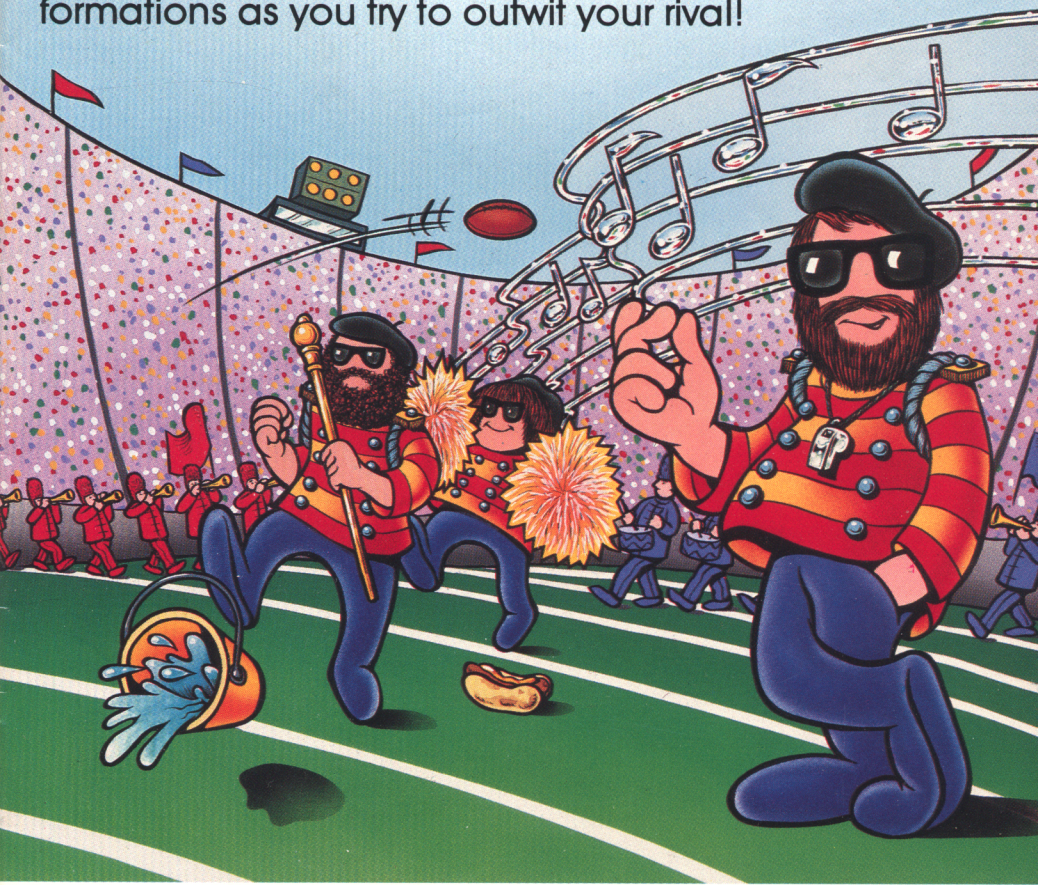A Jazz Scats
Interactive
Musical Activity

HALFTIME
BATTLIN' BANDS ™

Create your own marching tunes and formations as you try to outwit your rival!

CBS
SOFTWARE

SETTING UP YOUR COMPUTER

Following manufacturer's instructions, hook up your computer to a monitor or TV. If you are using a disk or cassette product, make sure your disk drive or program recorder is connected.

FOR CARTRIDGE:

1. Plug the program cartridge into your computer's cartridge port. For computers with two cartridge ports, use the left one.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.

FOR COMMODORE 64™ DISK:

1. Insert the program disk into the disk drive and close the drive door.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.
4. Refer to instructions on disk label for booting the disk.

FOR CASSETTE:

1. Insert the program cassette into the program recorder following cassette label instructions.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.
4. Refer to instructions in cassette case for loading the program.

HALFTIME BATTLIN' BANDS is a one or two-player game requiring the use of Joystick Controllers. Be sure to plug the Joysticks *firmly* into your computer's Joystick ports.

" We wear dark shades and be-bop hats and we're known by the name of the Jazz Scats!"

Mr. Chrometone here with play-by-play info on all the exciting action in HALFTIME BATTLIN' BANDS!

