

*** TUTY ***
(C) 1988
BY
CB GAMES

For CoCoII or CoCoIII.

Optional: Joystick, RGB monitor (CoCoIII).

DISK HANDLING

Never turn the power on or off with disk in drive. Store disk in its envelope in a vertical file. Do not store near magnetic fields or direct sunlight.

BEFORE RUNNING

Make a BACKUP copy of the game diskette and store the original in a safe place. For further reference see RADIO SHACK, TRS/80, COLOR COMPUTER DISK SYSTEM, OWNERS MANUAL & PROGRAMMING GUIDE, A PUBLICATION OF RADIO SHACK, A DIVISION OF TANDY CORPORATION, FORTWORTH, TEXAS NATIONAL PARTS #MU2603022.

GETTING STARTED

Make sure all system cables are plugged in properly. If you are using a joystick make sure it is plugged into the right joystick port then power up system (TV/MONITOR, COMPUTER and DISK DRIVE). Next insert your TUTY game diskette and type RUN"*" (ENTER).

Your computer will then ask if you are using a RGB monitor. If you are press Y for yes or if you are using a TV press N.

TUTY is played with six different fruits with different combinations of them having different values.

OBJECT

The object of this game is to be the first player to reach the winning score. You decide the length of the game by choosing the winning score of 5,000/10,000/15,000/20,000 or if you like you may let the computer pick the winning score for you and no one will know what it is until they reach it.

JOYSTICK USE

(Fire button) To go from SCOREBOARD to FRUITBOARD or FRUITBOARD to SCOREBOARD.

PUSH (UP) To rollup fruit. PUSH (LEFT) To save fruit.

PUSH (RIGHT) To discard fruit. PUSH (DOWN) To keep points (on scoreboard).

KEYBOARD USE

(SPACEBAR) To go from SCOREBOARD to FRUITBOARD or FRUITBOARD to SCOREBOARD.

(R) To rollup fruit. (S) To save fruit.

(D) To discard fruit. (K) To keep points (on scoreboard).

PLAYERS

One player may challenge TUTY or up to four players may compete against each other.

BEGINNING PLAY

Player #1 starts by going to the FRUIT BOARD and rolling up their first six fruits. Then the player must decide which fruits to save and which to discard. If a player is unable to save at least one fruit they lose their turn and all of their points for that turn.

A player must have at least 500 points to keep their points for their first score.

On any one rollup a player may only keep combinations of fruit that are listed in the scoring section of this pamphlet. After a player has saved the fruits they want and discarded the ones they do not want, they may either stop and keep their points or they may rollup more fruit.

If a player is able to save all six fruits they may continue with six new fruits.

A running total of points for a single turn is kept at the top of the SCOREBOARD.

WINNING

To win the game a player must reach the winning score that was decided at the beginning of the game.

(May all of your rollups be fruitfull.)

SCORING

WATERMELONS

1=50 points
2=100 points
3=500 points
4=1000 points
5=1500 points
6=2000 points

PINEAPPLES

1=100 points
2=200 points
3=1000 points
4=2000 points
5=3000 points
6=4000 points

GREEN APPLES

3=200 POINTS
4=400 POINTS
5=600 POINTS
6=800 POINTS

GRAPES

3=300 points
4=600 points
5=900 points
6=1200 points

CHEERIES

3=400 POINTS
4=800 POINTS
5=1200 POINTS
6=1600 POINTS

STRAWBERRIES

3=600 POINTS
4=1200 POINTS
5=1800 POINTS
6=2400 POINTS

FRUIT SALAD

(all six different)=1000 points

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231 GRANDALE AVE.

KALISPELL, MT. 59901

(406)257-3832
