

HECTIC
SKI-RUN
TRACK
SQUASH
BOMBS-AWAY

BREAKOUT
MASTERMIND
SNAKE
SIMON
MOON

ACORNSOFT
GAMES PACK

ACORNSOFT GAMES PACK

BREAKOUT/MASTERMIND/SNAKE
SIMON/MOON/HECTIC/SKI-RUN
TRACK/SQUASH/BOMBS-AWAY

MASTERMIND

Can you guess the computer's four-digit code in ten attempts? The computer marks each try that you make with a number in each of the B and W columns. The B column indicates that number of correct digits in the correct place, and the W column indicates that number of correct digits wrongly placed.

SKI

Ski down the mountain, avoiding the trees, and arrive home safely. If you succeed, you will be given more trees to avoid next time.

Controls:

SHIFT – Left REPT – Right

SNAKE

Guide your snake towards the food. If you eat it, then your snake will grow, along with your score, but if you miss the food, your score will decrease. The game ends when the snake hits itself or the sides.

Controls:

SHIFT – Left REPT – Right
SHIFT+REPT – Down No keys – Up

TRACK

Drive your car along a race-track, avoiding the road-sides and oil spills.

Controls:

SHIFT – Left REPT – Right

SIMON

How good is your memory? The computer will assign you a sequence of characters to remember, and will then give them to you one by one, until you either finish the sequence correctly, or make a mistake. The sequence gets longer at each go.

SQUASH

Keep the squash ball in play by hitting it with the bat. A point is scored for each bounce, and the game is over after 15 balls have been missed.

Controls:

CTRL – Up SHIFT – Down

MOON

Land your Lunar Module safely in the bottom of the crater. If you hit the sides or land with a velocity greater than 20, you will explode!

Instrument Panel

The instrument panel gives the following readout:

ALTITUDE – height above the moon's surface.

DESCENT – rate of descent.

FUEL – amount of fuel remaining.

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

Controls

You control the lunar module by means of the following keys:

REPT – main thrust. When pressed ignites the module's vertical thrust engines; attempting to give thrust with no fuel remaining will give an alarm signal.

CTRL – left thrust; increases the module's leftward drift.

SHIFT – right thrust; increases the module's rightward drift.

BOMBS-AWAY

The two players have bunkers on opposite sides of the mountain, and take turns in firing shells to destroy each other. The angle and speed for each shell must be carefully chosen for a direct hit on the opponents bunker, taking into account the height of the mountain and wind velocity.

Ten Games for the Minimum ATOM

This pack includes video games such as Breakout and Squash, games of deduction such as Mastermind, and simulations such as Ski-Run and Track, all of which will run on an 8+2K ATOM.

BREAKOUT – Knock bricks from a wall and beat the high score.

HECTIC – Catch the blocks falling from the sky before they block your way.

MASTERMIND – Guess the computer's code in less than ten attempts.

SKI-RUN – Ski down a mountain, avoiding the trees, to the safety of a hut.

SNAKE – Guide your snake to eat the food, but avoid bumping into the edge!

TRACK – Drive along a race-track, avoiding the oncoming traffic.

SIMON – Test your memory with a series of letters provided by the computer.

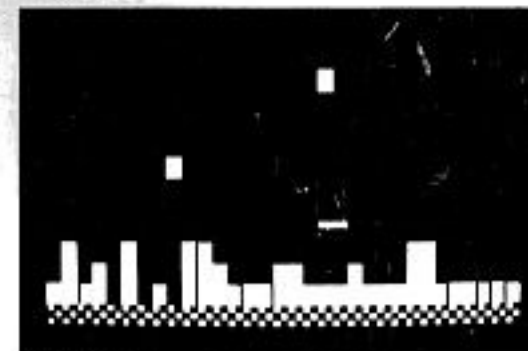
SQUASH – Keep 15 balls in play in the squash court.

MOON – Land your module in a moon crater, controlling thrust and with a readout of height, velocity, and acceleration.

BOMBS-AWAY – Two players choose the angle and speed of bombs to destroy the bunker on the other side of the mountain.



Breakout



Hectic



Bombs-away