I hang out with the Jazz Scats—Swivel Hips, Wahoo and Mr. Bassman—a talented trio that'll cheer you on during a spectacular halftime extravaganza that's about to set the world on its musical ear! It's halftime at Jazz Scat Stadium and the fans are cheering for entertainment. As Drum Major of the number one football band, the Scrimmage Stompers, it's up to you to create a perfect band formation—along with a sizzlin' new march—out on the football field!

You can kick off all the fun and action right now by plopping the enclosed record onto the ol' phonograph. In four short minutes, you'll have a show-stoppin' musical introduction to this Halftime game. And ol' Chrometone here will fill you in on a batch of details to boot!
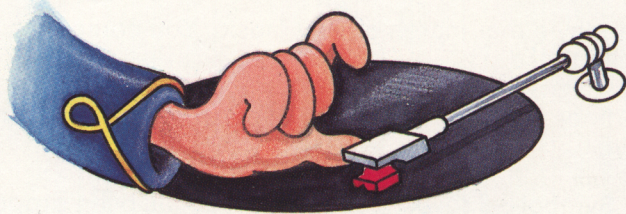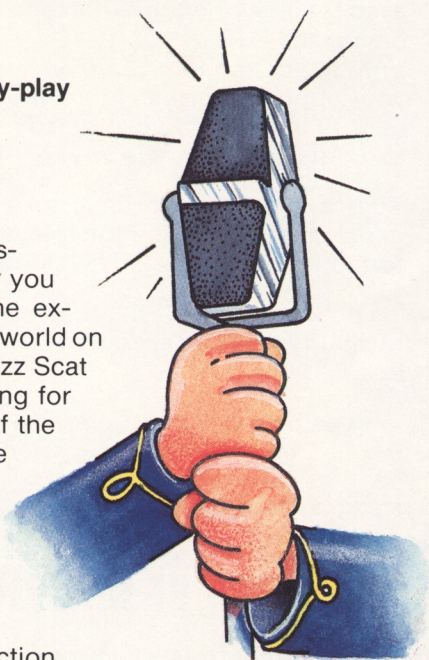
Halftime isn't complicated although there sure is a lot going on. Here's how to start playing quickly.

1. Decide who will control which Drum Major and select the appropriate Joystick.

2. Use your Joystick to move your Drum Major
a) to the line of double-notes to pick up a rotating row of bandsmen.
b) to the bench to pick up an item that can be used to delay your opponent or get yourself out of a jam.
c) onto the field to position bandsmen onto your formation and put items from the bench into action.

3. To position a row of rotating bandsmen on your formation, center them on formation line, wait 'til bandsmen line up with formation and press Joystick button to lock into place.

4. To put an item from the bench into action, move onto field, push Joystick in desired direction and press Joystick button again.

5. To win, be the first to complete your formation!

EXPLANATION OF HALFTIME TERMS

Drum Major—controls all your actions on your side of the field, selects rows of bandsmen and picks up items from your bench. Use your Joystick to control your Drum Major.
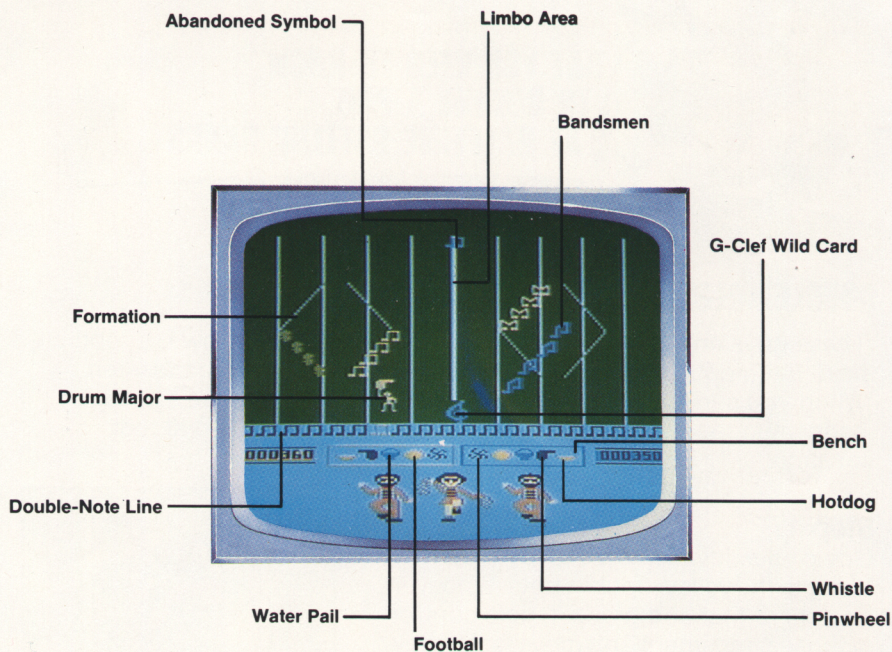
Double-Note Line—when a double-note turns yellow, you can pick up a line of bandsmen at that location.

