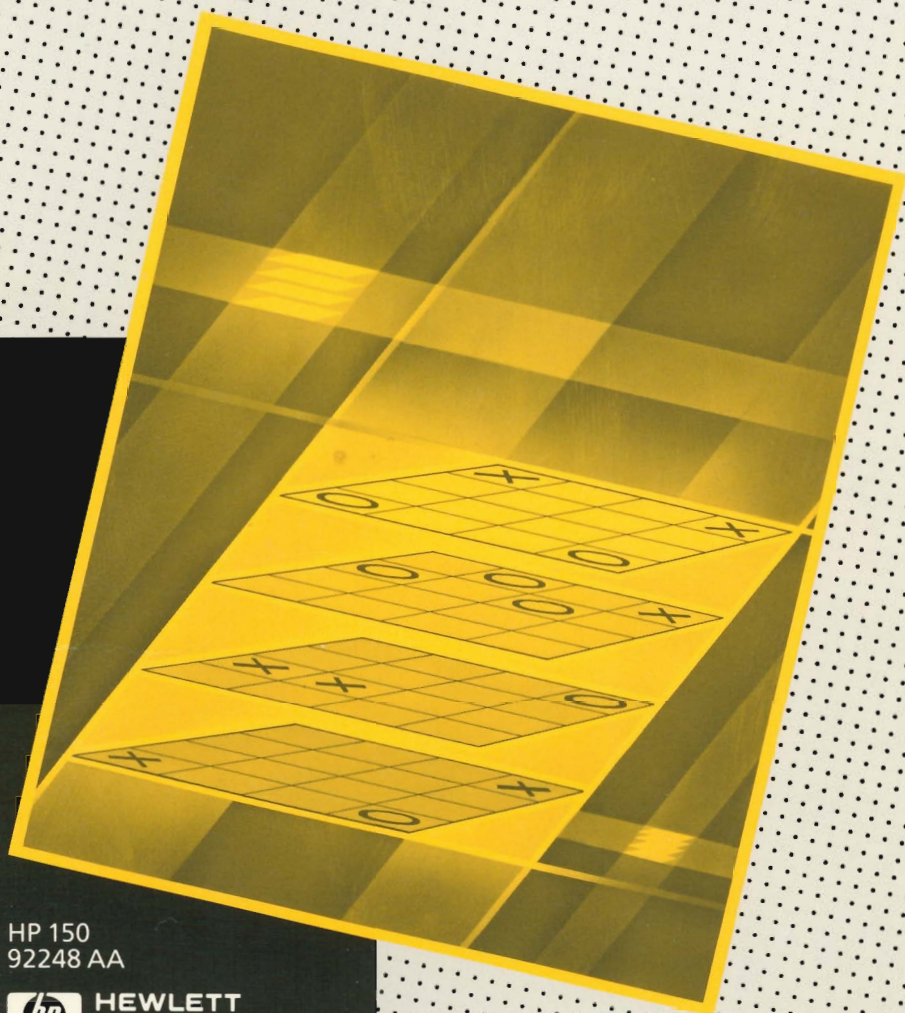


# Touch Games I



HP 150  
92248 AA



HEWLETT  
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# TOUCH GAMES I

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WUMPUS-XIV  
3D TIC-TAC-TOE  
BLACK-JACK  
BIORHYTHMS



by Brian Rainie

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First Edition — February 1984

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# INTRODUCTION

TOUCH GAMES I will spark up your leisure time with some novel diversions — plus a few old favorites with an imaginative new twist.

- **Wumpus-XIV** An impressive implementation of the old “monster-in-the-maze” game.
- **3D Tic-Tac-Toe** “Touch-tic-tac-toe” on a 4×4×4 grid.
- **Black-Jack** Single player Black-Jack with Las Vegas rules.
- **Biorhythms** Generates a biorhythm chart for any given date.

Each game is designed to produce an almost infinite variety of plays, and can continue to provide many hours of entertainment for years to come. Although there are many onscreen prompts and messages to guide you, it helps to familiarize yourself with the game rules before beginning to play.

## RUNNING TOUCH GAMES I

To access any game:

1. Enter the P.A.M. menu.
2. Place the TOUCH GAMES I Master Disc into drive A or B.
3. Touch |Re-Read Discs|, to install the games as applications on P.A.M.

