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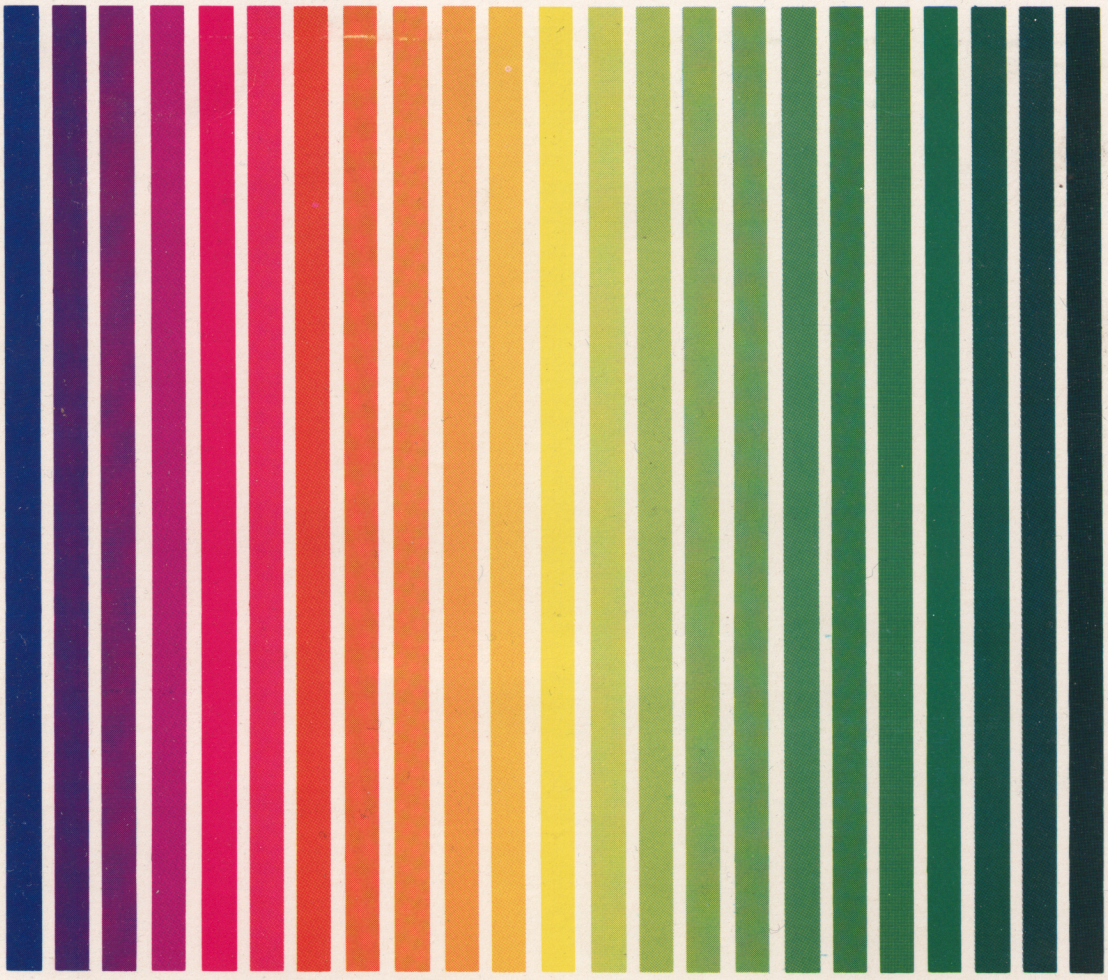

Bob Polaro

MUGWUMP

One-player grid search game (ages 8 and up)

Cassette: 8K (APX-10005) Diskette: 16K (APX-20005)

User-Written Software for ATARI Home Computers

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by

Bob Polaro

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Printed in U.S.A.

INTRODUCTION

GAME OVERVIEW

You've been mugwump hunting all weekend. It's cold and damp in this swamp, but at last you have four of the critters cornered. The only problem is they're chamaleon-like and you must now try to ferret them out from their surroundings. They're in nature's perfect hideout, but to give you a fighting chance to find them, we've transformed their hideout into a ten-by-ten grid. You track down the mugwumps by entering numbers from the keyboard representing horizontal and vertical coordinates on the grid. Any mugwump you discover yelps and flashes on the screen to admit defeat. But, because we're animal lovers at heart, you have only ten chances to locate all four mugwumps. Any you don't discover go free. Good hunting!

