

HEWLETT-PACKARD

HP-83/85

Games II Pac

MANUAL



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Games II Pac

HP-83/85

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Introduction

This set of games has been taken from a large number of programs which have been developed since the introduction of the HP-85. Most of these games have been designed with special purpose binary programs. While our first Games Pac was written entirely in BASIC, many of these programs could not have been written in just BASIC. Most of the games in this pac are action games which are heavily dependent on the CRT and the usage of the special function keys.

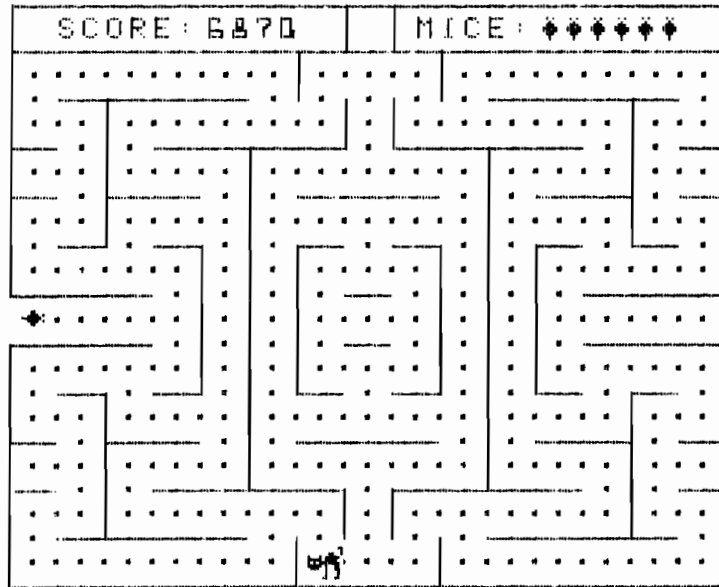
We hope that you enjoy the programs in this pac. The user instructions have been written for use with the tape version of the pac. Any reference to tape should be understood as a reference to the current mass storage medium, and therefore will apply to the disc version of the pac.

All of the programs will run in a stand-alone HP-85 with no optional ROMs. Since optional ROMs use some of the computer's memory, some of the programs may not run when these ROMs are installed. If the message `Error 19 : MEM OVF` is displayed, the program can be loaded and run after installing a 16K Memory Module or removing the ROM drawer. Two of the programs, GNOME and GOLFER, will not run when using the disc versions without the 16K Memory Module installed. If the 16K Memory Module is installed, all of the programs will run no matter how many ROMs are used.

Contents

| | |
|---|-----------|
| 1. Fatcat | 4 |
| Can you control the mouse and eat all the cheese before the cat catches you? | |
| 2. Tank | 6 |
| While under fire, can you knock out all the targets? | |
| 3. Asteroids | 8 |
| Simulates an asteroid field. You must aim carefully, taking into consideration the gravitational effects of varying masses. | |
| 4. Ratpak | 10 |
| Save the city from the rats. | |
| 5. Dodge | 12 |
| An electronic dodge game where you have to work your way through a moving maze. You earn points by moving over targets in the maze. | |
| 6. Bullpen | 14 |
| Move blocks around to pen in the bulls before they get you. | |
| 7. Moon Lander | 16 |
| Simulates the landing of a lunar lander on a random terrain. | |
| 8. Space Wars | 18 |
| You are the commander of the Hydrogen Powered Spaceship CAPRICORN. Your mission is to stop the invasion of the Lubachs. | |
| 9. Barrage | 24 |
| You must fend off the attacking aliens. | |
| 10. Bats | 26 |
| Bat-like objects are swooping down on you. You must avoid their shots and knock them out. | |
| 11. Gnome | 28 |
| A treasure seeking game of adventure. | |
| 12. Golfer | 30 |
| A graphical simulation of a nine-hole course. | |

Fatcat



You control the direction of a mouse in a series of mazes. The object of the game is to have the mouse eat each piece of cheese which is located in the maze without letting the cat, which is constantly aware of the mouse's location, catch him. Each piece of cheese is worth five points. You start the game with three mice. For each maze that you complete, you receive a bonus mouse. Your main controls are to turn left or right. An additional capability which you have is to burrow once with each mouse, but only once. Each maze also is set up with a mouse hole on the sides which only the mouse can go through.

The game offers you a variety of skill levels and thirty-five different mazes to keep you challenged indefinitely. While the hardest skill level would be impossible on some of the later mazes, it is challenging and possible to succeed in the easier mazes. You may also specify whether you want sound effects or not. The sound effects provide you another means of determining how close the cat is to the mouse. The audible tones act much like a Geiger counter does around radioactive material. As an added feature, it is possible, if the timing is perfect, to run between the cat's legs. The consequences of bad timing in this maneuver is the loss of one mouse, so you should be prepared to lose a few mice if you try this. It is worth trying though, if you are trapped in a dead end.

User Instructions

1. To load the program:
 - a. Insert the Games II Pac cartridge into the tape transport.
 - b. Type: **LOAD** "FATCAT" **END LINE**.
2. When the program has been loaded:
 - a. Press: **RUN**.
3. When the keys are labeled:

HARDER EASIER SOUND PLAY

Skill level:

 - a. Select the level of difficulty by pressing KEY #1 (HARDER) and KEY #2 (EASIER). There are nine different levels from REALLY, REALLY, REALLY HARD to REALLY, REALLY, REALLY EASY. The cat and mouse speed is the same at MEDIUM. The cat is faster than the mouse above MEDIUM and slower than the mouse below MEDIUM.

Sound:

 - a. Toggle: KEY #3 (SOUND) to select sound or no sound during play.
4. To play the game at the current level:
 - a. Press: KEY #4 (PLAY).
5. After the maze has been drawn, play begins by doing one of the following actions:

Left:

 - a. Press: KEY #1 to turn the mouse left and start the mouse in motion.

Right:

 - a. Press: KEY #4 to turn the mouse right and start the mouse in motion.

Straight:

 - a. Press: Any key other than KEY #1, 2, 3, or 4 to start the mouse in motion without turning.

Burrow:

 - a. Press: KEY #2 or KEY #3 to burrow and randomly reappear somewhere else in the maze.

Note: You can only do this once for each mouse, so you should probably not do this unless the cat is too close for comfort.
6. After play starts, you control the mouse as in step 5, but you no longer have the straight option.
7. If you stop the game or lose your last mouse, go to step 3.

4. When the initial configuration is displayed:

```
START                                NU SKILL
```

- a. Press: KEY #1 (START) to start the game.
- b. Go to step 5.

OR:

- a. Press: KEY #4 (NU SKILL) to enter a new skill level.
- b. Go to step 3.