4. Touch the game title of your choice on the P.A.M. screen to select a particular game.
5. Touch |Start Applic|.



## MAKING A COPY OF YOUR MASTER DISC

Since the Master Disc is your only copy of TOUCH GAMES I, you need to make a back-up copy for protection against loss or damage to the original.

To make a back-up copy you will need:

- Your TOUCH GAMES I Master Disc
- Your HP 150 operating system disc SYS-MASTER or Hard Disk
- A blank disc, preferably new

### For a Single Drive

1. Insert your SYS-MASTER disc in Drive A.
2. Turn on your HP 150. If the computer is already on, hold down the [CTRL] and [Shift] keys and press [Reset].
3. When the P.A.M. menu appears, touch the FORMAT application label.
4. Select |Start Applic| (F1) from the screen or keyboard.
5. Remove the SYS-MASTER disc and insert the blank disc in Drive A.
6. Select "A" when the program prompts you for a drive selection.
7. Type in any label of 11 characters or less when the program prompts you to enter a label.
8. Select |Start Format| (F5).
9. Exit the FORMAT application and return to the P.A.M. menu.



10. Insert your TOUCH GAMES I Master Disc into Drive A.
11. Select |Reread Discs| (F4).
12. Select the COPYIT utility from the P.A.M. menu.  
**Caution:** *Do not cancel the COPYIT program once it has started running, or you may not be able to make another back-up copy.*
13. Type "Y" to continue with the copy operation.
14. The program will direct you to alternate between the Master Disc and the back-up disc in Drive A; do so as prompted.
15. When the copy process completes, remove your back-up disc from the drive and store it in a safe place.
16. Once you make your back-up copy, use INSTALL to remove the COPYIT utility from your Master Disc.

### **For a Dual Disc Drive**

1. Insert your SYS-MASTER disc in Drive A.
2. Turn on your HP 150. If the computer is already on, hold down the [CTRL] and [Shift] keys and press [Reset].
3. When the P.A.M. menu appears, touch the FORMAT application label.
4. Select |Start Applic| (F1) from the screen or keyboard.
5. Remove the SYS-MASTER disc and insert the blank disc in Drive A.
6. Select "A" when the program prompts you for a drive selection.
7. Type in any label of 11 characters or less when the program prompts you to enter a label.
8. Select |Start Format| (F5).
9. Exit the FORMAT application and return to the P.A.M. menu.
10. Insert your TOUCH GAMES I Master Disc into Drive A.
11. Place the newly formatted disc in Drive B.

12. Select |Reread Discs| (F4).
13. Select the COPYIT utility from the P.A.M. menu.  
**Caution:** *Do not cancel the COPYIT program once it has started running, or you may not be able to make another back-up copy.*
14. Type "Y" to continue with the copy operation.
15. When the copy process completes, remove your back-up disc from Drive B and store it in a safe place.
16. Once you make your back-up copy, use INSTALL to remove the COPYIT utility from your Master Disc.

# WUMPUS-XIV



<b>WUMPUS-XIV</b> <b>MODE=NOVICE</b> (c) COPYRIGHT '84 Hewlett-Packard		<b>ROOM:</b> 17 <b>PITS:</b> 2	<b>MOVES:</b> 0 <b>BATS:</b> 2	<b>ARROWS:</b> 1 <b>TERM.S:</b> 1	
■ SYMBOL FOR ROOM □ SYMBOL FOR PLAYER IN ROOM ● SYMBOL FOR ARROW HIT ON ROOM ⊠ SYMBOL FOR ARROW HIT ON PLAYER --- CONNECTING TUNNEL - - - - ARROW'S FLIGHT PATH					
<b>ERRORS:</b>					
<b>SPECIAL WARNINGS:</b>					
<b>CONNECTING ROOM WARNINGS:</b> < NO HAZARDS IN SIGHT >					
<b>PLAYER ACTION ERRORS:</b>					
<b>PLAYER ACTION REQUIRED:</b>					
MOVE ROOM	HIDE ARROW	PLACE NOTE	23   26	GIVE UP	STOP EXIT
Num Pad		12:00			

The Wumpus is a grumpy dragon who lives in a cave system of 20 rooms. Actually he's not too much of a threat if he's just left alone to snooze. Unfortunately, he is usually plagued by some misguided dragon-hunter who wants to make a name for himself. This makes the Wumpus very testy — which usually makes dinner out of the hapless hunter. So beware, errant knight. Go dragon hunting if you must — but don't stumble on a Wumpus!