REQUIRED ACCESSORIES

8K RAM for cassette version
16K RAM for diskette version
ATARI BASIC Language Cartridge
ATARI 410 Program Recorder for cassette
ATARI 810 Disk Drive for diskette

GETTING STARTED

1. If you have the cassette version of MUGWUMP:

   a. Insert the game cassette in the program recorder, press REWIND, and then press PLAY.

   b. Type CLOAD and press the RETURN key.

   c. After the game loads into RAM, you'll see the READY prompt. Type RUN and press the RETURN key.

If you have the diskette version of MUGWUMP:

   a. Turn on your disk drive and insert the game diskette.

   b. Turn on your computer and turn on your video screen. MUGWUMP will load into computer memory and start automatically.

PLAYING MUGWUMP

DISPLAY SCREEN

Once you load the game, you'll see a display screen like this (the bottom line first displays the COPYRIGHT 1981 ATARI notice for about ten seconds):

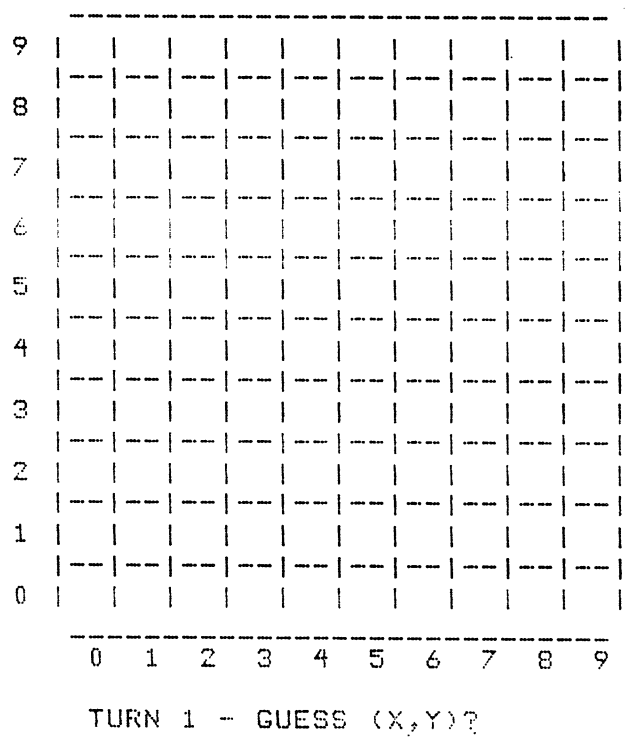

Figure 1. MUGWUMP Display Screen

At the start of the game, the grid is empty. But four mugwumps are lurking behind four of the squares, and your job is to find them!

TRACKING DOWN MUGWUMPS

To guess where a mugwump might be hiding, pick a square. You can identify any square on the grid by using the number across the bottom (called the X-coordinate) and the number down the left-hand side (called the Y-coordinate) corresponding to that square. Separate your two digits with a comma. For example, suppose we want to pick a square two-thirds of the way across the grid and one-third of the way up the grid. In this case, we would choose the square that is number five across and number two up and we would enter our guess like this:

```
TURN 1 - GUESS (X,Y)?5,2
```

Figure 2 shows the X the computer entered on the grid to record our guess (notice that it also displays the prompt for our second guess under the grid).