5. The game begins and the special function keys have the following related actions:

```
ROTATE    ROTATE
CNTRCLKWS CLOCKWS  FIRE    FIRE
```

Rotate counter clockwise:

- a. Press: KEY #1 (ROTATE CNTRCLKWS) to rotate the turret counter clockwise 90 degrees for each time the key is pressed.

Rotate clockwise:

- a. Press: KEY #2 (ROTATE CLOCKWS) to rotate the turret clockwise 90 degrees for

each time the key is pressed.

Fire:

- a. Press: KEY #3 or KEY #4 to fire a shot.

Note: Pressing any key on the keyboard other than the special function keys will stop the game. Press **CONT** and go to step 4 to start a new game.

6. If you win or lose, you have the following options:

```
-----
RE-RUN                                NEW SKILL
```

Re-run:

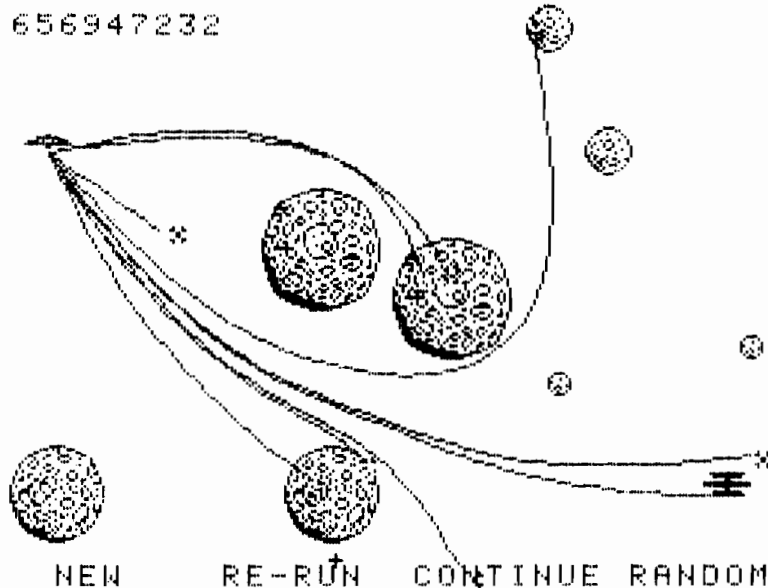
- a. Press: KEY #1 (RE-RUN) to play another game at the same skill level.
- b. Go to step 4.

New skill:

- a. Press: KEY #4 (NEW SKILL) to enter a new skill level before playing the game.
- b. Go to step 3.



Asteroids



This program simulates a sector of space on the graphics screen. The space contains a random arrangement of eight asteroids, each of which has a mass proportional to the cube of its diameter. There is, also, a spaceship in the upper left of the CRT and there is a space station in the lower right. The object is to launch a supply capsule from the spaceship and cause it to dock at the station. You control the capsule's initial speed and direction. The initial velocity is proportional to the distance from the cursor to the spaceship. The initial direction is toward the cursor position. After launch, only the asteroids' gravity can change the capsule's path.





This program should not be translated with the Plotter/Printer ROM plugged in. The BASIC program will not operate correctly when translated to the Plotter/Printer ROM, because of the binary program.

User Instructions

1. To load the program:
 - a. Insert the Games II Pac cartridge into the tape transport.
 - b. Type: **LOAD** "ASTER" **END LINE**.
2. When the program has been loaded:
 - a. Press: **RUN**.
3. When QUADRANT NUMBER? is displayed:
 - a. Enter: A number (non-zero) **END LINE**.

4. After the quadrant number appears in the top-left corner of the graphics screen:

SELECT CLEAR ABORT FIRE

- a. Press: The     keys to move the cursor to aim the capsule. To move larger increments, press shift simultaneously.
- b. Press: KEY #4 (FIRE) to launch the capsule.
- c. Wait for the capsule to hit something and go to step 4, or press KEY #3 (ABORT) to halt the current capsule and go to step 4.

Note: If the capsule goes off the screen, it is still in motion, therefore, it must be aborted or you can wait for it to possibly return.

OR:

- a. Press: KEY #2 (CLEAR) to redraw the screen with the cursor in the same

location (for clearing out cluttered paths of previous capsules) and go to step 4.

OR:

- a. Press: KEY #1 (SELECT) to get a new quadrant.
5. When the new key labels are displayed:

NEW RE-RUN CONTINUE RANDOM

New:

- a. Press: KEY #1 (NEW) to specify a new quadrant number and go to step 3.

Re-run:

- a. Press: KEY #2 (RE-RUN) to clear and replay the current quadrant and go to step 4.

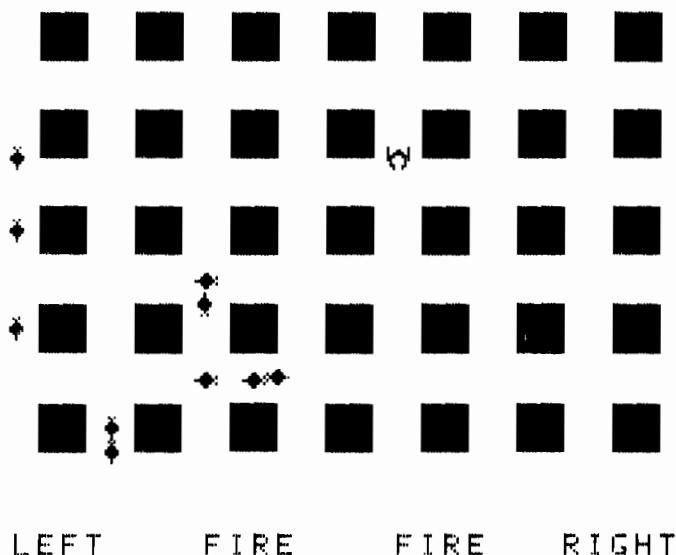
Continue:

- a. Press: KEY #3 (CONTINUE) to return to the current quadrant and go to step 4.

Random:

- a. Press: KEY #4 (RANDOM) to have the computer select a new quadrant for you and go to step 4.

Ratpak



You are alone, roaming the deserted streets of the city in your ratmobile, when a pack of rabid, hunger-crazed rats pours from the mouth of a filthy alley. Because of an overloaded city budget, your ratmobile is very poorly equipped, to say the least. The ratmobile has no engine, so you must push it along (there's a custom made hole in the floor board for your feet).

Because of this, you are in constant danger of being bitten by a rabid rat. Your only weapon is a vintage muzzle loading rifle. The ratmobile is too large to turn except at intersections (you have very strong legs).

Good luck! It's people like you that make this city safe for our families.

User Instructions

- To load the program:
 - Insert the Games II Pac cartridge into the tape transport.
 - Type: **LOAD** "RATPAK" **END LINE**.
- When the program has been loaded:
 - Press: **RUN**.
- When the keys are labeled:

PLAY CHANGE HELP DONE

Play the game:

- Press: KEY #1 (PLAY) to play the game at the current levels.
- Go to step 4.

