

MONSTER
MUNCHERS

Rowtron Ltd
TELEVISION
COMPUTER
SYSTEM

Cartridge Number 26

Before Play

Set up the console as detailed in the console instructions, insert the cartridge and turn the console on. Touch the reset button, and you will be ready for play. To start the game simply press the function button and it will start, however please read the following instruction carefully, to understand the game, and to derive the maximum enjoyment from the cartridge.

The game **MUST BE PLAYED BY TWO PLAYERS**, one who will operate the "MUNCHER", the other who will operate the "MONSTER".

The MUNCHER is operated by the person using the left hand joystick hand control.

The MONSTER is operated by the person using the right hand joystick hand control.

No other operation is required by the game other than the use of the joystick.

Object of the Game

For the person operating the MUNCHER to score as many points as possible, and the opponent operating the MONSTER to stop the MUNCHER scoring the points, by "eating him" three times, in the situations described below.

How is this achieved

As you look at the "maze" before play, you will see four batteries. Each one is situated in a corner of the maze, is light blue in colour, and is distinguished by the marks (+ -). These are the MUNCHER's "charging points", and when the game is started, as soon as the MUNCHER charges himself at a battery, the MONSTER will change from the "evil yellow" to "tranquil blue" thus allowing the MONSTER to be chased, caught, and eaten by the MUNCHER, **but be warned**, a random timer operates when the MONSTER changes to "tranquil blue", thus allowing him to turn back to the "evil yellow" MONSTER at anytime. However to help the MUNCHER, fruit will appear just outside the right hand side of the Centre Box (either a cherry, an apple, or an orange, dependent on your score at the time), and the MONSTER's "tranquil blue" colour may be prolonged by eating the fruit.

When the MUNCHER has eaten all four batteries, a white one will appear in the Centre Box, which if eaten by the MUNCHER, will reload the other four battery charging points.

REMEMBER the MUNCHER has only three lives, and each life is lost when the MONSTER in his "evil yellow" state, catches the MUNCHER and eats him. Each time a life is lost, the MUNCHER and MONSTER, return to the start position, as in the commencement of the game.

While the MUNCHER is eating the MONSTER, the remaining batteries will flash to indicate the MONSTER is being eaten and drained of energy.

The Maze has two emergency exit tunnels, one at the top, and the other at the bottom. Each tunnel leads only to the Centre Box, and should a tunnel be entered by either a MUNCHER or a MONSTER, and a decision is made that you want to return to the General Maze and not the Centre Box, when you get back to the entrance to the tunnel, you must always turn the opposite way to your entry, only a small point but must be remembered especially if one is being chased by a MONSTER.

Scoring

Scoring is achieved by the eating of the MONSTER by the MUNCHER, when the MONSTER is in a "tranquil blue" state, and when he has been caught. This will score five points at a time, but on an accumulative basis. When a cherry is eaten by the MUNCHER this adds 10 points to the score, an apple 40 points, and an orange 80 points.

Detailed below are the objects and the relevant scores achieved.

Object	Colour 1	Colour 2	Points Achieved
MUNCHER	Green	—	—
MONSTER	Yellow	Blue	5 points (accumulative)
BATTERIES	Light Blue	—	—
Fruit			
CHERRY	Red	—	10 points (when score is in the range 0-2,000)
APPLE	Red	—	40 points (when score is in the range 2-5,000, and 6-7,000)
ORANGE	Red	—	80 points (when score is in the range 5-6,000, and 7-9,999)

Hints and tips on how to play

Please remember the game is for TWO people to play at once, therefore the object must be to get the highest score when you operate the MUNCHER, and your opponent the MONSTER. After each game make a note of the score, and see if your opponent can beat it when he is the MUNCHER and you the MONSTER.

There are many ideas for this game, but it has been designed with one thing in mind, pleasure and fun for the whole family, which we hope we have achieved.

Please enjoy MONSTER MUNCHERS.

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