

INVADERS

WUMPUS

REVERSI

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INVADERS / WUMPUS / REVERSI

WUMPUS

Program 2K, graphics 1/2 K; author Thomas Green.

The Wumpus lives in a maze of caverns among bats and pits. Your object is to locate it and shoot it, and you set out with three arrows. Part of the fun is discovering how the caverns are interconnected; all the caves are connected to each other, but a cave may have many neighbours or only one.

Play

On typing RUN the program will ask for:

GAME NUMBER:

You can type any number, or RND for an unpredictable maze. After a pause to set up the maze, the program will tell you where you are and which caverns can be reached.

There are 30 caves, and one contains the Wumpus; if you get within two caves of the Wumpus you will be able to smell it. Four caves contain pits, which you can fall down; a pit will cause a cold draught in neighbouring caves. Four other caves will contain bats, which will pick you up and take you somewhere else; their flapping can be heard from neighbouring caves.

Moves

In reply to the prompt:

YOUR WISH?

you can either reply with a cave number, to move to that cave, or with '-' followed by a cave number, to shoot an arrow into that cave.

Replay

If you die, you will be allowed to have another chance in the same system of caves. Alternatively, you can go back to the same caves by typing the same number at the beginning of the game.

REVERSI

Program 3K, graphics 1/2 K; author Laurence Hardwick.

Reversi, also sometimes called Othello, is played on an 8x8 board with pieces that are black on one side and white on the other.

Play

RUN the game, and to the prompt:

0, 1, OR 2 PLAYERS?

specify whether you wish the computer to play itself (0), or against you (1); alternatively the computer can act as a board for a game between two players (2).

Rules

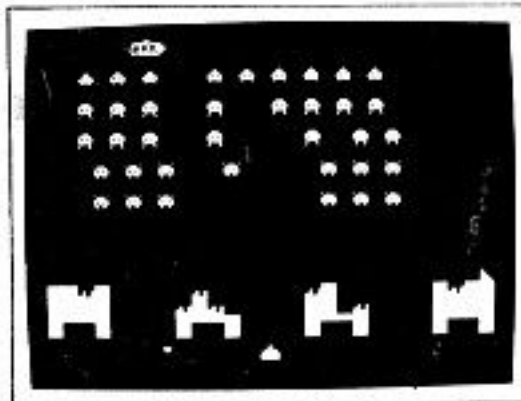
The game begins with two pieces of each colour on the four centre squares. The players then take turns in placing a piece with their colour uppermost. When a black piece is played, all white pieces between that piece and another black piece, on a vertical, horizontal, or diagonal line, are turned over to make them into black pieces. The same thing happens when a white piece is played.

Legal Moves

A move must be played next to one of the opponent's pieces, and must cause at least one of the opponent's pieces to be turned over. The game identifies all legal moves with letters A, B, C etc., and the move is specified by its letter in reply to the prompt:

YOUR MOVE?

In the 1-player game the machine always plays white.



INVADERS

The most popular video game, with invaders, flying saucers, shelters, and full sound effects, now available for the ATOM. Program 5K, graphics 6K.

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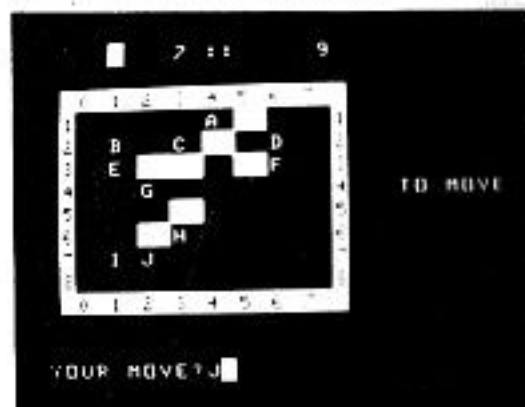
YOU ARE AT 24
TUNNELS LEAD TO:
13 10
BEWARE - FLAPPING NOISES!
COLD DRAUGHT!
SMELL OF WUMPUS!
YOUR WISH? -13

SHOT AT 13 BUT NO LUCK
YOUR WISH? 18

WUMPUS

You are wandering in a network of caves inhabited by the Wumpus. Discover where he lurks and shoot him before he eats you; the pits and bats don't make things any easier. Program 2K, graphics 1/2 K.

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REVERSI

Reversi, also called Othello, is played with counters that are black on one side and white on the other; players take turns in placing and turning over counters, and the player with the most counters wins. Program 3K, graphics 1/2 K.

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