DOGFIGHT

MASTERMIND

ZOMBIE

ACORNSOFT
GAMES PACK
2

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◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
A C O R N S O F T   G A M E S   P A C K   2
◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
C O N T E N T S :   I N D E X
                    D O G F I G H T
                    M A S T E R M I N D
                    Z O M B I E
◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
```

The INDEX file identifies the cassette, and includes test sequences for setting the correct playback volume on the recorder. It should be star-loaded by typing:

*LOAD "INDEX"

The file will then be loaded directly to the screen, and should appear as shown above. The remainder of the file should appear as a sequence of lines showing the character-set:

```
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[ \ ]↑←
  ! " # $ % & ' ( ) ◆ + , - . / 0 1 2 3 4 5 6 7 8 9 : ; < = > ?
```

The remaining files on the cassette should be loaded and run normally; e.g.:

LOAD "DOGFIGHT"
RUN

DOGFIGHT
Program 4K, graphics 6K; author Peter Miller.

A two-player game in which each player controls a plane from the keyboard. The idea is to shoot down your opponent without crashing into the edge of the universe, the stars, or the score!

RUN the program. If stars are required hold down the SHIFT key, and release it when enough stars have appeared.

Controls
Each player has four controls:

Control	Player 1	Player 2
Stick back	LOCK	REPT
Stick forward	'Z'	'/'
Fire	COPY	'M'
Accelerate	CTRL	':'

Planes may fly off one edge of the screen to reappear on the opposite edge, but colliding with the ground or the top of the screen will crash the plane.

The first player to reach a score of 100 is the winner, and a flag will be drawn on that player's side of the screen.

MASTERMIND
Program 3K, graphics ½K; author DJD.

Mastermind is a game of logical deduction and reasoning, also known as Bulls and Cows. In this version of the game you and the Atom each think of a 'code', consisting of a string of four digits, and you then take turns in trying to guess the other player's code.

Rules
A player is given the following information about each guess: The number of Bulls – i.e. digits correct and in the right position. The number of Cows – i.e. digits correct but in the wrong position. Note that each digit can only contribute to one Bull or one Cow. For example, if the code string were '1234' the score for guesses of '4444', '4000', and '4231' would be '1 bull, 0 cows', '0 bulls, 1 cow', and '2 bulls, 2 cows' respectively.

Play
RUN the game and the table of guesses and replies will be displayed, with a white underline cursor in the column labelled 'YOU:' indicating that the Atom is waiting for you to make a guess at its number. Enter your 4–digit guess, using DELETE to remove any digits entered incorrectly, and press RETURN to enter the guess. The Atom gives its reply in the columns labelled B (bulls) and C (cows). It will then make a 4–digit guess at your number, in the column labelled 'ATOM:', and the cursor will indicate that you should type the correct reply as two digits, again followed by RETURN.

At this point the Atom will think of its next guess, and will print:

THINKING . . . .

at the bottom of the screen. When the Atom is ready for your next guess the cursor will again be displayed, and you should enter your next guess.

Resignation
Instead of entering a guess you may resign by typing R. The Atom will then reveal its code and, if it has not already done so, continue trying to guess your number.

Score
When you have guessed the Atom's code, and the Atom has guessed yours, the message

SCORE?

will be printed at the bottom of the screen. Typing RETURN will then give a display of the current performance of you and the Atom. This gives the following information:
GAMES   total number of codes correctly guessed.
TRIES   total number of guesses to date.
AVERAGE average number of tries needed per game.
Note that if you resign, your number of tries will be increased but you will not be credited with a game, so your average will suffer; you are also not allowed to take more than 12 guesses.

ZOMBIE
Program 3K, graphics ½K

Your plane has gone out of control and you are plummeting into the unknown. You land on Zombie island; your only hope of survival is to lure all the zombies that inhabit the island into the swamp.

RUN the program, and following the instructions the island will be printed, showing your position as X and the zombies as Z. The areas of swamp are shown shaded.

Your move
To escape from the zombies you can move one square in any direction.
To the prompt:

YOUR MOVE?

enter the direction of your move as a single digit, followed by RETURN, as indicated by the diagram:

|		
7	8	1
6	X	2
5	4	3

where X indicates your position; so, for example, to move left type 6. After your move each zombie will move one square towards you.

In desperation you can try move 9, which gives you a chance to jump into hyper-space.
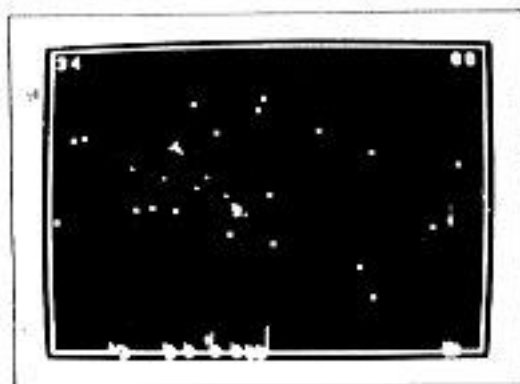
DOGFIGHT

A two-player game in which each player controls a plane from the keyboard, and tries to shoot down the opponent without crashing into the stars. Each player has control of the direction of flight, a fire button, and an accelerate control. Program 4K, graphics 6K.
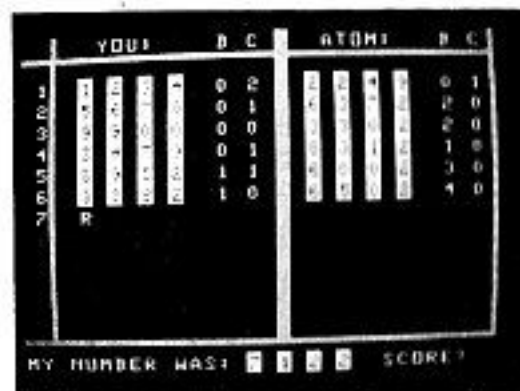
MASTERMIND

Guess the computer's code before the computer guesses yours; a test of logical deduction and reasoning. Program 3K, graphics ½K.
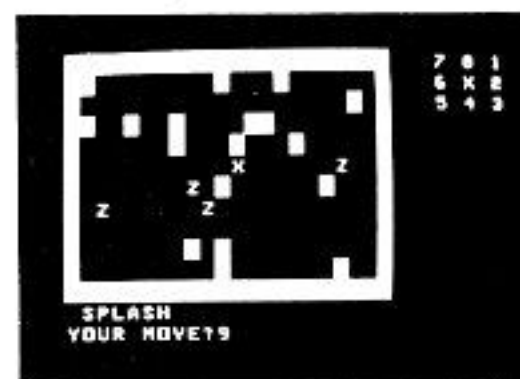
ZOMBIE

Your plane has gone out of control and you are plummeting into the unknown. You land on Zombie island; your only hope of survival is to lure all the zombies into the swamp. In desperation you can try a jump into hyper-space! Program 3K, graphics ½K.