

TM
MUNCHMAN II

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Manual written by Martee Phillips

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1-800-227-6900

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QUICK REFERENCE GUIDE

Note that this Solid State Cartridge is designed to be used only with the TI-99/4A Home Computer. Important keystroke sequences are summarized here for your "quick reference."

<u>Keystroke</u>	<u>Function</u>
E, I	Move the Munch Man up.
X, M	Move the Munch Man down.
S, J	Move the Munch Man left.
D, K	Move the Munch Man right.
T	Enters tournament mode from Munch Man TM II title screen.
P, T	Pause game play.
FCTN 8 (REDO)	Starts a new game.
FCTN 9 (BACK)	Returns to Munch Man TM II game menu.

If the (optional) Joystick Controllers are used, simply press the lever in the desired direction to move the Munch Man. Be sure to release the AlphaLock key before using Joystick Controllers.

Attention Munch ManTM players!
The Munch Man is back and so are the
sneaky hoonos! Munch your way
through two all-new mazes! Hop the
teleporter to escape from hoonos!
Go for the high score or test your
skills in the challenging tourna-
ment mode! Shoot for the Top Ten!

Munch ManTM II is here with more
mazes, faster hoonos, trickier
turns, and two modes of play.

In Munch ManTM II, you

- * Maneuver your Munch Man through not one, but two challenging mazes.
- * Face faster, more intelligent hoonos.
- * Munch chains instead of leaving chains.
- * Hop the teleporter to slip out of a tight spot and into the other chain-filled maze.
- * Select arcade game play or accept the ultimate challenge of the tournament mode--beating the hoonos with only one Munch Man.
- * Carve your initials in the Tournament Top Ten.
- * Escape out maze doors.
- * Battle with eight, all-new hoonos.
- * Use standard arrow keys, a split keyboard, or Joystick Controllers.

Munch Man™ II has many of the special features of the original Munch Man and much more. While both games have a maze, hoonos, Munch Man and energizers, Munch Man™ II also features an additional maze, a roaming teleporter, and two types of game play--arcade and tournament

mode. A Top Ten chart identifies the ten best tournament players and their scores. In Munch Man™ II, the mazes are already filled with chain links. Your goal is to clear the mazes of all the links. Munch Man™ II provides challenge for the advanced player and fun for all.

MUNCH MAN

Munch Man is the character you control during game play. Munch Man must eat all the chain links and energizers in both mazes while avoiding the menacing hoonos. Munch Man can eat the hoonos after he swallows an energizer.

HOONOS

Four hoonos on each level pursue Munch Man, trying to stop him from clearing the maze and advancing to the next level. The hoonos are very smart and move faster than Munch Man. Beware of the hoonos!

MAZES

Two completely different mazes await you! Two doors connect the mazes. If a hoono is in hot pursuit, exit through the maze doors to make a quick getaway and enter the other maze. You must eat all the chain links and energizers in both mazes to advance to the next level.

ENERGIZERS

There is an energizer in each corner of the mazes. When the Munch Man eats an energizer, the hoonos turn

blue. The hoonos can only be gobbled by Munch Man when they are blue. Points are awarded for each hoono eaten. Munch Man moves faster than the hoonos when he is "energized." The screen flashes red when the energizer time is almost over. The hoonos that were eaten and held in the center box are set free when the energizer time ends.

TELEPORTER

The teleporter looks like a box with the letter "T" in the middle. It roams randomly around the maze. The purpose of the teleporter is to transfer Munch Man from one maze to the other. If Munch Man is energized when he passes through the teleporter, the energizer cycle ends. The teleporter can be a lifesaver when the hoonos are closing in on you!

BOXES

Four boxes appear next to each maze. For each hoono Munch Man eats during the energizer cycle, points are awarded. These points are displayed in the boxes until the energizer cycle ends or Munch Man enters the other maze.

Munch Man™ II has two modes of game play, arcade and tournament. As in the original Munch Man, the arcade mode starts with three Munch Men and awards an additional Munch Man for every 10,000 points scored. The challenging tournament mode only provides one Munch Man. No

additional Munch Men can be earned. The ten best players and their scores from the tournament mode are displayed on the Top Ten screen. (The Top Ten does not apply to the arcade game mode.) You can switch between tournament mode and arcade mode as often as you wish.

ARCADE MODE

The goal in the arcade mode is to advance to higher levels by munching all the chain links and energizers in both mazes. Watch out for the dreaded hoonos!

The arcade mode starts with three Munch Men--one in the maze and two in reserve. When a Munch Man is dissolved by a hoono, a Munch Man from the reserve takes its place and the game continues. Another reserve Munch Man is earned for every 10,000 points scored.

Only four Munch Men can be displayed on the screen. If you earn more than four reserve Munch Men, the extras are "hidden" and appear one-by-one as you need them.