When you enter the Cave-of-Many-Rooms, you discover that each room has three tunnels leading to the other rooms. As you go from room to room the tunnels will be displayed for you. The more rooms you visit, the more you will see of the tunnel structure. You can also expect to encounter the following hazards:

### **Bottomless Pits**

Two or more rooms may contain Bottomless Pits. If you enter one of these you will fall in and lose!

### **Super Bats**

Two or more rooms are infested with Super Bats. If you enter one of these rooms, the bat will pick you up and carry you to another room at random. This can be troublesome!

### **Termaeros**

This version of Wumpus also includes one or more Termaeros (a rare strain of aerobic termite). If you enter his room, he will eat one of your arrows.

### **The Wumpus**

The Wumpus is not bothered by the hazards — he has suction cup feet, is too heavy to lift, and doesn't have to carry arrows. He is usually asleep, but two things wake him up: 1) You, entering his room, or 2) You, shooting an arrow.

If the Wumpus wakes, he will either go back to sleep, or move one room. If you happen to end up in the same room with Wumpus, he will eat you (i.e., you lose).

# RULES FOR THE WUMPUS CHALLENGER

Your goal (and the only way you can win) is to successfully stalk the Wumpus and shoot him with an arrow. You lose the game if, in the course of this adventure, you (a) run out of arrows (b) fall into a Bottomless Pit, or (c) fall prey to the Wumpus.

## The Novice

Each turn, you are allowed to move one room or shoot a crooked arrow. (You may select the appropriate function key from the keyboard, or by touching its onscreen label.)

## Moving

You may move only one room at a time, and only through an existing tunnel. Select [MOVE], then touch the room of your choice on the screen.

When you enter a room, you may receive warnings about the three connecting rooms, such as:

THERE'S A DRAFT COMING THROUGH (1 OR MORE PITS NEARBY)

THERE ARE BATS NEARBY

YOUR ARROW(S) IS/ARE QUIVERING (TERMITE(S) NEARBY)

YOU'RE 1-2 ROOMS FROM THE WUMPUS

(This Wumpus warning appears if you are one or two rooms away).

## Arrows

You start out with five arrows. An arrow has a range of one to five rooms, but it can only proceed through tunnels. If you don't know whether a tunnel exists between two rooms, you may guess. However, if your guess is wrong, the arrow will proceed through rooms at random, out of your control.

When you select |SHOOT ARROW|, you are allowed to choose one to five rooms. If you wish to choose fewer than five rooms, select |NO MORE ROOMS| after your first, second, third or fourth choice. The arrow fires automatically after the last selection (i.e., a fifth room or |NO MORE ROOMS|).

An arrow has limited turning ability. Although you can shoot from room 3 to 7 to 9 to 8 to 7 to 6, you cannot shoot from 3 to 7 to 3. This form of direct back-tracking is illegal.

As you stalk the Wumpus, you may receive one of the following (usually fatal) messages:

YIIEEEEEEE, YOU FELL INTO A PIT

SUPER BAT SNATCH

MY, THAT WAS A TASTY ARROW (TERMITE)

THE WUMPUS GOT YOU! !

YOU'VE BEEN SHOT BY YOUR OWN ARROW

Remember, if you run out of arrows before you shoot the Wumpus, you lose.

### Notes

This version of Wumpus allows you to place notes next to any of the twenty rooms. Notes consist of a one or two-character code you select to keep track of possible hazards. For example, a 'p', 'b' or 't' may be used, optionally preceded by a 'w'. In this case, 'p' would indicate the presence of a Pit, and 'wp' means Wumpus plus Pit (very risky situation!). You cannot combine Pit, Bat and Termite characters, because these hazards cannot share the same room. The Wumpus, however, can exist in a room with any hazard — he is unaffected by them.

To place a note:

1. Select |PLACE NOTE|.
2. Designate (by touch) the room you wish to flag with a note. The function key labels will change to reflect the currently active characters (W, P, B, T). An asterisk (\*) in the label indicates an active character.
3. Select the appropriate key labels until they display the desired combination of letters.
4. Select |SAVE NOTE|.

Your notes are displayed in lower case. If you encounter a non-fatal hazard (Bat or Termite), an uppercase 'B' or 'T' displays automatically to indicate the existence of an actual hazard in that room. You cannot change these letters.

