

ATARI/COMMODORE 64



P E N S A T E™

The thinking game by John Besnard and Robert Hardy

Mode: Practice or Tournament

In the Practice mode, you choose both the type and position of the opposing pieces. The computer will ignore the values entered for the Round and Level options.

In Tournament mode, the computer selects the pieces you play against and their initial positions on the board.

Round - You can choose to start at Round 1 - 9. Round 1 starts with four pieces. One additional piece is added as you win each round. However, no more than 25 pieces will be placed on any one board. This option is unavailable in the Practice mode.

Speed - This is the speed at which the pieces make their moves. When entering through keyboard, 1 is the fastest, and 9 is the slowest.

Retrace - Retrace refers to the ability to land on a square that has been occupied previously by a player's piece. Select through keyboard by pressing Y for Yes, or N for No.

If you choose "No", once a player lands on a particular square, that square cannot be occupied again by ANY piece, computer or player. These squares will be marked with a symbol as the game progresses. Should a player's piece land on such a symbol, the player loses. If a computer piece lands on one, it will make its move again, according to its set pattern. In a two-player game, judicious use of the Retrace option will let you block an opponent's progress across the board.

If you choose "Yes", any of the other squares on the board may be crossed at will.

Moves Ahead - This is the number of moves you choose before you get the opportunity to pick another set of moves. You can choose from 1 to 4. Thus the game can be played on a move-by-move basis (in the Practice mode only -- Tournament mode requires at least two moves ahead), or by having to figure out all of your moves up to 4 turns in advance.

Players - You can choose 1 or 2 players. In the one-player mode, your piece must avoid the computer's pieces and reach the top of the board. In the two-player mode, you must also avoid your opponent's piece. In the two player version, moves may not be deleted. Once entered, they stand. The two-player game can be played cooperatively (you collectively win if either player reaches the goal) or competitively (the first person across wins).

Game ID - The four-digit ID code on the left represents the last game played and the one on the right indicates the current game. Tournament games can be replayed at a later date if you make a note of the Round, Level, and ID code.

To Practice - Choose Practice mode on the options menu. Once all the other options have been entered, press ESC, or RUN/STOP on the Commodore 64. You will be shown the board and asked for an ID number. Refer to this manual for the correct ID of each playing piece. Enter the ID of the piece you wish to place on the board and use the I,J,K,M keys to position it on the board. Once it is in the correct place, press RETURN to go on to the next piece. After you have the board set up to your liking (1 - 25 pieces), press ESC or RUN/STOP to begin play. You will be asked to enter 1 - 8 for your starting position. At this point, if you do not like the board set up, you may enter "N" to clear the board and start over.











In Practice mode with only one player and more than one move ahead selected, the "E" key (or DELETE on the Commodore 64, Apple IIe, or IIc) allows one or more moves to be erased. However, if you have entered all of the moves, you will not be able to erase the last move; at that point the computer has already begun to calculate and process its moves. During move selection, pressing "?" (or IJ on the Commodore 64) allows you to review the options you have selected. Press any key to return to the game. If you lose the game, pressing "I" will show you an "Instant Replay" of the game, or pressing "R" will let you restart with the same board setup.

To Play in Tournament Mode - In Tournament mode you must choose at least two moves ahead. After you have entered your options press ESC or RUN/STOP to begin play. If you want to use a different board setup press "N" for New with others. Proceed with the game as you did in Practice mode.

In the two-player mode, players alternate choosing moves, one move at a time. The computer pieces will move according to the chart in this manual, after each player's piece takes a single move.

During move selection, pressing "?" (F1 on the Commodore) allows a review of the options selected. Press any key to return to the game. With Macintosh, just point at the menu bar desired.

If you lose, the game will go back to the Demo mode. Press ESC to begin another game, Press "R" to Replay the last game with the same board setup, or press "I" to see an instant replay.

ID#	Computer Piece	You Move	Piece Moves	ID#	Computer Piece	You Move	Piece Moves
1		Up Down Right Left	Left Left Left Left	7		Down Right Left	1 square Right, 1 square Up, 1 square Left, 1 square Down, 1 square Right, 1 square Down, 1 square Left, 1 square Up
2		Up Down Right Left	Right Right Right Right	8		Up Down Right Left	Left Right Up Down
3		Up Down Right Left	Up Up Up Up	9		Up Down Right Left	2 squares Left, 1 square Down, 2 squares Right, 1 square Up, 2 squares Up, 1 square Left, 2 squares Down, 1 square Right
4		Up Down Right Left	Down Down Down Down	0		Up Down Right Left	2 squares Right, 1 square Down, 2 squares Left, 1 square Up, 2 squares Down, 1 square Left, 2 squares Up, 1 square Right
5		Up Down Right Left	Down Up Left Right				
6		Up Down Right Left	1 square Left, 1 square Down, 1 square Right, 1 square Up, 1 square Left, 1 square Right, 1 square Up, 1 square Down				

Pensate

The thinking game by John Besnard and Robert Hardy

Commodore 64, and Atari versions by Robert Hardy

Pensate is a game carved from a classic tradition. It takes only a few minutes to learn, but may require penguin intelligence to master. This game has been used for generations in Antarctica as a training aid for preschool penguins. Until penguin chicks can compete in the most complex Pensate games, they are not allowed to receive formal school training. It is not until the chicks finish formal schooling that they are permitted to doff their student grays and wear toxedoes, the sign of a formal education.

How to Play

The object of the game is to maneuver your playing piece to the top of the screen without running into any of the computer pieces, or allowing them to run into you.

Moves

Moves are made using the I, J, K, M keys to indicate Up, Left, Right, and Down, respectively. With the Apple IIe or Apple IIc the arrow keys will also work. You cannot move diagonally. If your piece comes in contact with any other piece, the game is over.

Once your piece moves, each of the other pieces on the board will move. The direction in which the other pieces move depends on two factors:

1. The type of piece;
2. The direction in which your piece moved.

Should the computer's piece land on another of its own pieces, it makes its own move again, in effect jumping over the piece it lands on.

Restart

On the Commodore 64, press RUN/STOP. With any other computer, pressing ESC will let you start again.

To Start

Turn off your computer, then insert your Pensate disk and turn the power back on.

To load the Commodore 64 version, type:

LOAD "PENSATE",8,1 then press Return, then type:

RUN and press Return

All versions will start in a demo mode. Pressing "P" will pause the demo. Press the space bar to continue. To get out of the demo mode, press ESC.

You will then see the options below.

Options

Enter your choices for play-options through the keyboard. After you enter a choice, press Return. If you do not want to change an option, pressing Return will enter the option shown on the screen and advance you to the next choice. When you are ready to play, press ESC, or the RUN/STOP key on the Commodore.