for producing excellent programs for the Color Computer 3. With your help, the CoCo 3 market will remain a growing one, not a dying one.

An Invitation

ColorVenture is a fast-growing computer design and development company that supports the Color Computer 3. If you have talents in programming, graphics, or program design, or if you have a program you might like to market, we'd love to hear from you. Please tell us a little about yourself in writing!

For diskette replacement or programming opportunities, write to:

ColorVenture
11 Prospect Drive South
Huntington Station, NY 11746

If you are returning your diskette, remember to enclose \$2 and your return address. If you are interested in joining ColorVenture, please include both evening and day telephone numbers, if possible, and tell us a bit about yourself and your computer system.