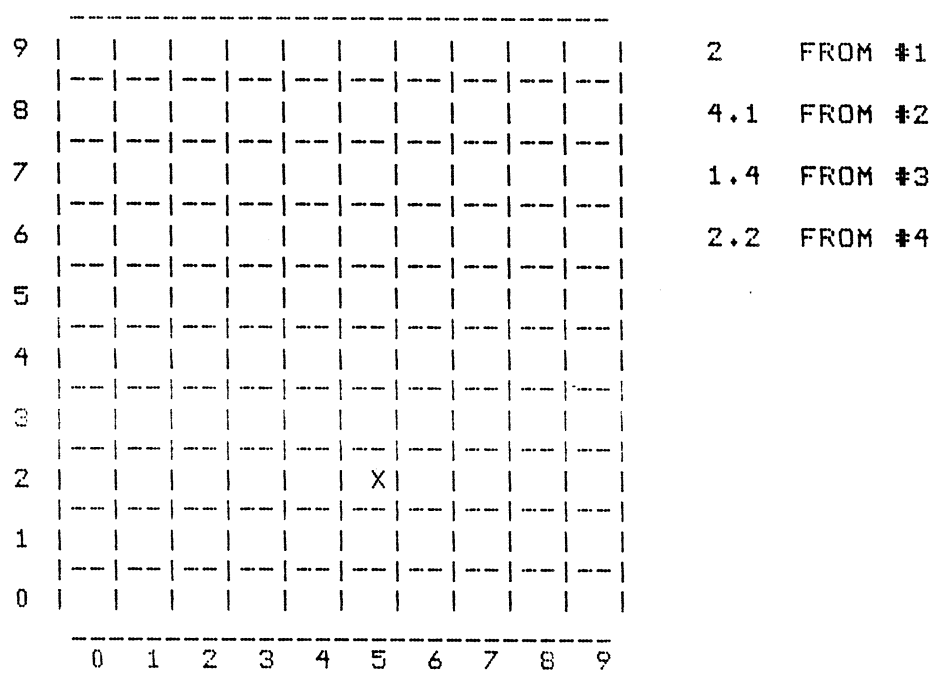

Figure 2. MUGWUMP Display Screen--Guess 1

Each time you guess a location, two actions can occur. First, if you locate a mugwump, its picture displays to the right of the grid and its number displays in its grid location. For example, if Mugwump #2 had been hiding in square 5,2 , then the square would have displayed a 2 instead of an X. However, we guessed wrong, and so the square contains only an X .

Second, to the right of grid appear the distances each hidden mugwump is from our guess. For example, Mugwump #1 is 2 squares from square 5,2, and Mugwump #2 is 4.1 squares from square 5,2. Write these numbers down. As you accumulate these distances on each turn, you'll find you can zero in on a mugwump more rapidly.

A whole number usually means a mugwump is hiding in a straight horizontal or vertical line from your current square. A number with a decimal value means the mugwump is hiding in a square that is diagonal to your current square. Sometimes, however, these rules don't hold--mugwumps are sneaky critters!

Let's see how we can use this information to trap a mugwump. Let's pick a square that is two horizontal or vertical squares away from our first guess--to see if Mugwump #1 is hiding there. Let's choose square 3,2 . We enter our guess as follows:

```
TURN 2 - GUESS (X,Y)?3,2
```

The grid now displays two guesses--our first and our current guess:

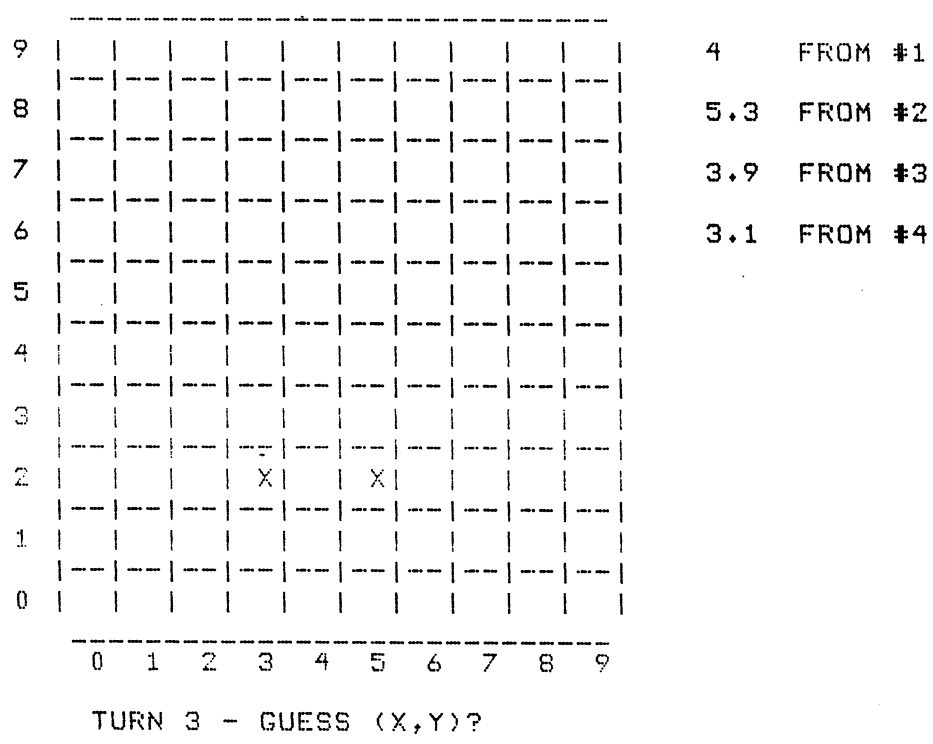

Figure 3. MUGWUMP Display Screen--Guess 2

Now we have two pieces of information about each mugwump. Let's try to track down Mugwump #1. We know that she's two squares away from square 5,2 and four squares away from square 3,2. Two and four are whole numbers, and so a good guess is that the mugwump is hiding in a square located in a straight vertical or horizontal line from our two guesses. We'll mark each square that is two squares away from square 5,2 either vertically or horizontally with an asterisk (*), and we'll mark each square that is four squares away from square 3,2 either vertically or horizontally with a plus (+).

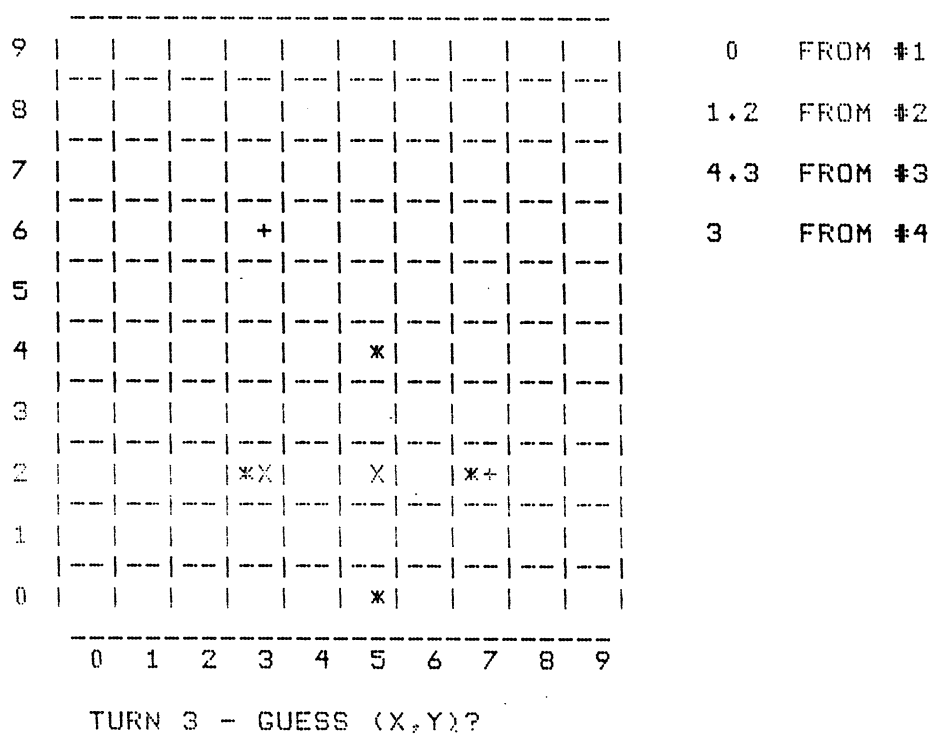

Figure 4. MUGWUMP Display Screen--Hunting for Mugwump #1

Only one square contains both symbols, and so square 7,2 would be a good third guess. Now, we won't spoil the fun by showing you what one of these very shy creatures looks like. That's for you to discover!

Remember, you must find all four mugwumps within ten turns. As you become more skilled at MUGWUMP, try to beat your own record by locating all four in fewer guesses.

PLAYING MORE ROUNDS AND RESTARTING THE GAME

You can interrupt a game at any time and start over by pressing the START key. You can also play more rounds of MUGWUMP in the same way.

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1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Useful (non-game programs)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

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[seal here]