

RAT TRAP

LUNAR LANDER

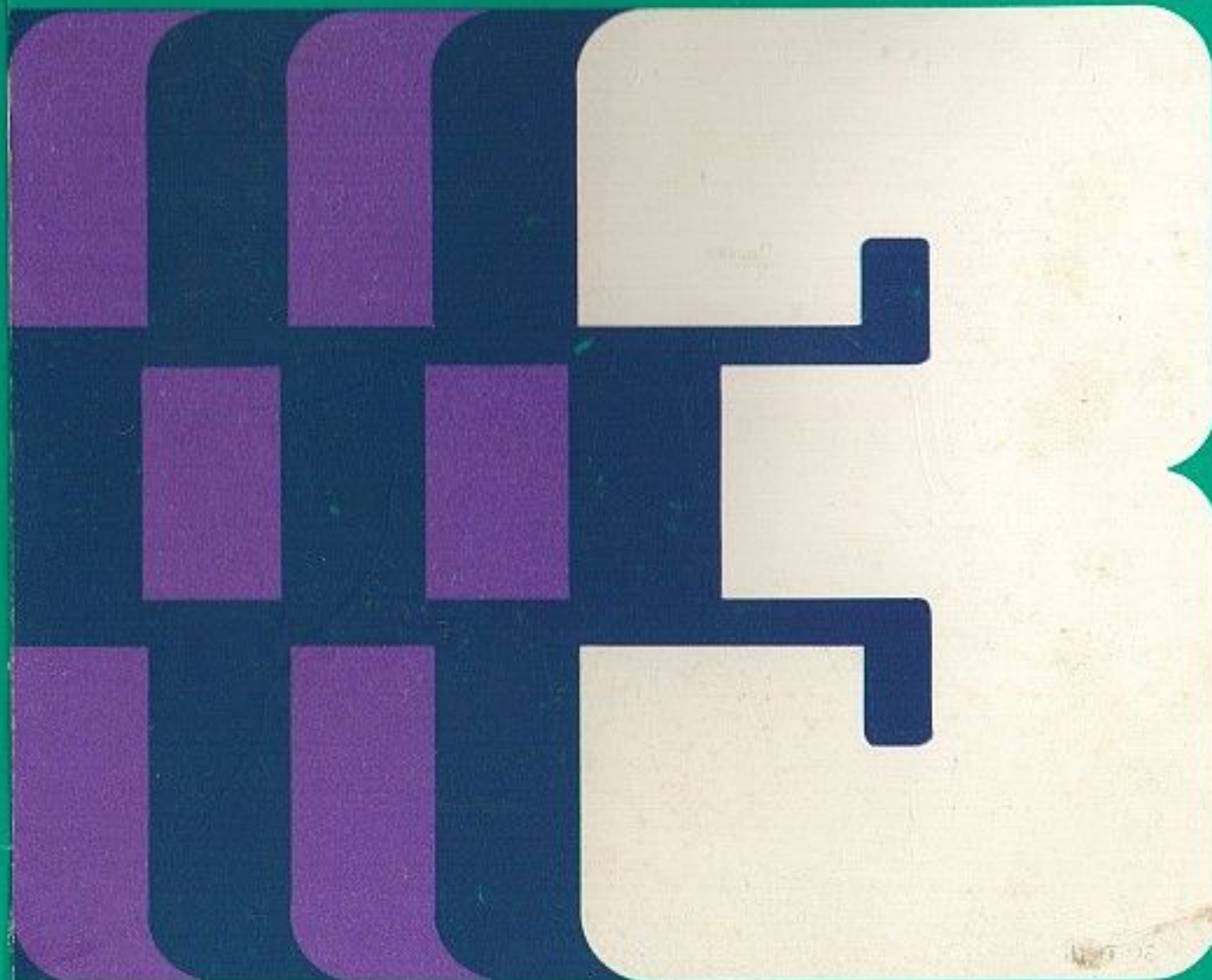
BLACK BOX

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RAT TRAP / LUNAR LANDER / BLACK BOX



LUNAR LANDER

Program 1K, graphics 1/2K, author DJD

The task is to land the spacecraft on the base of the displayed crater, touching down with a rate of descent of less than 20. If you succeed, a flag will be planted on the surface and the message

SAFE LANDING!

will be given. A crash landing will cause the spacecraft to explode.

Instrument Panel

The instrument panel gives the following readout:

ALTITUDE – height above the moon's surface.

DESCENT – rate of descent; negative means climbing.

FUEL – amount of fuel remaining.

DRIFT – drift velocity; positive means right, negative means left.

The starting conditions are:

ALTITUDE	DESCENT	FUEL	DRIFT
3600	200	200	0

Controls

The astronaut controls the spacecraft by means of the following keys:
REPT - thrust. When pressed ignites the spacecraft's thrust engines; flames will be visible below the spacecraft. Attempting to give thrust with no fuel remaining will give an alarm signal.