Bandsmen—play either march or silly music. You complete your formation with these.

Formation—lines on the football field upon which you place rows of bandsmen.

Abandoned Symbol—a row of bandsmen that has been dropped or incorrectly positioned on a formation line. May be reclaimed on Limbo Line by using a pinwheel.

Limbo Area—where abandoned rows of bandsmen temporarily end up

Abandoned Symbol · Limbo Area · Bandsmen · G-Clef Wild Card · Formation · Drum Major · Double-Note Line · Bench · Hotdog · Whistle · Pinwheel · Water Pail · Football

Bench—the "menu" from which you select obstacles to use on your opponent and items to get you out of trouble.

**Pinwheel**—reclaims abandoned row of bandsmen from Limbo Line.

Whistle—causes opponent to drop any rotating row of bandsmen.

Football—changes musical style of rotating row of bandsmen from march to silly (or vice-versa). Also knocks hotdog out of opponent's grasp.

Hotdog—spreads mustard across unoccupied line of opponent's formation.

Water Pail—washes away mustard. Water on field takes a little while to dry.

**G-Clef Wild Card**—appears at random. Can change musical style of row of bandsmen already placed in formation.
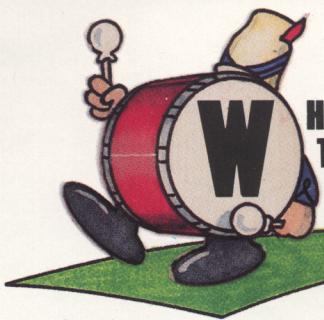
DOUBLE-NOTES

These guys are pairs of musical notes lined up just below the football field. Each double-note represents one row of musical bandsmen. When you see that one double-note is lit up **yellow**, there's a row of bandsmen ready and waiting to march out onto the field at that location.

Step 1.
Grasp your Joystick and move your Drum Major to the yellow double-note. Whoever gets there first and grabs it, gets control of those bandsmen! And move fast—they won't stay yellow all day!
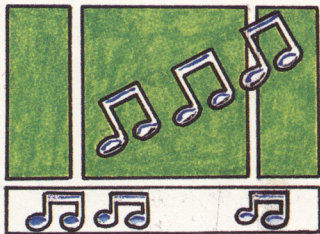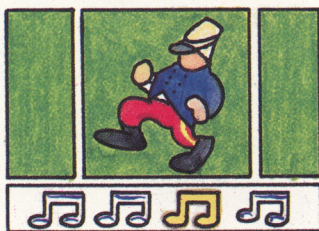
Step 2.
Quickly hit your Joystick button to latch onto the note and take possession of the bandsmen. **Do not hold the button down.** If you do, you'll kiss your bandsmen goodbye as soon as you move 'em onto the field.

Step 3.
Now, use your Joystick to march those lively bandsmen to a formation line on your side of the field. Center the row of bandsmen on top of the line. **As soon as all of the bandsmen are right on the line, hit the Joystick button to lock them into position.** This takes precise timing and will probably require some practice. Take it from Chrometone—you'll have it down real soon!
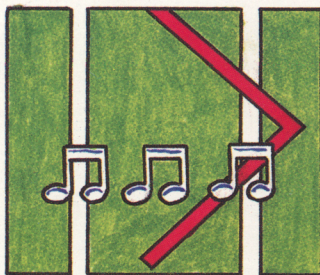
Note: Once a row of bandsmen has been claimed, it must be either set into formation or forfeited before another row becomes available.

Each time you successfully position a row of bandsmen in formation, you're composing part of a march. The number of lines to be filled in your formation determines the length of your completed march and the speed of rotation of the rows of bandsmen. Also, some of the lines in your formation may be longer than others. You will need to position two or three rows of bandsmen to fill these.