To enter the arcade mode from the Munch Man™ II title screen, press any key except T. The game screen will appear automatically.

TOURNAMENT MODE

The goal in the tournament mode is the same as the arcade mode, except you are only given one Munch Man. There are no reserve Munch Men and no additional Munch Men can be earned.

To enter the tournament mode, press T on the Munch Man™ II title screen.

The ten best tournament players and their scores are displayed on the Top Ten screen.

BASIC GAME PLAY

When the game screen appears, press any key to start the game. Use the keys or Joystick Controllers to move Munch Man around the mazes, gobbling chain links. Eat an energizer to munch hoonos for extra points. Move through the maze doors to enter the other maze. Hop the teleporter to transfer instantly to safe ground in the other maze. After clearing both mazes, you advance to the next level with faster hoonos, shorter energizer cycles and two chain-filled mazes to test your skills.

Munch ManTM II can be played using the standard arrow keys, a split keyboard, or the Joystick Controllers. Some keys have special functions at particular places in the program. A "split" keyboard refers to the two sets of keys on either side of the

keyboard that move Munch Man. Any combination of these keys will work, allowing one hand to control up and down movement while the other controls left and right movement. A Top Ten screen displays the initials and scores of the ten best players in the tournament mode.

<u>Key</u>	<u>Function</u>
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E,	I Moves Munch Man up.
X,	M Moves Munch Man down.
S,	J Moves Munch Man left.
D,	K Moves Munch Man right.
P,	T Pauses game play. Press any other keys to resume play.
T	On the title screen, enters tournament mode.
FCTN 8 (REDO)	Starts a new game.
FCTN 9 (BACK)	Returns to the Munch Man TM II title screen.

JOYSTICK PLAY

The Joystick Controllers can be used to move Munch Man through the mazes. Simply press the joystick lever in the desired direction. The FIRE button is not used during game play.

NOTE: Be sure the AlphaLock is up when using Joystick Controllers.

TOP TEN

After each tournament game, the ten best players and their scores are displayed on the Top Ten screen. If your score qualifies for the Top Ten, the program prompts you to type your initials and verify them.

The Top Ten scores remain in memory as long as the computer is on and the cartridge is inserted.

SCORING

Points are earned by munching chain links, energizers, and hoonos.

<u>Points</u>	<u>Object</u>
15	Each chain link
100	Each energizer
125	First hoono
250	Second hoono
500	Third hoono
1000	Fourth hoono

ENDING THE GAME

The game ends when the last Munch Man is destroyed. Press REDO to start another game or BACK to return to the Munch ManTM II title screen. When done, turn the computer off.

There are several tricks to playing Munch Man™ II successfully. Once you learn these strategies, you too can become a master Munch Man™ II player!

CHANGING MAZES

- * If you enter the other maze while energized, the energizer cycle ends immediately. Avoid changing mazes during the energizer cycle.
- * If you go directly to an energizer after entering a maze, only the first two hoonos will have time to follow you into the maze. This may give you more time to munch chain links.
- * When entering a maze through the teleporter, it places you on the side of the maze that is furthest from the doors. Eat as much as you can before the hoonos reach that side.
- * Use the doors as often as possible. The hardest section to eat is the area near the doors. Try to clear this area first. The teleporter places you away from the doors.
- * After entering a maze through the doors, move left or right. If you move up or down, the hoonos will catch you.

- * After entering a maze, two hoonos follow one second behind you. The remaining two follow shortly afterwards. Use that one second to get away from the doors and munch chain links.

- * Eat as many chain links as you can before eating an energizer.

- * Use the pause keys to freeze the game and plan your strategy.

OUTSMARTING HOONOS

- * If a hoono is on your tail, make quick turns to lose it or head for the doors or teleporter. Do not try to outrun it.

- * When the maze flashes red indicating the energizer cycle is about to end, stay away from the hoonos and the center box.

- * Sit by an energizer until the hoonos are near. You will spend less time chasing them through the maze.

- * If the Munch Man and the hoono arrive at an energizer at the same time, the hoono will always win.

Three-Month Limited Warranty
Home Computer Software Cartridge

Triton Products Company extends this consumer warranty only to the original consumer purchaser.

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This warranty covers the electronic and case components of the software cartridge. These components include all semiconductor chips and devices, plastics, boards, wiring and all other hardware contained in this cartridge ("the Hardware"). This limited warranty does not extend to the programs contained in the software cartridge and in the accompanying book materials ("the Programs"). The Hardware is warranted against malfunction due to defective materials or construction. This warranty is void if the Hardware has been damaged by accident, unreasonable use, neglect, improper service or other causes not arising out of defects in materials or workmanship.

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The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

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PERFORMANCE BY TRITON

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Triton strongly recommends that you insure the Hardware for value prior to mailing.

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