## The Expert

The rules for playing in NOVICE mode also apply to the EXPERT — with the following additions:

- The warning message, YOU'RE 1-2 ROOMS FROM THE WUMPUS, continues to appear each time you are one room away, but appears only 50% of the time when you are two rooms away.
- Hazards can move! The expert discovers that each new turn holds a 1-out-of-15 chance of precipitating one of the following:

>>EARTHQUAKE<<

Pits close, and reopen in other rooms

--BAT MIGRATION--

Bats relocate to other rooms

::TERMAEROS CRAWLING::

Termaeros moving to other rooms

zzWUMPUS IS SLEEP-WALKINGzz

Wumpus moves one room, through a tunnel

**Note:** When any of the above occurs, all related hazard warning notes are removed.

- The expert may notice an increase in the number of hazards present.

## **The Master**

The rules for NOVICE and EXPERT also apply to the player in MASTER mode, with the following exceptions:

- You are limited to only one (1) arrow.
- If you shoot the arrow and miss, it remains in the wall of the previous room. This room is designated by a cross (×). To recover the arrow, you must enter one of the adjoining rooms (i.e. reach into the arrow's room from your room and pull it out of the wall).
- If you carry the arrow into a Termaero's room, or if you shoot the arrow and it comes to rest in a Termaero's room, the termite will eat the arrow (you lose!).
- If you enter a Termaero's room without the arrow, you will deprive him of his dinner, but you will not lose the arrow.
- If you enter a Termaero's room, and the arrow is in a connecting room, the termite will retrieve the arrow and eat it (once again — you lose!).
- When the arrow is endangered, the connecting-room-warning, **YOUR ARROW IS QUIVERING**, appears.
- When a termite lurks nearby (but your arrow is not in danger) the warning, **YOUR ARROW WOULD BE QUIVERING**, appears.
- Since an arrow is firmly lodged in the wall of its room, it cannot be carried off by a Bat, or fall into a Pit, it is unaffected by these two hazards.



## OTHER FUNCTION KEY COMMANDS

The following function key labels appear at some time in the course of each game.

<type>  
MODE

Where game type is NOVICE, EXPERT or MASTER. This is where you specify the difficulty level at which you wish to play.

CANCEL  
<action>

Where <action> is MOVE, SHOOT, or NOTE. This key cancels the routing and returns you to the main function key level.

GIVE  
UP

If you wish to cancel the current game, but want to play again (perhaps at a different level), select this key.

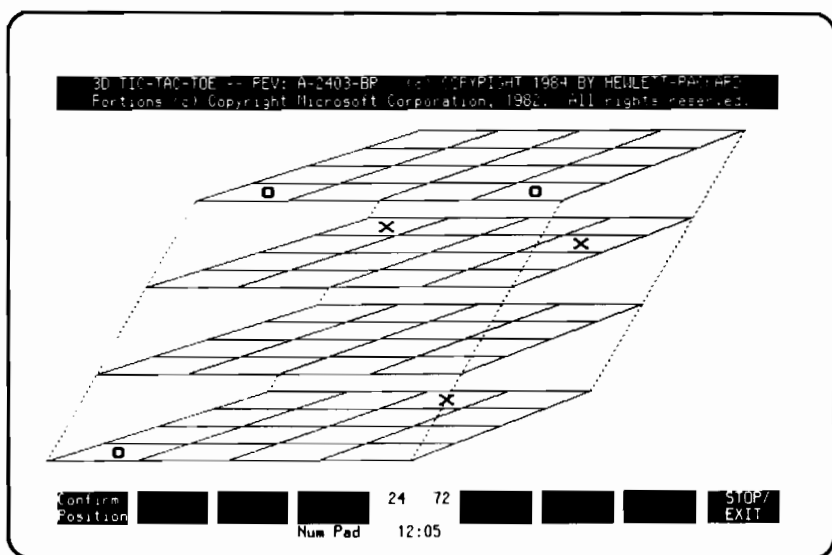
PLAY  
AGAIN

Once play has ended, you have the option of displaying the entire play area on the screen.

STOP/  
EXIT

Exits the game immediately. Control is transferred back to the operating system.

# 3D TIC-TAC-TOE



Challenge your computer to a battle of X's & O's on four levels! Let your finger do the walking as you and your opponent move up, down, across and under trying to outwit each other.

Three-dimensional Tic-Tac-Toe is similar to standard tic-tac-toe, but the playing area consists of 64 squares in four levels of four rows by four columns (whew!).