Change game factors:

- Press: KEY #2 (CHANGE) to select different play factors.
- Go to step 6.

Help:

- a. Press: KEY #3 (HELP) to display the game description.
- b. Go to step 3.

Done:

- a. Press: KEY #4 (DONE) to stop the game.
- b. Go to step 9.

4. After the streets are drawn and the rats appear, play begins and you have the following controls:

Left:

- a. Press: KEY #1 (LEFT) to turn the ratmobile left.

Right:

- a. Press: KEY #4 (RIGHT) to turn the ratmobile right.

Fire:

- a. Press: KEY #2 and KEY #3 (FIRE) to shoot the rifle in your current direction.

Note: You can only have one shot on the CRT at a time.

5. When you either kill all of the rats or the rats get you, go to step 3.
6. When the keys are labeled:

```
-----
SOUND
SPEED  CONTINUE  # RATS DONE
```

Change speed:

- a. Press: KEY #1 (SPEED) to change speed.
- b. Go to step 7.

Continuous/single round:

- a. Toggle: KEY #2 (CONTINUE) to select playing mode.

Rat count:

- a. Press: KEY #3 (# RATS) to change the number of rats.
- b. Go to step 8.

Sound:

- a. Toggle: KEY #5 (SOUND) to select sound or no sound during play.

Done:

- a. Press: KEY #4 (DONE) to exit from the change mode.
- b. Go to step 3.

7. When the keys are labeled:

```
-----
FASTER  SLOWER          DONE
```

Speed selection:

- a. Select the speed level by pressing KEY #1 (FASTER) and KEY #2 (SLOWER). There are ten different speed levels.

End speed selection:

- a. Press: KEY #4 (DONE) to select the current speed.
- b. Go to step 6.

8. When the keys are labeled:

```
-----
MORE    FEWER          DONE
```

Select the number of rats:

- a. Select the number of rats by pressing KEY #1 (MORE) and KEY #2 (FEWER). You can select from one to ten rats.

End rat number selection:

- a. Press: KEY #4 (DONE) to select the current number of rats.
- b. Go to step 6.

9. When the keys are labeled:

```
-----
YES     NO
```

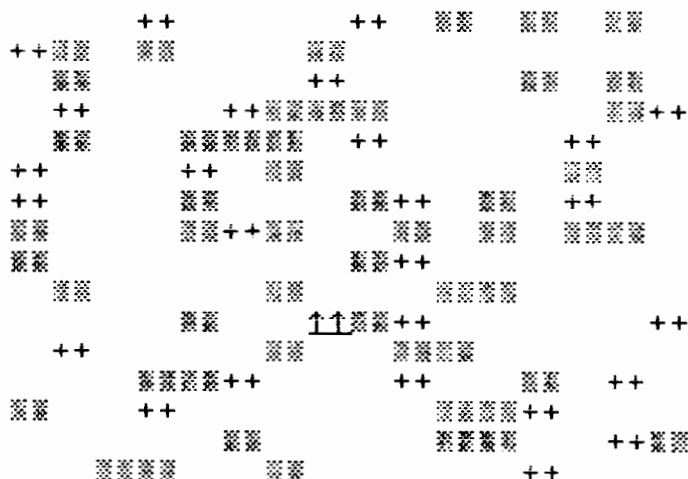
Stop program:

- a. Press: KEY #1 (YES) to stop the program.

Play again:

- a. Press: KEY #2 (NO) to play again.
- b. Go to step 3.

Dodge



This game is an electronic dodge game where you have to work your way through a moving maze. You earn points by moving over targets in the maze. The complexity of the course and the movement of the course are options for you to specify before beginning play. There are three playing fields from which to select and ten levels of barrier density and field motion. A secondary consideration is the time required to remove all of the 100 targets. Some of the more difficult skill levels are impossible to complete, but there is still the challenge of seeing how far you can get.

The special function keys are used to move the special double up-arrow left and right one or two positions. One position consists of two character positions on the screen. The strategy is quite simple and is reduced to quick eye-hand coordination.

The third of the three playing fields is represented within the BASIC program as DATA statements and when needed is passed to the binary program as a string. Therefore, if you want to create your own playing field, simply modify those DATA statements. The H's will be blank spaces, the +'s will be ++'s, and the digits will be blocks. The value of the digit specifies at which barrier density level that block will show up. (1 shows up at the first level, 2 at the second, and so on until 0 shows up at the tenth.) There must be exactly 100 +'s.

User Instructions

1. To load the program:
 - a. Insert the Games II Pac cartridge into the tape transport.
 - b. Type: `LOAD "DODGE" END LINE`.
2. When the program has been loaded:
 - a. Press: `RUN`.

3. When the program description has been displayed:

- a. Press: **(CONT)** when ready to proceed with each page.

4. When **SKILL LEVEL?** is displayed:

- a. Enter: The skill level **(END LINE)**.

Note: A number from 0 to 299. The ones digit (0-9) specifies how many blocks there will be, the tens digit (0-9) specifies how fast the field will move, the hundreds digit (0-2) specifies which playing field.

5. The playing field will be displayed and the game will begin after a few seconds' pause. To control the double-arrow cursor, use the special function keys as shown below:

Left two positions:

- a. Press: **KEY #1** to move the cursor left two positions.

Left one position:

- a. Press: **KEY #2** to move the cursor left one position.

Right one position:

- a. Press: **KEY #3** to move the cursor right one position.

Right two positions:

- a. Press: **KEY #4** to move the cursor right two positions.

6. If you succeed or hit something and the keys are labeled:

```
.....
RE-RUN                               NEW SKILL
```

Re-run:

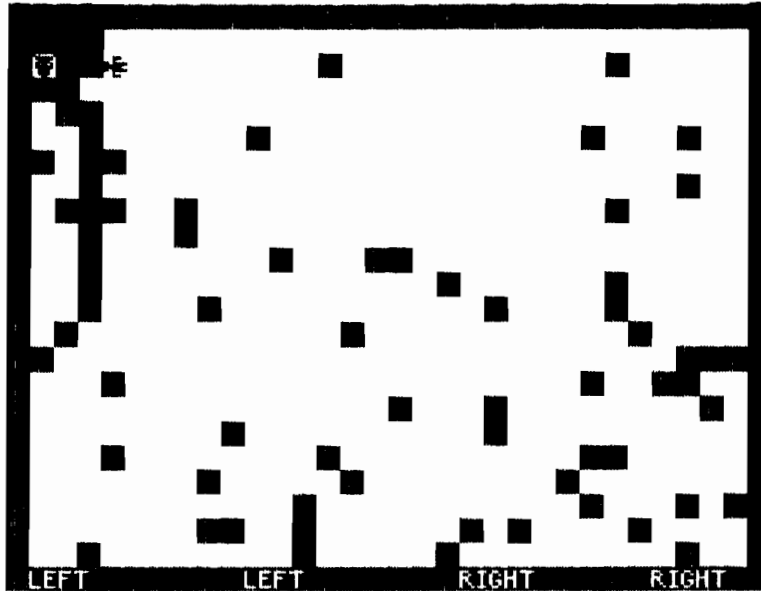
- a. Press: **KEY #1 (RE-RUN)** to run the game at the same level.
 b. Go to step 5.

