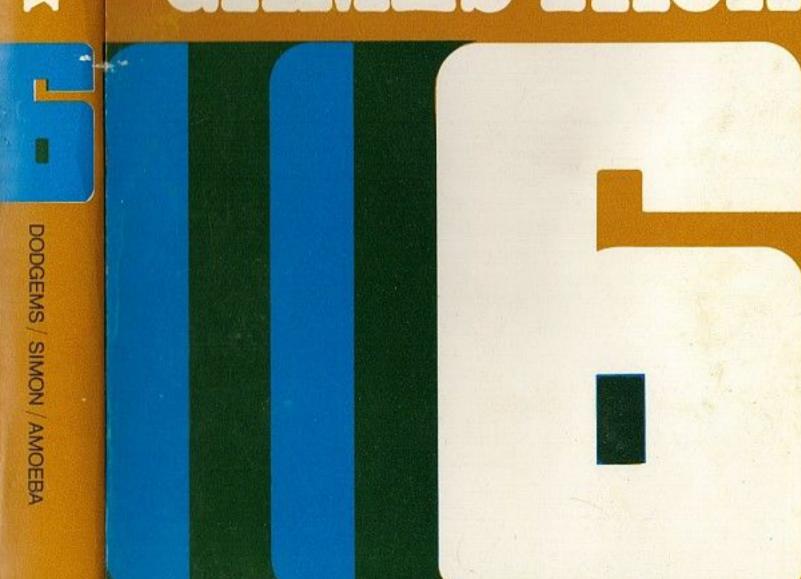
ACORNSOFT GAMES PACK

DODGEMS SIMON AMOEBA

# ACORNSEFT GAINES PACK



ACORNSOFT GAMES PACK 6

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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[\]↑← !"#\$%&'()++,-./0123456789:;<=>?

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

LOAD "DODGEMS" RUN

### DODGEMS

Program 4K, graphics 6K; author Neil Raine

Steer your car around the lanes, scoring points for running over the dots, and beat the high score. A computer-controlled car drives around the lanes in the opposite direction, programmed to crash into you; dots it runs over are squashed, and reduced in value.

## Controls

You can control your car with the following keys:

CTRL moves your car towards the edge of the track. SHIFT moves your car towards the centre of the track. REPT increases your speed.

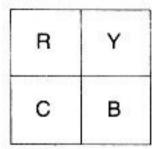
At normal speed you move two lanes at once, but at the higher speed you only move one lane.

If you clear the lanes of dots you start with a new screen where the cars move faster and you score more points per dot.

# SIMON

Program 2K, graphics 3K; author Tim Dobson.

Watch the sequence of blocks flashed on the screen, and then reproduce the sequence using the four keys:



If you get the sequence correct, the sequence will be repeated with an extra block to remember.

If your ATOM can display colour the blocks will appear in the colours Red, Yellow, Coloured (striped), and Blue, corresponding to the four keys.

## **AMOEBA**

Program 3K, graphics 3K; author Clive Feather.

AMOEBA is a shape-making game for one to four players; with one player you play against the computer. With more players the players compete against each other; a score is displayed for each player, and an underline indicates which player is due to move.

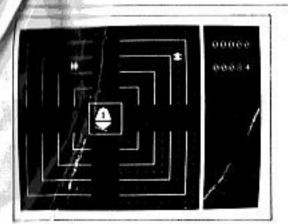
At the start of the game a grid is displayed, with two pointers positioned along each edge of the matrix. The computer will display shapes to be constructed by altering connections on the grid. There are a total of 36 different shapes.

# Move

To make a move the pointers should first be positioned at the required corner by moving them up with the SHIFT key and right with the REPT key. Typing CTRL will then change the connections at the specified corner. Note that it is illegal to make a move that has just been made by another player.

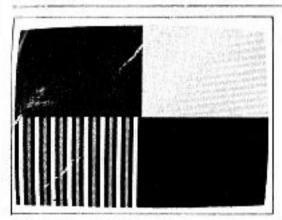
## Score

A player scores for completing a shape, depending on the shape's complexity, and on the next turn is given a new shape to construct. In the game for 2 to 4 players each player starts with a score of zero, and scores for each shape constructed. In the 1-player game you start with 100 points, and 5 points are deducted for each move; the computer makes random moves to hinder your progress.



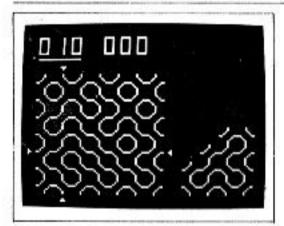
# **DODGEMS**

Steer your car around the lanes, collecting points, but avoid the computer-controlled car which is programmed to collide with you. If you survive, the game gets faster. Program 4K, graphics 6K.



# SIMON

Test your ability to remember a progressively longer sequence of lights and tones. With adjustable skill level. Program 2K, graphics 3K.



# **AMOEBA**

Try and create the shapes devised by the computer; for up to 4 players. Program 3K, graphics 3K.