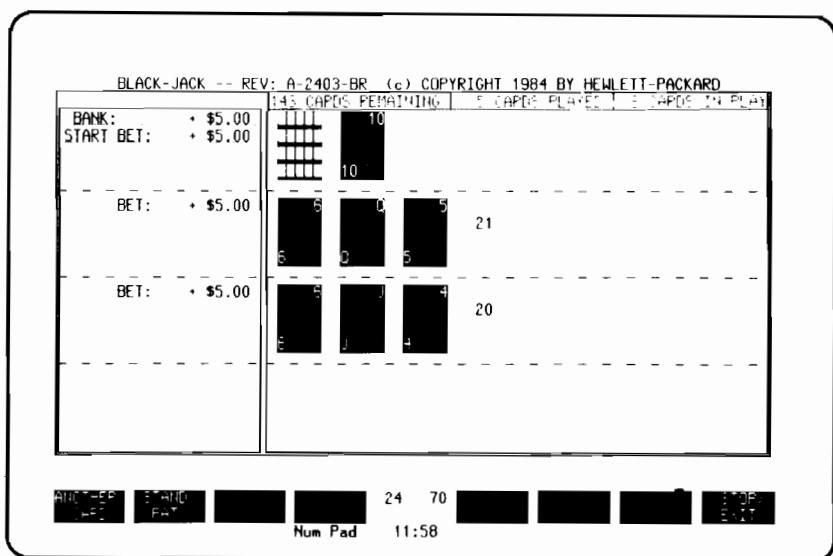
## GAME FEATURES

1. You ("X") will play against the HP 150 ("O").
2. To place your mark, simply touch the screen (or use the cursor movement keys) to move the cursor to the square of your choice. When the cursor is in the correct position, touch |Confirm|. The HP 150 then responds with its own selection.
3. Four markers in a row, in any direction, wins the game. This includes four on any single plane, four straight up, four at an angle, etc.

3D Tic-Tac-Toe is simple in concept — but its infinite variety of combinations makes it challenging enough to provide you with many hours of entertainment. Your opponent is smart — but not invincible! With practice you can beat the system at its own game.



# BLACK-JACK



Black-Jack is one of the most popular casino-style card games. It is an exciting match between player and dealer — and a test of nerve, luck and skill. To win, the player must hold a final hand with a point value closer to 21 than the dealer's. Number cards count at their face value; jacks, queens and kings are worth 10 points, and Aces can be counted as either 11 or 1 a "soft" ace).

In the TOUCH GAMES I version of Black-Jack, you (the player) and your HP 150 (the dealer) engage in a duel of wits versus bits. Who will be the first to go "bust"?

# PLAYING TOUCH BLACK-JACK

Every play is made by touching a function key. The available choices for each current game decision appear in the function key labels. Your choices are:

<b>Hit</b>	Deal another card
<b>Stand</b>	Stay with the current hand
<b>Split</b>	Divide current hand into two hands
<b>Double Down</b>	Double the bet after the first hand is dealt
<b>Insurance</b>	Reduce the current bet when dealer's hand shows a possible Black-Jack combination

On two occasions, the player must select an amount of money:

- 1) When an initial BET is required, and
- 2) When an INSURANCE bet is available.

In either case, the appropriate field will flash. To change the dollar amount in the field, simply type in the desired number, and touch F1 |PLAY| to continue the hand.

In general, "soft" refers to a hand of three or more cards under 21, and "hard" to a two-card hand with a count of 18 or more.

## RULES OF PLAY

1. All bets MUST be in even dollar amounts, and range between \$2.00 and \$500.00.
2. An insurance bet must range between \$0.00 and one-half the amount of the initial bet.
3. Doubling-down is permitted on two-card counts of 9, 10, or 11 only.
4. You may split any hand consisting of a pair or two 10-count cards. You may play a maximum of three hands.

5. If you split Aces, you must automatically stand after the next card dealt to each hand. (A two-card total of 21 on a split DOES NOT result in Black-Jack.)
6. The dealer hits a soft 17, and card counts of 16 or less.

## **PAYOFFS**

Black-Jack: 3-to-2   Insurance: 2-to-1   Other Wins: 1-to-1  
(The bet is recovered if the player pushes.)

# BIORHYTHMS

THE BIORHYTHM THEORY POSTULATES THAT THERE ARE CERTAIN METABOLIC RHYTHMS THAT HAVE A CONSTANT CYCLE TIME IN THE HUMAN BODY, AND ARE SOMETIMES REFERRED TO AS INNER CLOCKS.