New skill:

- a. Press: **KEY #4 (NEW SKILL)** to enter a new skill level.
 b. Go to step 4.



Bullpen



The object of this game is to trap from one to three bulls in a bullpen which you create by moving blocks to form a pen around the bull(s). The game ends when either you succeed in containing the bulls or a bull catches you. There are five skill options which change the speed of the bulls to vary the difficulty of the game. You also have the option of specifying the number of blocks on the screen which you can use to pen the bull(s). The more blocks that you have reduces the level of difficulty of the game.

User Instructions

1. To load the program:
 - a. Insert the Games II Pac cartridge into the tape transport.
 - b. Type: `LOAD` "BULPEN" `END LINE`.
2. When the program has been loaded:
 - a. Press: `RUN`.
3. When the keys are labeled:

| SOUND | SKILL | # BULLS | # BLOCKS | PLAY |
|--------------|-------|---------|----------|------|
| ----- | | | | |
| Skill level: | | | | |

 - a. Select the level of difficulty by pressing KEY #1 (SKILL). There are five different levels from 1 to 5 where 5 is the easiest.

Bulls:

 - a. Select the number of bulls by pressing KEY #2 (# BULLS). There can be from one to three bulls.

Blocks:

 - a. Select the number of blocks by pressing KEY #3 (# BLOCKS).

- b. When HOW MANY BLOCKS,
HOMBRE (2-200)? is displayed:
Enter: The number of blocks
END LINE.

Sound:

- a. Toggle: KEY #5 (SOUND) to select sound
or no sound during play.
4. To play the game at the current level:
a. Press: KEY #4 (PLAY).
5. After the playing field has been drawn, play
begins after you select your first move:

Left:

- a. Press: KEY #1 or KEY #2 (LEFT) to turn
the man left and start the man in
motion.

Right:

- a. Press: KEY #3 or KEY #4 (RIGHT) to turn
the man right and start the man in
motion.

Straight:

- a. Press: Any key other than the special
function keys k1-k8 to start the man in
motion without turning.
6. After play starts, you control the man as in
step 5.

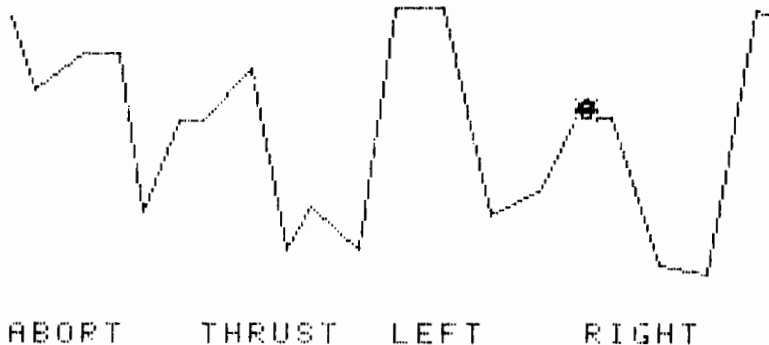
Note: To stop the game and concede, press
PAUSE or KEY #5, 6, 7, or 8 at any
time.

7. If you stop the game, lose, or succeed in
penning the bull(s), go to step 3.

Note: The bull(s) cannot have any room to
move before the game ends.

Moon Lander

SKILL 5 TERRAIN 64
FUEL 458 SCORE 66



As pilot of the lunar lander, you are to land successfully on the moon. You control left/right motion and vertical thrust with the special function keys k1-k4. You start with 500 units of fuel; each left/right motion uses one unit of fuel; thrust uses five units. There is also an Abort button, which uses 100 units of fuel and should recover you from most high-speed falls.

An audible warning signals when your fuel drops below 100 units and increases in pitch as you deplete remaining fuel. If there is not enough fuel to perform some function, that key will beep when pressed. You can land in any flat terrain and, once landed, can take off again by applying thrust. Your score depends on the width of the flat spot on which you land—narrow zone landing is worth more than wide zone.

With the unlimited variety of terrain possible for this game, you should never run out of challenging landing situations. As your skill improves, you should not destroy too many landers.

User Instructions

1. To load the program:
 - a. Insert the Games II Pac cartridge into the tape transport.
 - b. Type: **(LOAD)** "MOONL" **(END LINE)**.
2. When the program has been loaded:
 - a. Press: **(RUN)**.
3. When Do you want instructions? is displayed:

- a. Enter: Y (END LINE) to have the instructions displayed.
- b. Go to step 4.

OR:

- a. Enter: N (END LINE) to not display the instructions.
 - b. Go to step 5.
4. When the program description is displayed:
 - a. Press: (CONT) when ready to proceed with each page.
 5. When Level of difficulty (1-10)? is displayed:
 - a. Enter: The level of difficulty (END LINE).

Note: A level of difficulty of one is the easiest and ten is the hardest.

6. When TERRAIN NUMBER (A VALUE LARGER THAN 1)? is displayed:
 - a. Enter: Any positive number (END LINE).
7. The terrain will be drawn and the game will begin. To control the lander, use the special function keys as shown below:

ABORT THRUST LEFT RIGHT

Abort:

- a. Press: KEY #1 (ABORT) to thrust using 100 units of fuel.

Note: This option should recover you from most high-speed falls, but it is quite expensive in terms of fuel usage.

Thrust:

- a. Press: KEY #2 (THRUST) to thrust using 5 units of fuel.

Left:

- a. Press: KEY #3 (LEFT) to thrust left using 1 unit of fuel.

Right:

- a. Press: KEY #4 (RIGHT) to thrust right using 1 unit of fuel.

8. Repeat step 7 after each landing by thrusting upward and then trying to land the lander again until you either crash or exhaust your fuel supply.

9. When the game ends and the special function keys are labeled:

RE-RUN NEW TERRAIN NEW SKILL

Re-run:

- a. Press: KEY #1 (RE-RUN) to play the game with the same terrain and skill level.

- b. Go to step 7.

New terrain:

- a. Press: KEY #2 or KEY #3 (NEW TERRAIN) to generate a random terrain and play a new game.

- b. Go to step 7.

