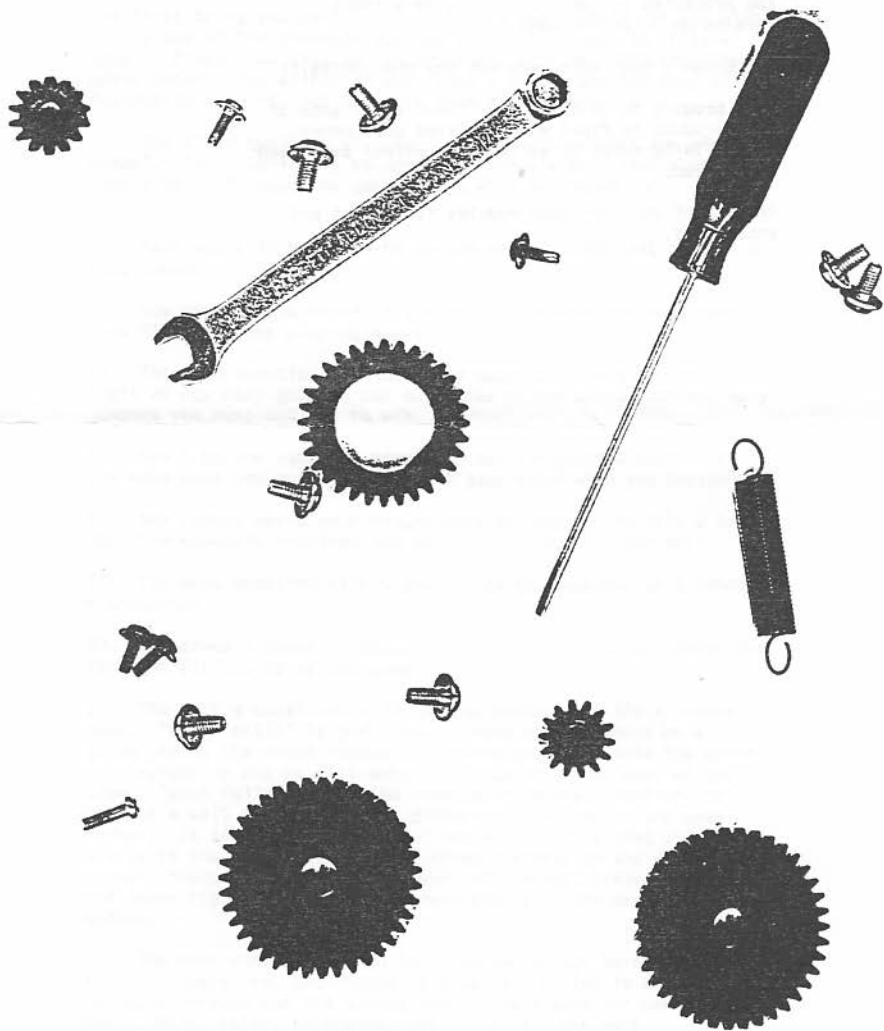


THE
ARCADE FACTORY

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B&B SOFTWARE
1637 Hanchett NW
Grand Rapids MI 49504

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"It doesn't cost much, why not buy one yourself!"

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Trading of your own game modules is allowed and encouraged.

HERE WE GO!

With the Arcade Factory and editor programs you can produce your own game modules, with your own characters and choice of rules, and play them on your COCO 2 or 3.

EDITOR

The first thing you want to do is make a game module, if you wish to try one of the pre-made modules first then jump to "Play a game". Place your disk in the drive and type run "Editor", then press enter. The editor is very simple to run and has many of the instructions in it, but lets run them all down anyway-

- 1) The first question will be " Do you want to edit one of your games". This option is to change previously made game stored your disk. If "yes" the game module will be loaded for alterations.
- 2) Next you will be asked to choose normal, COCO fast or COCO 3 fast speed.
- 3) Now you will be asked if you want sound when you move your game figure on the playing board.
- 4) The next question is " How many goodies". This is not a limit of how many goodies can be places on the board, but how many goodies you must collect to win.
- 5) Now " Do you want the creeps to eat the goodies too?". If yes make sure you put plenty on the game board when you design it.
- 6) Key repeat makes your figure move as long as you hold a key. One step movement requires you to push the key for each move.
- 7) The next question allows you to use the spacebar as a random transporter.
- 8) The creep's speed is adjustable for you so you can change the type and difficulty of the game.
- 9) The next 4 questions will let you control how the 4 creeps move. "stand still" is just that. "have no idea where he's going" moves the creep randomly. "chase you" will make the creep very aggressive and he will actually chase after you most of the time. "path follow" makes the creep move in one direction until he hits a wall then moves in a different direction in the same manner. It is important to point out at this time that creep 1 starts in the upper left corner, creep 2 starts in the upper right corner, creep 3 starts in the lower left corner, creep 4 starts in the lower right corner, and our hero starts in the center of the screen.
- 10) The next nine steps will have you design our hero, goodies, filler, creeps 1-4, boobytraps, and walls. Filler is an area you can walk through but the creeps can't. It's good for making doors, dirt, water, asteroids, etc. The rest are self explanatory.

11) The final design stage is to make the map or playing board.
The controls are-

ARROW KEYS = moves cursor
X = place a wall
F = place filler
G = place goody
B = place boobytrap
SPACE BAR = erase
D = done

12) The final step is to save your game module. Make sure the disk you want is in the drive, type in a name, and enter.
Congratulations! You just made your own game.

PLAY A GAME

The rules are simple! To win you must pick up the predetermined amount of goodies. If you walk in to a boobytrap, you lose. If a creep gets you, you lose. The controls are the arrow keys to move and the space bar to transport (if chosen). To play a game do the following-

- 1) LOADM"GAME"
- 2) LOADM"ARCADE"
- 3) EXEC

"GAME" represents the name of a game module.

HAVE FUN

Here is how the modules "DIGIT/BIN" and "DUNGEON/BIN" are set up-

DIGIT

speed= normal	sound= on
number of goodies= 4	creeps eat goodies= no
key repeat= off	spacebar= do nothing
creep speed= fast fast	creep 1= random
creep 2= path follow	creep 3= path follow
creep 4= chase you	

In this game you must collect the 4 diamonds.

DUNGEON

speed= normal	sound= off
number of goodies= 3	creeps eat goodies= yes
key repeat= on	spacebar= transport
creep speed= fast fast	creep 1= path follow
creep 2= chase you	creep 3= chase you
creep 4= random	

In this game you must collect 3 of the keys.