THERE ARE THREE CYCLES INVOLVED HERE:

- 1) PHYSICAL CYCLE--CROSSES MERIDIAN TWICE EVERY 23 DAYS
- 2) SENSITIVITY CYCLE--CROSSES MERIDIAN TWICE EVERY 28 DAYS
- 3) COGNITIVE CYCLE--CROSSES MERIDIAN TWICE EVERY 33 DAYS

EACH TIME ONE OF THE CYCLES CROSSES THE MERIDIAN LINE, YOU HAVE A BAD (OR 'CRITICAL') DAY ACCORDING TO THE CYCLE IN QUESTION.

PLEASE NOTE EXAMPLE BELOW:

				-	0	+
JAN 1975	FRI 3	AM C			PI I S	
		PM C			IPI S	
	SAT 4	AM C			I I S	
		PM C			SI I P	
	SUN 5	AM C		S	I I P	

START PRINTING				26	1				STOP/ EXIT
			Num Pad	11:55					

Your HP 150 Biorhythms program provides more than entertainment. You can use it daily to monitor your potential performance levels in each of three important biological areas. Discover when your physical, emotional and mental powers are at their peak, when to act or proceed with caution, and when to make — or postpone — important decisions.

You can also use Biorhythms to check on significant days in the lives of famous persons in history — or of friends and family members. Explore the past, future; the program's power to entertain you is as unlimited as your own imagination!

## **WHAT ARE BIORHYTHMS?**

The biorhythm theory states that each of us operates according to a unique set of internal rhythms that have a constant cycle time in the human body. The three cycles involved are:

- Physical, governing the body's health and energy level;
- Sensitivity, controlling the emotional or "feeling" part of us, and
- Cognitive, in charge of our mental and reasoning capabilities.

The cycle of each of these "internal clocks" moves from "low" to "high" at its own rate, and periodically crosses a midpoint, or "meridian", as follows:

- 1) Physical Cycle — crosses meridian twice every 23 days
- 2) Sensitivity Cycle — crosses meridian twice every 28 days
- 3) Cognitive Cycle — crosses meridian twice every 33 days



When any cycle crosses the meridian line, a "critical" day in that area is indicated. The sample Bio-Chart below shows how the cycles fluctuate.

				LOW	MERIDIAN	HIGH
				-	0	+
JAN 1984	FRI 3	AM	C		P	S
		PM	C		P	S
	SAT 4	AM	C		*	
		PM	C	S		P
	SUN 5	AM	C	S		P

A "bad day" in a particular area is predicted only when that cycle is on or very close to the meridian. The forecast according to this example indicates:

- a physically bad day on JAN 3;
- a poor physical and emotional period on JAN 4 (an asterisk is substituted here because the system cannot print a "P" and an "S" in the same space);
- a non-critical day in all areas on JAN 5, with the physical cycle approaching a high period.

## CREATING A BIO-CHART

The Biorhythms menu asks for all the information needed to produce a chart, and provides the following print options:

- 1) Print a regular chart of all days requested.
- 2) Print a chart showing both "AM" and "PM" readings for the day(s) requested.
- 3) Search through the days requested and print only those days which are extremely bad or critical.



To generate a chart, simply fill in the menu, as shown below. You can use the cursor to move around the screen, or press [Tab] to go directly from field to field. If you make a mistake, just use [Backspace] and re-type the entry.

---

Your Name: **【Name of the Bio-Chart subject】**

Your Birthdate: **【Month/Day/Year (numeric)】**

Starting Date: **【Month/Day/Year--begin chart】**

Ending Date: **【Month/Day/Year--end chart】**

Output Device Selection: (1/2/3): **【type choice】**

Include Explanation of Biorhythms (Y/N)? **【type choice】**

Chart Type Option (1/2/3): **【type choice】**

---

When the menu is completed, touch |Start Printing| to produce your chart.



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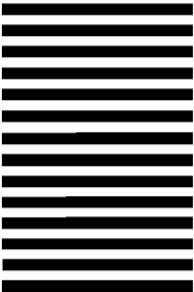
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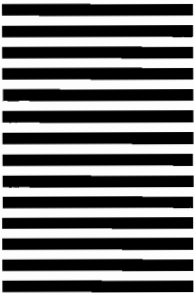
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