CTRL – drift left; increases the spacecraft's rate of drifting to the left.

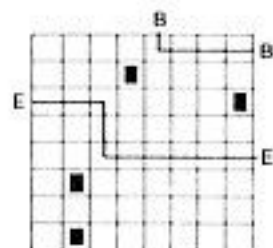
SHIFT – drift right; increases the spacecraft's rate of drifting to the right.

BLACK BOX

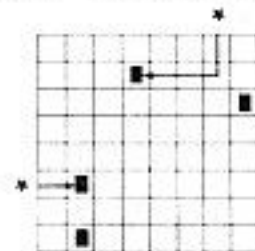
Program 4K, graphics 1/2K, author Clive Feather

In Black Box you must deduce the positions of four 'atoms' placed somewhere in an 8 × 8 grid by the computer. You cannot see the atoms, but you can obtain information about where they are by firing rays into the grid and observing how they are reflected or absorbed. Rays are reflected and absorbed according to the following rules:

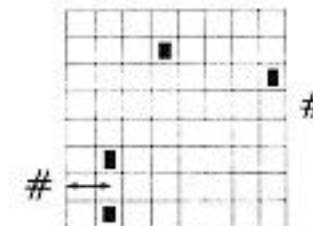
1. Reflection. A ray passing next to an atom is reflected away at right angles. Multiple reflections are possible, and the path of a reflected ray is always reversible. The entry and exit of a reflected ray are indicated by matching letters:



2. Absorption. A ray colliding head-on with an atom is absorbed, indicated by a '*'. Note that a ray may be absorbed after being reflected:



3. Reflection backwards. A ray that would pass between two atoms is reflected back along its path; the same thing happens to a ray reflected by an atom on the edge of the grid. A ray reflected back on itself is indicated by a '#':



Load the program and type RUN, and the grid will be displayed. The game operates in three modes, selected by the REPT key, and the mode is indicated on the three letters E, A, and G to the right of the grid.

E – Edge mode

In edge mode the shift key moves a cursor around the edge of the grid. Having selected a position on the edge, pressing CTRL will send a ray in from that position, and its path will be indicated by symbols on the edge of the grid.

A – Atom mode

If you think you know the position of an atom on the grid you can indicate its position in atom mode. Select A with the REPT key and a cursor will appear on the grid; the SHIFT key can now be used to move this to the square where you think the atom is, and typing CTRL will mark that square. If you later change your mind you can remove the atom by moving the cursor to the same square and typing CTRL again.

G – Guess mode

When you are ready to commit yourself to your guess select G with the REPT key and type CTRL. The computer will then indicate as follows:



correct guess



atom not guessed

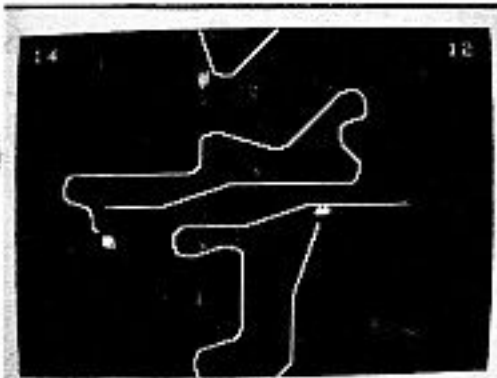


wrong guess

When you have seen the result press CTRL again and the score will be updated, and the display cleared for a new game.

Score

The total score for each game is 20 points, with 1 point subtracted for each symbol on the edge of the grid, and 5 points subtracted for each incorrect guess or atom not guessed.



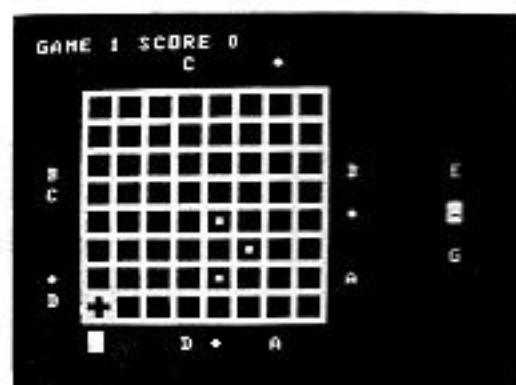
RAT TRAP

Move your rat without colliding with the trails left by either rat, and entangle your opponent before he entangles you! With high-speed action-replay feature. Program 5K, graphics 6K.



LUNAR LANDER

Land a spacecraft on a lunar crater; instrument panel gives readout of altitude, velocity, fuel remaining, and drift velocity, and provides control over thrust and drift. Program 1K, graphics 1/2K.



BLACK BOX

Deduce the positions of four invisible objects in the Black Box by firing rays at them and observing how they are reflected or absorbed. Program 4K, graphics 1/2K.