New skill:

- a. Press: KEY #4 (NEW SKILL) to enter a new skill level.

- b. Go to step 5.

Space Wars

| | | |
|--|----------|---------------------|
| Course: 315 | Skew: .7 | Energy: 3969 |
| | | Rem. day: 30.7 |
| . . * | | Condition: GREEN |
| | | Quadrant: 4-6 |
| C . . . | | Sector: 4-6 |
| * B . . . * . . . | | Torpedoes: 9 |
| | | Phasers: 1500 |
| . . . * . . . | | |
| . . . * . . . | | |
| ***Keneuk here, Captain... The L.R. Sensors have been damaged by a storm | | |
| SR.SCAN | LR.SCAN | DAMAGE REPAIR |
| ΔCOURSE | ±SKEW | WEAPONS MOVE |

You are the commander of the Hydrogen Powered Starship 'CAPRICORN'. The Federation has received word that a token invasionary force has been sent from the planet 'Lubachia'. The Lubachs are attempting to establish credibility as a force in the galaxy. If their invasionary force is successful, the nomadic Alglogs will ally themselves with the desert dwelling Lubachs and surely overrun the Federation!!!

The object of this game is to destroy this invasionary force in a specific amount of time. To accomplish this task, you have two different weapons systems, phasers and photons, and can move relatively freely in the eight-by-eight quadrant space. You must be aware of your energy level and the remaining time for your mission. Energy is used when you fire phasers, move, make repairs, or obtain scans.

The display provides you with most of the information that you need. As you play, you will probably want to keep track of the locations of the starbases and Lubachs that you detect using your long range scan. The quadrant locations of bases and Lubachs are fixed during a game. The sector locations are generated each time you enter a quadrant. During play, you will receive messages about your status on the CRT. You will also be informed of the damage sustained by HPS CAPRICORN from Lubach fire. The damage sustained by the Lubachs from your fire will also be reported.

The galaxy is divided into 64 quadrants with 64 sectors in each quadrant. Each quadrant and sector is referenced by a row and column address. Your course direction is shown on the CRT at all times. A direction of 0° or 360° is up and increases in a clockwise direction.

The skew factor designates your velocity when you move. A skew of one will move you eight sectors in your current direction. Before moving, you should make sure that you will not move outside of the 64 quadrants. If you do move outside the galaxy, the game is over and you have lost.

Upon entering a quadrant, a short range scan is shown on the CRT. The information which is provided by this scan is the location of HPS CAPRICORN (C) and the locations of any stars (*), Lubachs (£), or bases (E) in the quadrant. Occasionally, a fifth symbol is shown in the short range scan by a block character (▣). This symbol indicates the location of a space mine which will explode if you fire phasers, hit it with a photon torpedo or run into it when moving. If it explodes, the game ends.

The long range scan gives you the count of Lubachs, bases, and stars in a particular quadrant. The scan contains this information for the quadrant where you currently are located and the eight quadrants which surround this quadrant. The edge of the galaxy is shown as three dots.

There are two weapons systems on HPS CAPRICORN. The first system is the photon torpedo capability. By setting your course and then firing a photon torpedo, you can destroy the first object that is in the path of the torpedo. The path of the torpedo is printed for your reference. The amount of energy which is used by firing a torpedo is negligible, but the maximum number of torpedoes available is 10. The second weapon system is the phaser system. Phasers are designed for general area attacks and are not designed for aiming. Since phasers cannot be aimed, you cannot use them when there is a space mine in the quadrant. The impact of a phaser firing is dependent on the amount of energy and the distance from HPS CAPRICORN. The effect of a firing on the Lubachs is displayed for a few seconds on the CRT. The amount of energy that you need to use to destroy a Lubach can be significant, but if there are more than one, it is an effective weapon. As you play the game, you will gain skills which will enable you to use the weapons effectively.

The condition field on the CRT provides you with information about your status and the state of the quadrant. There are four different conditions as shown below:

| Condition | Meaning |
|-----------|--|
| GREEN | There are no Lubachs in the quadrant and you have sufficient energy. |
| RED | There is at least one Lubach in the quadrant, and you will be under fire if you do not destroy it or move out of the quadrant. |
| YELLOW | Your energy level is getting low, and you must dock soon. |
| DOCKED | You are docked at a starbase and have your energy level and photon torpedoes replenished as well as having all repairs made. |



Your condition will be updated on the CRT when it changes. To dock with a starbase, you must be in a sector which is next to the starbase.

As you play the game, storms may damage your equipment. When this occurs, you can repair the damage, but you must use energy to do this. The amount of energy needed to fix things is shown in the damage report. The passage of time will also fix things and not require energy consumption, but during this time, the damaged equipment will not be operable which may be important to your play.

The instructions for this game are a little longer than the others due to the complexity of the options involved, but it should be self-explanatory to you once you play the game.

Following the user instructions, there is a page of game grids for your use during game playing. You may wish to copy this page for future usage. Hopefully, you will enjoy this version of the classic space game.

User Instructions

1. To load the program:
 - a. Insert the Games II Pac cartridge into the tape transport.
 - b. Type: **LOAD** "SPACE" **END LINE**.
2. When the program has been loaded:
 - a. Press: **RUN**.
3. When Rate your ability 1+10 (10=BEST)? is displayed:
 - a. Enter: Your ability level **END LINE**.
4. After the scenario is printed, the game begins and the keys are labeled:

```
SR.SCAN LR.SCAN DAMAGE REPAIR
ΔCOURSE ±SKEW WEAPONS MOVE
```

Change course:

- a. Press: KEY #1 (ΔCOURSE) to change course.
- b. Go to step 5.

Change skew (velocity):

- a. Press KEY #2 (±SKEW) to change the skew factor.
- b. Go to step 6.

Weapons selection:

- a. Press: KEY #3 (WEAPONS) to fire weapons or change phaser energy.
- b. Go to step 7.

Move:

- a. Press: KEY #4 (MOVE) to move with the current skew and course setting.
- b. Go to step 4.

Note: If the skew engines are damaged, the move will be limited to .2 skew.

Short range scan:

- a. Press: KEY #5 (SR. SCAN) to display a short range scan.
- b. Go to step 4.

Note: If the short range sensors are damaged, no scan will be done.

Long range scan:

- a. Press: KEY #6 (LR. SCAN) to display a long range scan.
- b. Go to step 4.

Note: If the long range sensors are damaged, no scan will be done.

Damage report:

- a. Press: KEY #7 (DAMAGE) to display a damage report.
- b. Go to step 4.

Repair damages:

- a. Press: KEY #8 (REPAIR) to repair damage.
- b. Enter: Y **END LINE** or N **END LINE** when requested for each repair.

Note: The energy required for each repair will be deducted from your total as repairs are made.

- c. Go to step 4.

