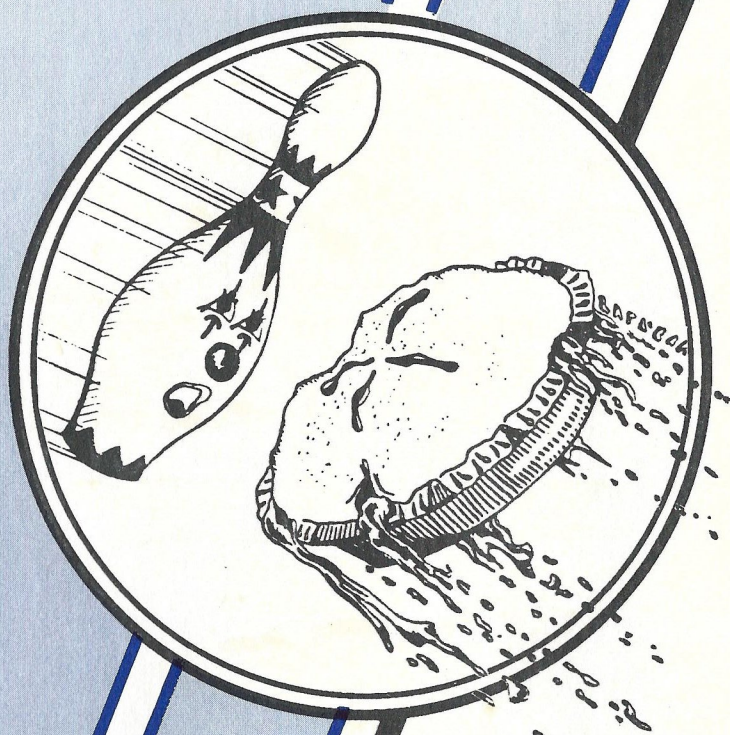


Mudpies



by Philip MacKenzie & Jeffrey Sorenson

A Fun-Filled Arcade Game For The Atari ST

LOADING INSTRUCTIONS

1. Turn on the computer.
2. Boot-up with TOS.
3. Insert *Mudpies* disk into Drive A.
4. Press ESC to log the new disk in Drive A.
5. Double click on the MUDPIES.TOS file or icon.

The program will then begin. *NOTE:* This game requires a television or color monitor to operate.

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INTRODUCTION

THE KID IS IN TROUBLE! Arnold is a mischievous 12-year-old boy whose sense of humor sometimes goes astray. When the circus came to town, Arnold couldn't wait to see it! He hurried to the grounds for fun and excitement.

But the circus wasn't quite what Arnold expected, and soon he got bored. When the clowns come on with their crazy act, Arnold decided he'd had enough! He picked up a mudpie and threw it at the nearest clown, hitting him right in the face. Next thing you know the air was swarming with mudpies. But the clowns didn't think it was so funny. They started throwing things back at Arnold and tried to catch him. Soon the place turned into a *REAL* circus.

Now Arnold isn't such a bad kid; he just can't help getting into trouble. You can help Arnold by moving him out of danger. Throw mudpies to ward off angry clowns, pick up food to keep Arnold from getting hungry, and find an exit to escape through.

STARTING A GAME

When the game begins, the initial title page will be displayed. From there you can start a game, or change which form of game controllers are to be used.

Press ESC to select controllers. A list of controller choices will appear, along with the Function keys used to select each one. Initially, controls are set for both players to use the mouse. To choose a new controller, press the Function key that corresponds to your choice.

To start a game, simply press "1" or "2" for the number of players. In a two-player game, players alternate after every trip Arnold makes to the FIRST AID tent.

MOVEMENT

Joystick Control: Move the joystick in desired direction to move Arnold.

Mouse Control: When Arnold appears on the screen, put the mouse in the center of a clear area and click the right-button. This will be the "mouse center" position. The mouse will then work almost like a joystick. If the mouse is moved to a position down and left of the "mouse center," Arnold will move down and left. If it is moved back across the center to a position up and right, Arnold will move up and right. You can use the right-button to change the mouse center at any time in the game.

OBJECTIVES

As you move Arnold around the circus grounds, the clowns will try to catch him! You must try to fend off the clowns by throwing mudpies. Simply run over a pie to pick it up. To throw a pie, press the fire button if using the joystick, or the left-button if using the mouse. For each clown you hit with a mudpie, you receive varying points, depending on the clown. More than one clown can be hit with one pie.

If a clown catches Arnold, or if he is hit by a flying juggling pin, he has to take a trip to the FIRST AID tent. Arnold gets only three trips to FIRST AID before the game is over. Pressing the joystick or mouse button (depending on the control mode) will speed up Arnold's trip to the FIRST AID tent.

FOOD is the only way to keep Arnold moving. On the left side of the screen is Arnold's food level. If his level drops below 100 or goes above 200, Arnold slows down to half speed. There is plenty of junk food at the circus to feed Arnold, so keep an eye out. Remember that overfeeding Arnold is just as bad as underfeeding him. *Watch that food level!*

SCORING

Scores will be shown on the right-hand side of the screen. After the score will be the number of trips Arnold has left to the First Aid tent. For example, " x 2 " would mean you have two trips left. When this number reaches zero the game is over. In a two player game, the active player's score will be white, the inactive player's red.

Entries in the High Score and High Level tables occur when all players are done with their games. If you have a High Score or High Level, use the keyboard to enter your name.

