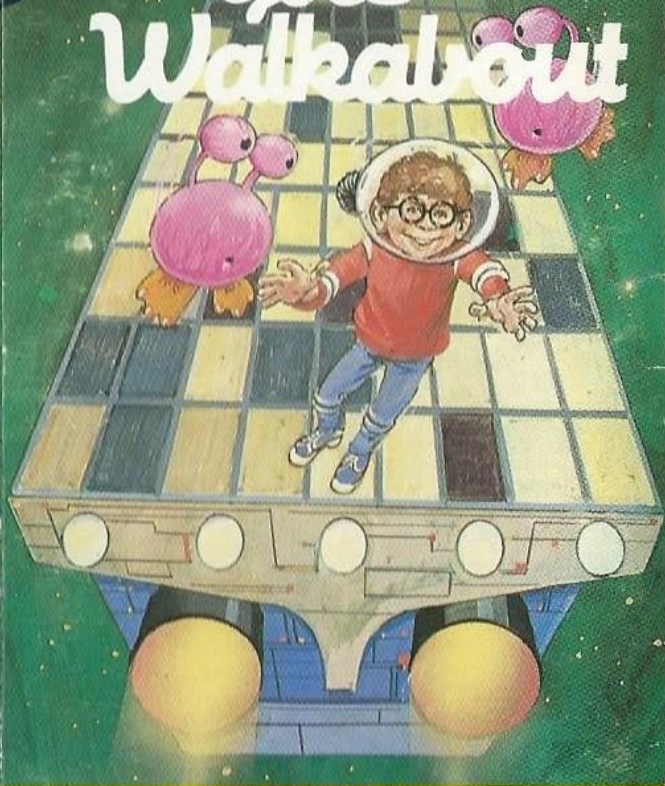


Cuthbert Goes Walkabout

TANDY
TRS-80™ Colour Computer

Cuthbert Goes Walkabout



TRS-80
Colour
Computer

26-7302

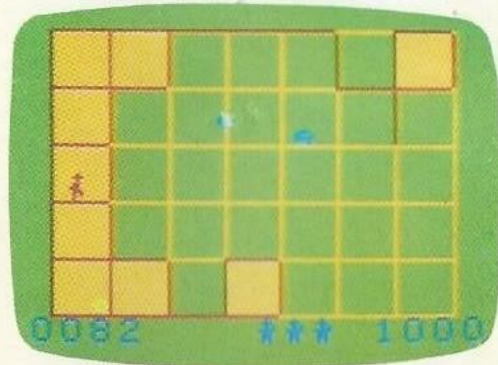
Custom
Manufactured by
For

MICRODEAL

TANDY CORPORATION

BILSTON ROAD
WEDNESBURY
WEST MIDLANDS

Cuthbert Goes Walkabout



Actual picture of screen on TRS-80 Colour Computer

LOADING INSTRUCTIONS

To load the program type:

CLOADM

and press the "Enter" key.

When loading is complete the program will start automatically and enter its display mode. To start a game press the space bar or joystick button.

If you encounter an I/O Error then try loading at a different volume setting. There are three copies on each side of the tape.

OBJECT OF THE GAME

To make Cuthbert light up the lunar pad, he must activate the switches, which are located at the corners of the squares, by walking across them. When all four switches are turned on, the whole square will light up.

Each switch scores one point. Each square scores five points. When the whole "pad" is alight, you get a bonus of 100, an extra Cuthbert and a new screen to fill in. Your bonus increases by 100 for each successive screen.

CONTROL (either Keyboard or Joystick)

You may control Cuthbert with either the keyboard or the joystick. If you have a joystick connected use the right joystick port.

If you don't have a joystick connected press key K (for "Keyboard only"). To move Cuthbert use the arrow keys or the joystick for direction and the space bar or joystick button to make him jump. Cuthbert can walk or jump on horizontal lines but he can only climb up or down vertical lines. Note that he will not walk blindly off the edge but it is possible to jump him over it - to certain death - so be careful!

In addition to Cuthbert's controls there are four other keys which you may need to use:

Key K. (as mentioned above), must be pressed if there is no joystick connected.

Key B will stop the game, temporarily freezing the action until key 5 is pressed. This can be very handy if you are interrupted during a game. No need to hurry, Cuthbert will wait forever until you return to continue where you left off. ▶

Cuthbert is on the Lunar Landing Pad, waiting for the Federal Chief's State Visit: the must turn the lights on by walking across the switches, located at the corners of the squares, before the invading Moronians get him. Watch him do his Victory Dance before he tackles the next "Pad" and another, larger, set of Moronian Invaders.

Can you get your name in the Hall of Fame?

Superb full colour graphics with accompanying music.

Cassette. Uses either keyboard or joystick.

Key 8. If you are using a black and white TV you will need key 8 for screens 3, 7 and 11. These screens are a different colour and the action is not clear in monochrome. To correct this press key 8 and the original colours will reappear.

Any of the above keys can be used at any time during your game and the effect is instant.

At any time after the end of the game or during the Display mode, Hall of Fame or Title Page, pressing any control key or the joystick button will restart a new game.

At first you will have difficulty controlling Cuthbert, especially when you want him to change direction. After a few games however you'll find he can be controlled very accurately indeed! Note that if two keys are pressed at the same time, one horizontal and one vertical (or if the joystick is put in a corner), Cuthbert will turn automatically at the next intersection he comes to. This works for any direction.

Oh! There is one other small matter to mention. Just to make things more interesting, Cuthbert is under constant attack by the Moronians. These are all intelligent and explosive – and they don't like Cuthbert. Cuthbert can jump over them by using the space bar or the joystick button, provided they are not about to change direction.

HINTS FOR HI-SCORES

Be careful with jumps. The worst thing you can do is to jump Cuthbert off the edge. The next worst is to jump over a Moronian when it is about to change direction.

Keep away from the Moronians. Light up the squares away from where they are at the moment. They are semi-intelligent and will home in on Cuthbert. When they start to get close – move on.

Don't waste time. There is no time limit on any screen but there are two good reasons why you should try to complete each screen quickly. First, the Moronians become more intelligent the longer you take. Second, if you are quick you can avoid The Chief Moronian. He is the one who appears late in each screen (listen for the warning). He is very intelligent and he doesn't play fair!!

Practice makes less imperfect. Note the danger areas and light these up early. There is a lot to be learnt by observing the habits of the "enemy". At this point we could wish you good luck, but we won't. Cuthbert is a game of skill. Once again we remind you – practice makes less imperfect.

HALL OF FAME

To enter your name in the Hall of Fame, move the joystick (or press the arrow keys) to the left or right until the letter you require is displayed. Centre the joystick (if connected) and press either the joystick button or the space bar to move on to the next letter. When your name is completed, press the joystick button or space bar when is displayed.

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