Note: When the game ends, go to step 2 to replay.

5. When the course change special function keys are labeled:

```
-90 DEG  -10 DEG  -1 DEG WEAPONS
+90 DEG  +10 DEG  +1 DEG  MENU
```

Change course:

- a. Press: KEY #1, 2, 3, 5, 6, or 7 for the desired course change.

Return to main menu:

- a. Press: KEY #4 (MENU) to return to the main selection menu.
- b. Go to step 4.

Weapons selection:

- a. Press: KEY #8 (WEAPONS) to select weapons.
- b. Go to step 7.

6. When the skew change special function keys are labeled:

```
-5s      -1s      -.1s
+5s      +1s      +.1s  MENU
```

Change skew (velocity):

- a. Press: KEY #1, 2, 3, 5, 6, and 7 for the desired course change.

Return to main menu:

- a. Press: KEY #4 (MENU) to return to the main selection menu.
- b. Go to step 4.

7. When the weapons change special function keys are labeled:

```
PHOTON  FIRE      ΔCOURSE
TORPEDO PHASERS ±PHASER MENU
```

Fire photon torpedo:

- a. Press: KEY #1 (PHOTON TORPEDO) to

fire the photon torpedo at the current direction.

Fire phasers:

- a. Press: KEY #2 (FIRE PHASERS) to fire the phasers at the current energy level.

Change phaser energy:

- a. Press: KEY #3 (±PHASER) to change the phaser energy.
- b. Go to step 8.

Return to main menu:

- a. Press: KEY #4 (MENU) to return to the main selection menu.
- b. Go to step 4.

Change course:

- a. Press: KEY #8 (ΔCOURSE) to change course.
- b. Go to step 5.

8. When the phaser energy selection special function keys are labeled:

```
-500u   -100u   -20u   MENU
+500u   +100u   +20u   FIRE
```

Change phaser energy:

- a. Press: KEY #1, 2, 3, 5, 6, and 7 to select the desired phaser energy.

Fire phasers:

- a. Press: KEY #4 (FIRE) to fire the phasers at the current energy level.

Return to main menu:

- a. Press: KEY #8 (MENU) to return to the main selection menu.
- b. Go to step 4.

Space Wars Game Grids

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 1 | | | | | | | | |
| 2 | | | | | | | | |
| 3 | | | | | | | | |
| 4 | | | | | | | | |
| 5 | | | | | | | | |
| 6 | | | | | | | | |
| 7 | | | | | | | | |
| 8 | | | | | | | | |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 1 | | | | | | | | |
| 2 | | | | | | | | |
| 3 | | | | | | | | |
| 4 | | | | | | | | |
| 5 | | | | | | | | |
| 6 | | | | | | | | |
| 7 | | | | | | | | |
| 8 | | | | | | | | |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 1 | | | | | | | | |
| 2 | | | | | | | | |
| 3 | | | | | | | | |
| 4 | | | | | | | | |
| 5 | | | | | | | | |
| 6 | | | | | | | | |
| 7 | | | | | | | | |
| 8 | | | | | | | | |

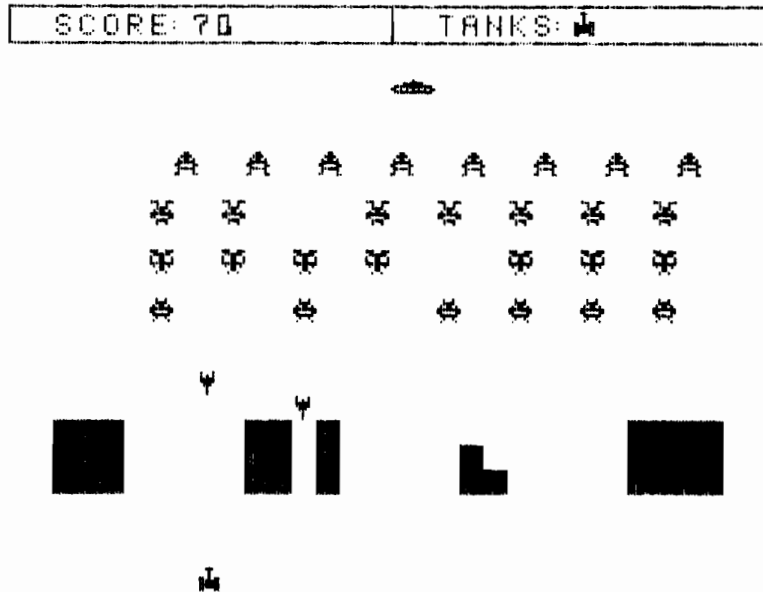
| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 1 | | | | | | | | |
| 2 | | | | | | | | |
| 3 | | | | | | | | |
| 4 | | | | | | | | |
| 5 | | | | | | | | |
| 6 | | | | | | | | |
| 7 | | | | | | | | |
| 8 | | | | | | | | |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 1 | | | | | | | | |
| 2 | | | | | | | | |
| 3 | | | | | | | | |
| 4 | | | | | | | | |
| 5 | | | | | | | | |
| 6 | | | | | | | | |
| 7 | | | | | | | | |
| 8 | | | | | | | | |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 1 | | | | | | | | |
| 2 | | | | | | | | |
| 3 | | | | | | | | |
| 4 | | | | | | | | |
| 5 | | | | | | | | |
| 6 | | | | | | | | |
| 7 | | | | | | | | |
| 8 | | | | | | | | |

Notes

Barrage



A barrage of aliens descends upon you and you must defend the planet. You can hide temporarily behind barriers, but the aliens will quickly destroy these, so you must keep moving. You score points depending on the type of target. The object of the game is to maximize your score. After destroying all of the aliens in one wave, another set will appear on the CRT. You get three tanks at the start of the game and an extra tank for each new screen of aliens. Before play begins, you get to select the skill level, type of bombs, and sound option. There are five skill levels from one to five, where five is the easiest. Smart bombs follow you as you move, and you must take elusive action to avoid them. Dumb bombs fall straight down. Two bombs will be active at a time. You can either play with or without sound effects.

As you improve your play, you can also keep track of your time as an additional measure of your ability. The scoring values for each of the different aliens goes from 10 to 40 points. the first row on the bottom is worth 10 points each. If you hit the spaceship that flies across the CRT, you get an additional 100 to 500 points.

User Instructions

1. To load the program:
 - a. Insert the Games II Pac cartridge into the tape transport.
 - b. Type: `LOAD "BARRAG" END LINE`.
2. When the program has been loaded:
 - a. Press: `RUN`.

3. When the keys are labeled:

```

-----
SKILL  SMART  DUMB  PLAY
                SOUND

```

Select skill level:

- a. Press: KEY #1 (SKILL) to change the skill level.

Note: The skill levels range from 1 (hardest) to 5 (easiest).