MARCH MUSIC VS. SILLY MUSIC

Get your ears tuned up, because some of the music you end up with when you select bandsmen won't sound exactly like march music. The Jazz Scats call this "silly music." It's not really silly because it could be anything from Jingle Bells to Beethoven's Fifth—but it's sure to make your march sound mighty silly! Silly music even looks silly!
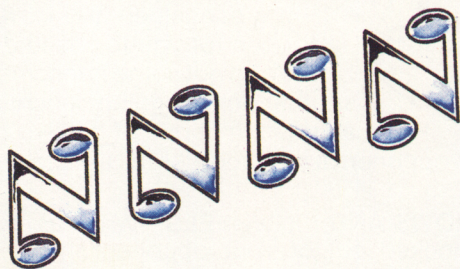
If you don't want to have silly music in your march, just hit the Joystick button to get rid of it before placing it in your formation. Then head back down to the line of double-notes to latch on to another yellow note. Just remember, there's nothing wrong with silly halftime music. It can end up sounding mighty funny and is always good for a laugh.

THE STUFF ON THE BENCH
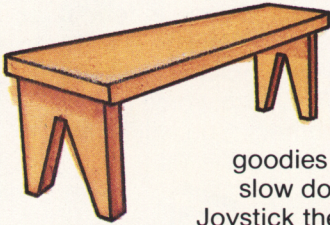
Glance on down to the sideline area below the double-notes. There you'll find a regular Jazz Scat bag of tricks for each Drum Major—a private supply of goodies that can be used to brighten your score or slow down an opponent. To pick one up, use your Joystick the same way you select a row of bandsmen. Just don't hold that Joystick button down longer than you have to or POOF!—it's splitsville. Let's take a closer look at these little jewels:

FOOTBALLS—These pigskin wonders change the musical style of an opponent's bandsmen from march to silly, or from silly to march. To pull off this musical switcheroo, you have to zap your opponent's row while it's still rotating—before it's locked into formation—and it has to be a direct hit of one of the two bandsmen in the **middle** of the row. The notes on the ends just won't do. Footballs can also be used to knock a hotdog out of your opponent's grasp.
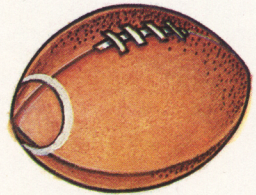
WHISTLES—A whistle on the field adds another strategic dimension to the game. It causes your opponent to drop his/her row of rotating bandsmen and leaves the field wide open for you to speed down to the sideline and get some bandsmen for yourself or another item from the bench. Again, you must score a direct hit of one of the two bandsmen in the middle of your opponent's row in order for the play to be successful.

ABANDONED ROWS AND PINWHEELS—When a row of bandsmen is knocked out of your opponent's grasp by a whistle or if you press the Joystick button before the row is lined up in your formation, you abandon that row. An abandoned row can be reclaimed at the top of the Limbo Line in the center of the field by the first player to maneuver a pinwheel from his/her bench to that location. An abandoned row is represented by a single march or silly note. You really have to move fast to pull off the ol' pinwheel shuffle because an abandoned row disappears faster than you can say Halftime Battlin' Bands!
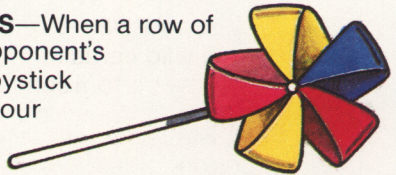
HOTDOG—Here's a slippery and very handy little item that'll frank-ly confound your opponent! Drag the ol' mustard-squirting hotdog along an empty line in your opponent's formation while holding down the Joystick button the entire length of the line. That line will be covered in mustard and your opponent won't be able to lock any rows of bandsmen into that location until the mess is cleaned up! For best results, get a running start with your hotdog so it'll pass directly over one of your opponent's empty lines. **Don't hit the Joystick button too soon!** Wait 'til your hotdog is well onto the line before pressing down. You'll get the hang of these hotdog high-jinks in no time!

Important: Hotdogs can be knocked away with footballs.

Take it from ol' Chrometone—these hotdogs really mess things up! Now your opponent has to get a water pail to slosh away the mess that you've so thoughtfully made!
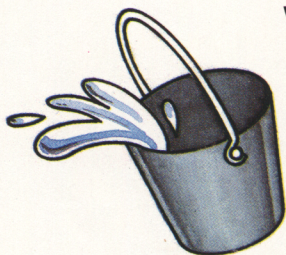
WATER PAILS—A bucket of water washes away the mustard trail created by a blast from a hotdog. The mustard must first be washed away with the water and then you have to let the water dry before trying to lock in any bandsmen at that location. Like the hotdog, a water pail must be dragged along the entire length of the mustard-encrusted line. Be sure to hang onto that Joystick button the entire time you're hosing down that line.