Points and food units are distributed as follows:

CLOWNS	-	100 to 800 POINTS
CHALLENGE	-	2,000 POINTS
HAMBURGERS	-	30 FOOD UNITS
FRIES	-	20 FOOD UNITS
SHAKES	-	10 FOOD UNITS

BONUS

For every 10,000 points scored, Arnold receives an extra trip to the FIRST AID tent.

LEVELS AND CHALLENGE ROUNDS

There are six main rooms into which Arnold can run. He can leave a room only when he reaches a completely open door. Arnold can leave a room carrying a pie, enabling him to enter the next room with that pie.

At certain times, Arnold will have to run through a room without pies. These events are Challenge Rounds which contain a special prize worth 1000 points. Making it out of a Challenge Round without being caught will result in a 1000 point reward, making each Challenge Round worth a maximum of 2000 points!

After every twenty thousand points, a spinning door appears on the screen. Running through this door allows Arnold to enter a special Mudslinging Round. In this round, Arnold may hit as many clowns as he can in a limited amount of time. During this time the clowns do not throw pins or chase Arnold, but they will get him if he runs into them.

FUNCTION KEYS

During the game a function key menu will be displayed in the lower left-hand corner of the screen.

- F1: Hitting this key twice will abort the game.
- F2: Hitting this key will pause the game. Hitting this key a second time will resume the game.
- F3: Hitting this key will turn the music off. Hitting this key a second time will turn it back on.

MichTron brings you more of the finest in skill and strategy games for your Atari ST...

Time Bandit: The Arcade Adventure

By Bill Dunlevy & Harry Lafnear

Action! Test your wit, skill, and loyalties too! Battle Evil Guardians as you try to escape with the Treasures of Time. Dual-player mode lets two play simultaneously on their own windows. Help or hinder your partner, but beware of treachery; if one player dies, he may still return for revenge!

Adventure! Use the Timegates to choose from over twenty unique adventuring areas with over 15 levels each! Explore medieval dungeons, western frontiers, and future science all in one game! And somewhere in that vast array of maps is a great mystery, just waiting to be solved!

Art! This fast, machine-language epic takes advantage of all the ST's special features. Beautiful landscapes, too large for one screen, scroll smoothly in all directions. Unique creatures and 3-D terrain for each time period, detailed animation, thrilling sound and music, hundreds of screens--*the conquest of Time and Space awaits you!*

Flip Side

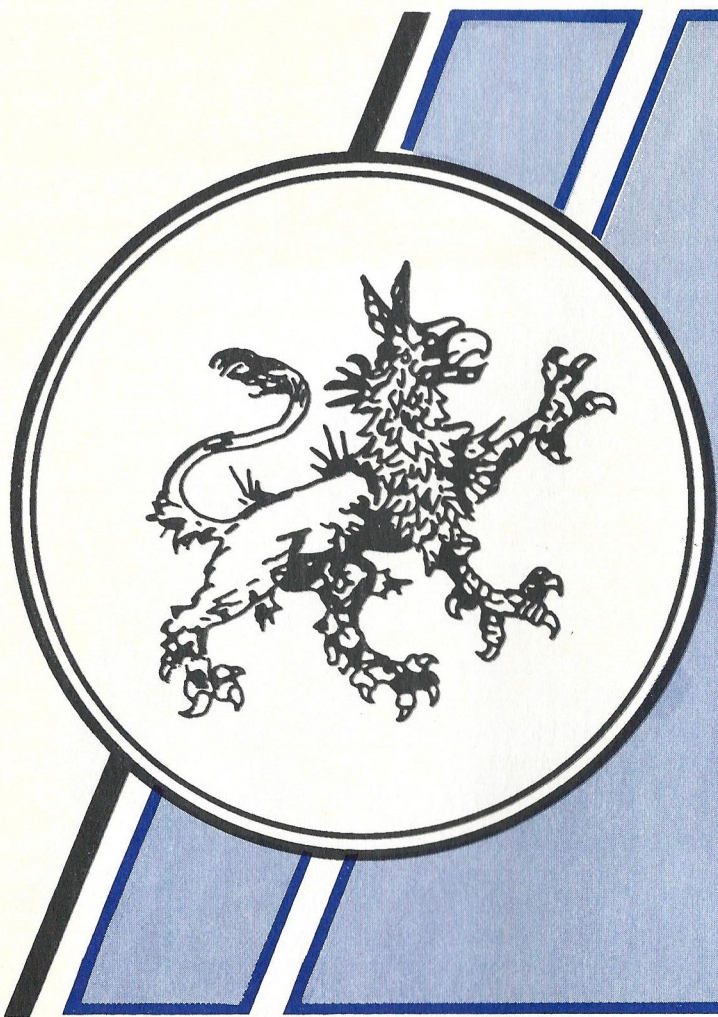
by Ken Olson and Phil Hollyer

This Reversi-type game combines Chess-like depth with Checkers-like ease for an excitement all its own! Surround an opponents piece and flip it over. This simple rule leads to strategies as complex as your imagination! Animated graphics bring the board to life as pieces flip themselves.

Play against another player, or against the computer in any one of six skill-levels: from beginner to expert with extended "look-ahead" ability. A speed-game option lets you select up to 10 minutes per move for thoughtful play, or limit yourself to seconds for a true challenge!

During play, the computer can show you all available moves, or suggest a move for you! You can switch sides with the computer, and even edit the board for creating your own training problems and custom challenges (not to mention getting out of trouble now and then)!

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