Select smart bombs:

- a. Press: KEY #2 (SMART) to play the game with smart bombs.

Select dumb bombs:

- a. Press: KEY #3 (DUMB) to play the game with dumb bombs.

Toggle sound effects:

- a. Toggle: KEY #4 (SOUND) to select play with or without sound effects.

Play the game:

- a. Press: KEY #8 (PLAY) to play the game at the current skill level.
 - b. Go to step 4.
4. After the screen is filled, the game begins and you have the following controls:

Left:

 - a. Press: KEY #1 to move the tank left.

Right:

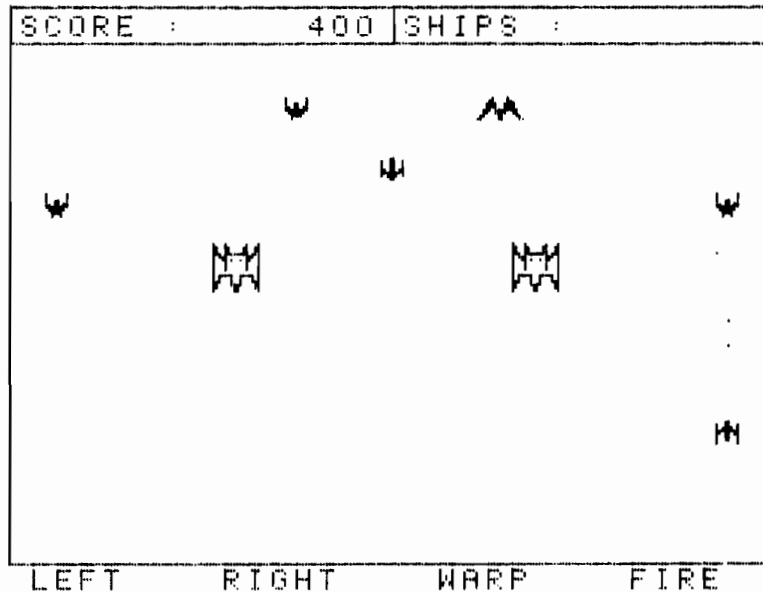
 - a. Press: KEY #4 to move the tank right.

Fire:

 - a. Press: KEY #2 or KEY #3 to fire a shot.

Note: You can only have one shot on the CRT at a time.
 5. When you either dispose of all of the aliens and press **PAUSE** or all of your tanks are lost, go to step 3.

Bats



In this game, bat-like objects swoop down and around in various patterns. As they descend, they drop bombs. You have three ships which operate in two modes, conventional and warp. In conventional mode, your ship will be destroyed if it is struck by a bat or a bomb. You can destroy the bats and score points by hitting them with your own shots. There are three different bat-like objects which take from 1 to 4 hits to destroy. You score 10, 50, and 100 points for destroying an object depending on the required number of shots. In warp mode, you destroy the bats and score points by ramming your ship into them. Your ship is not affected by their missiles when you are in warp mode. You can only be in warp mode for a limited time and once for each ship. Some of the patterns contain a bomber which scatters bombs on its descent. The bomber will only appear once and will not appear again. If you destroy a bomber, you score 200 points. If you lose a ship, the current pattern will be repeated.

The complexion of the game can be altered by changing the number of bats on the screen. Increasing the number of bats provides more targets and bombs which must be avoided. The combination of these two factors is well balanced. As the number of objects on the CRT is reduced, the remaining objects speed up. As with other games in Games II, the sound effects can be either on or off.

The top score for a round is displayed after each game in addition to the score for the last game. With this feature, you can play several games and keep track of your best game.

User Instructions

1. To load the program:
 - a. Insert the Games II Pac cartridge into the tape transport.
 - b. Type: `LOAD` "BATS" `ENDLINE`.
2. When the program has been loaded:
 - a. Press: `RUN`.
3. When the keys are labeled:

```
-----
SOUND  -BATS  +BATS  PLAY
```

Sound:

- a. Toggle: KEY #1 (SOUND) to select sound or no sound during play.

Number of bats:

- a. Press: KEY #2 (-BATS) and KEY #3 (+BATS) to specify from one to seven bats.

4. To play the game at the current settings:
 - a. Press: KEY #4 (PLAY).
5. After the playing area has been displayed, you have the following controls:

```
LEFT  RIGHT  WARP  FIRE
```

Left:

- a. Press: KEY #1 (LEFT) to move the ship left.

Note: The ship will continue to move left until it reaches the left side, the

RIGHT key is pressed, or STOP (`KEY LABEL`) is pressed.

Right:

- a. Press: KEY #2 (RIGHT) to move the ship right.

Note: The ship will continue to move right until it reaches the right side, the LEFT key is pressed, or STOP (`KEY LABEL`) is pressed.

Stop:

- a. Press: `KEY LABEL` to stop the ship at the current position.

Warp:

- a. Press: KEY #3 (WARP) to change playing modes with this ship.

Note: If this key is not labeled, the warp option has already been used with the current ship and is no longer available.

Fire:

- a. Press: KEY #4 (FIRE) to fire shots.

Note: You can have four shots on the CRT at one time.

6. After you have lost your three ships, go to step 3.

Gnome

GNOME is a game in which you must search through vast caverns in order to find the Gnome's hidden treasure. In this game, you enter a cave and maneuver about by six commands: NORTH, SOUTH, EAST, WEST, UP and DOWN. There are a variety of other commands which can be used for manipulation of objects, etc. A discussion of these manipulative commands is not provided because it is up to you, the treasure-seeker, to determine and initiate the action required to get the treasure and get out safely. This program is quite large and may need the 16K Memory Module to run.

USE YOUR IMAGINATION!! It's all part of the game.

To begin, insert the GAMES II Pac cartridge and type: **LOAD** "GNOME": Press **RUN**.

Have fun!

```
One day, while jogging in a city
park, you notice a tunnel
opening behind a pile of debris.
GNOMES have been reported in
this area and supposedly have
vast wealth hidden in under-
ground caverns.
Obtaining this wealth is the
object of the game.
```

Here is an example of the first few moves from the GNOME game.

```
After you answer a question, I
only look at the first two
letters of each word, although
you can type the whole word if
you like.
Type SCORE to learn your score.
Type QUIT to save the current
game for another time.
```

```
You're on the edge of a park.
There is a cave to the east.
```

```
What next?
EAST
```

You're in a splendid cavern with a small waterfall entering from one wall.
A small shaft goes east and you can stand going north or south.
You can see a dim light to the west.

What next?
SOUTH

You're in the den of the KOBOLD KONIG.
There is a small oil can here.