G-CLEF WILD CARDS—The Jazz Scats, who always bring good news, offer up wild cards in the form of G-clefs. You have to keep an eye peeled on the bottom center of the field for these welcome G-clefs which can be used to change the musical style of a row of bandsmen already in formation, either on your side of the field or on your opponent's side! So if you've already placed a line of silly music in formation and would like to change it to march music, then go for the G-clef! Keep a close eye on Swivel Hips and Mr. Bassman because when they join Wahoo at the center of the sideline, they're letting you know that they're about to offer a valuable G-clef.

Scoring

Like I said, scoring big is really fun and the more lines you lock into place in a band formation, the more points you earn. You also earn bonus points for zapping your opponent's rows of bandsmen with footballs and whistles—or by slopping up your buddy's formation with mustard. You also get extra points if your completed formation is pure march music . . . or pure silly music!

|	FORMATION SIZE		
	4 & 5 Lines	6 & 7 Lines	8 Lines
Lock Row into Formation	300 Points	500 Points	800 Points
Hit Rotating Row w/ Football or Whistle	30 Points	50 Points	70 Points
Hit Hotdog w/ Football	100 Points	200 Points	300 Points
Smear Mustard on Opponent's Line	50 Points	100 Points	150 Points

Double points for completing formation composed of all march music or all silly music.

THE BIG PAYOFF

The biggest reward in Halftime Battlin' Bands, however, comes at the end of the game when, if you win, you get to hear the music that you've created—whether it's all march music or all silly music . . . or a little bit of both! The playing field comes alive in a blaze of flood lights while your band plays your brand new march! The Jazz Scats perform sideline quick-steps, saluting you for engineering a beautiful band line-up.

ONE-PLAYER VERSION

If you're playing alone, you have time on your side . . . time to compose that perfect march music (or silly music) that you've always wanted to compose—without an opponent taking swipes at you. Make all the marches you want by selecting rows of bandsmen, bringing them onto the field and completing any number of band formations. If you don't like a piece of music that you pick up from the menu of double-notes, simply press the Joystick button to abandon it. Then go back and try another Jazz Scat opus. Ol' Chrometone really digs the one-player version of Halftime. It gives me a chance to sound as silly as I like without anybody laughing at me. Besides, it's the only way I can win!
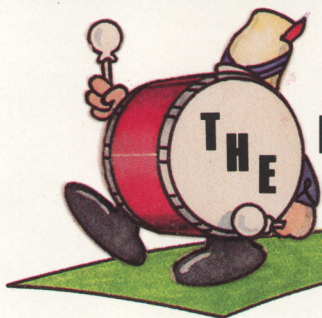
THE DOVETAIL GROUP

The creative and technical force behind the Jazz Scats, The Dovetail Group brings their extensive backgrounds in educational and commercial television, music composition and performance, and film and theatrical production to the computer software arena. Dovetail president Gerri Brioso garnered a 1983 Emmy Award for Outstanding Achievement in Children's Programming, Graphic Design for her work on Sesame Street. Ms. Brioso, along with Dovetail music directors Richard and Paul Freitas, also received Emmy nominations for music composition and direction in children's programming. Any resemblance of this talented trio to the Jazz Scats is purely intentional. Peter Sauerbrey, the voice of Mr. Chrometone, is best known for his work with the American Broadcasting Company, serving as creative consultant and writer on a myriad of projects, most notably the award-winning children's television series, "Animals, Animals, Animals."

NOTICE

MORE JAZZ SCATS™ MUSICAL ACTIVITY PROGRAMS FROM CBS SOFTWARE:

COCONOTES™

Three great ways to have fun with music in which you catch notes, create melodies and fish for tunes! By fishing for floating notes off a tropical isle, you and your computer compose millions of musical compositions. Select your own accompaniments to your merry melodies and watch out for the note-eating Mr. Cool Clam!

MOVIE MUSICAL MADNESS™

Lights! Camera! Action! MUSIC! *You're* the writer, composer, producer and director on the set of your own Hollywood production! Choose from an endless combination of props and sets to inspire new and creative films. Choose from dozens of themes and direct your Jazz Scat stars to act in all sorts of ways. An exciting way to bring your imagination to life in music!

CBS
SOFTWARE

IMPORTANT:
COCO-NOTES™ GAME SELECTION
Once your game is loaded and you've pressed
[SELECT] to call up the menu of game options,
press [OPTION] until the musical note on the
screen is next to the title of the game of your
choice. Then press [START] to begin playing your
game.