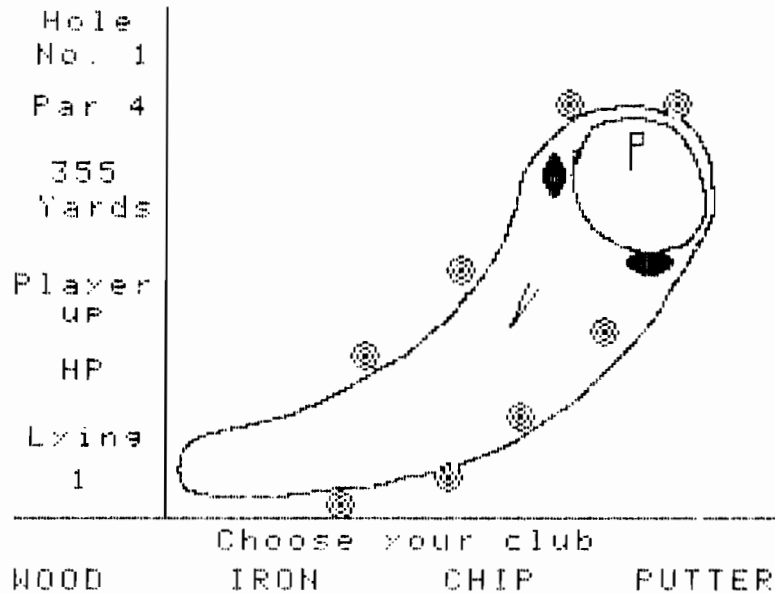
What next?
TAKE OIL CAN
OK

What next?
EA

You're in the den of the KOBOLD KONIG.

Now it's up to you. Good luck!

Golfer



Welcome to Holly Pines Golf Course. You are invited to play a round of nine holes alone or as a twosome. Holly Pines is a par 35 course for nine holes. The program will keep track of your score and print out your total and adjusted total based on your handicap.

Each hole is stored on tape and must be loaded and displayed as needed. When you get on the green or very close to the green, the display will be changed to show the green, the pin placement, and your current position.

The play of the game is totally driven by using the special function keys to specify the desired options. To take a stroke, you must specify the club, direction, and the strength of the swing. The course of your ball will be shown on the display and then your final position. Generally, aiming your shot is optional since the program will set the default direction to the line connecting your present position with the pin. This direction can be adjusted in increments of 3, 7, and 21 degrees if you need to compensate for your swing or hazards.

This game should test your golfing judgment and sharpen your game. Hopefully, Holly Pines Golf Course will bring you back for many more rounds of golf.

User Instructions

1. To load the program:
 - a. Insert the Games II Pac cartridge into the tape transport.
 - b. Type: **LOAD** "GOLFER" **END LINE**.
2. When the program has been loaded:
 - a. Press: **RUN**.
3. When How many will be playing in your group (1 or 2)? is displayed:
 - a. Enter: The number of players, one or two, **END LINE**.
4. When What are your 2 initials? is displayed:
 - a. Enter: Your two initials **END LINE**.
5. When Your handicap (between 0 and 30)? is displayed:
 - a. Enter: Your handicap **END LINE**.
6. When What's you best, Hook or Slice (H or S)? is displayed:
 - a. Enter H **END LINE** or S **END LINE** depending on which happens most to your drives.
7. Repeat steps 4 through 6 for the second player if two are playing.
8. If two players are playing and You're choice (1 or 2)? is displayed:
 - a. Enter: Your scoring choice **END LINE**.
9. When the hole is drawn and the keys are labeled:

| | | | |
|------|------|------|--------|
| WOOD | IRON | CHIP | PUTTER |
|------|------|------|--------|

 Wood:
 - a. Press: KEY #1 (WOOD) to select a wood.
 - b. Go to step 10.
 Iron:
 - a. Press: KEY #2 (IRON) to select an iron.
 - b. Go to step 11.
 Chip:
 - a. Press: KEY #3 (CHIP) to select an 8 or 9 iron or a wedge.
10. When the keys are labeled with the woods:

| | |
|--------|--------|
| | Clubs |
| 1 Wood | 2 Wood |
| 3 Wood | 4 Wood |

 Select a wood:
 - a. Press: KEY #1, 2, 3, or 4 to select the desired wood.
 - b. Go to step 13.
 Return to club menu:
 - a. Press: KEY #8 (Clubs) to return to the main club menu.
 - b. Go to step 9.
11. When the keys are labeled with the irons:

| | | | |
|-------|-------|-------|-------|
| No. 5 | No. 6 | No. 7 | Clubs |
| No. 1 | No. 2 | No. 3 | No. 4 |

 Select an iron:
 - a. Press: KEY #1, 2, 3, 4, 5, 6, or 7 to select the desired iron.
 - b. Go to step 13.
 Return to club menu:
 - a. Press: KEY #8 (Clubs) to return to the main club menu.
 - b. Go to step 9.
12. When the keys are labeled with the remaining irons and the wedge:

| | | | |
|-------|-------|-------|-------|
| No. 8 | No. 9 | Wedge | Clubs |
|-------|-------|-------|-------|

 Select the club for chipping:
 - a. Press: KEY #1, 2, or 3 for the 8 and 9 iron and the wedge respectively.
 - b. Go to step 13.
 Return to club menu:
 - a. Press: KEY #4 (Clubs) to return to the main club menu.
 - b. Go to step 9.

13. When the keys are labeled with swing strength:

| | | | |
|---------|--------|------|-------|
| NAIL IT | Chip | Aim | Clubs |
| Stroke | Smooth | Soft | Tap |

Swing the chosen club:

- a. Press: KEY #1, 2, 3, 4, 5, or 6 to swing the desired strength.
- b. Go to step 15.

Aim the swing:

- a. Press: KEY #7 (Aim) to aim the swing.
- b. Go to step 14.

Return to club menu:

- a. Press: KEY #8 (Clubs) to re-select the club.
- b. Go to step 9.

14. When the keys are labeled for aiming:

| | | | |
|---------|---------|--------|--------|
| +21 deg | -21 deg | Clubs | Swing |
| +7 deg | +3 deg | -3 deg | -7 deg |

Change the angle:

- a. Press: KEY #1, 2, 3, 4, 5, or 6 to change

the swing direction.

- b. Go to step 14.

Return to club menu:

- a. Press: KEY #7 (Clubs) to re-select the club.
- b. Go to step 9.

Return to swing strength menu:

- a. Press: KEY #8 (Swing) to select the swing strength.
- b. Go to step 13.

15. Repeat steps 9 through 14 for each player and each hole.

16. When the first nine holes are finished and Care for another round? is displayed:

- a. Enter: Y **END LINE** to play another round of nine holes.
- b. Go to step 9.

OR:

- a. Enter: N **END LINE** to end the game.





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For additional information please contact the nearest authorized Series 80
HP-83/85 dealer or your local Hewlett-Packard sales office.