PICNIC PARANOIA

by Russ Segal

LOADING PICNIC PARANOIA

FOR CASSETTE:

Make sure that you have at least 16K of memory, and have removed the BASIC cartridge from the left hand slot.

Insert the game cassette with SIDE A facing up. (This is the side with the label on it.) Press the play button down on the cassette recorder. Press the [START] key on your computer as you turn on the power switch. After you hear the "beep" press [RETURN].

PICNIC PARANOIA will take approximately 4-5 minutes to load.

If you should have any difficulty loading the program from SIDE A, simply flip the cassette over, making sure to rewind it, and load the program from SIDE B.

FOR DISK:

Make sure that you have at least 16K of memory and that the BASIC cartridge has been removed from the left slot. Insert the PICNIC PARANOIA disk and simply boot it up.

STARTING THE GAME:

To start playing, press [START] at any time after the music begins.

OBJECT OF THE GAME

The object of the game is to prevent the invading ants
from stealing and carrying off your food. This, of
course, must be done while avoiding the spiders and
wasps that are out to help the ants in their theiving
activities.

As the level of play increases there are more and more
enemy insects on the screen at one time.

THE JOYSTICK

Movement of the player,"GEORGE", is controlled using
the joystick. The swatter is controlled by first pressing
the fire button and, while keeping it depressed, pressing
the stick in the direction desired. You may also keep
the fire button depressed and move "GEORGE", in which
case he swats as he walks in the direction selected.

THE ANTS

Ants are extremely industrious creatures. They are well organized and very hungry, hence once they have spotted your food they will continue to attack it. You can swat them and thereby dispatch them to their just rewards... if you can reach them. Often they will approach your food and sit just out of range of your swatter, until enough have gotten together to push your food off the table.

Once enough ants have collected, they will attempt to push your food off the table and then off the screen. In order to stop this foul play you must swat them as they try to make off with the goods. Once one of the ants is eliminated the food will stop moving, until another ant comes to replace the one you nixed.

THE SPIDERS

Although the spiders aren't particularly interested in your food, they are not friendly! All they care about is spinning their webs and making sure that no one gets in their way. If you are in the way of an advancing spider, he (or she) will bite you without warning.

As soon as you are bitten, "GEORGE" is deposited in the middle of the screen. His face will flash red with embarrasment and you will hear a descending tone. During this time "GEORGE " is paralyzed and you will be unable to move him. As soon as his face stops flashing and the tone stops "GEORGE" is ready for action.

After a spider bite, "GEORGE" is paralyzed for approximately 3 seconds.

The spiders also leave webs. These webs must be swatted out of the way in order to get through them.

THE WASPS

The wasps are just plain nasty. Thier only purpose in life is to follow "GEORGE" around and make his life miserable by trying to sting him. The wasp may be swatted, like any of the other insects. If the wasp stings you, "GEORGE" is deposited in the middle of the screen and is paralyzed for 5 seconds. (See SPIDERS).

THE FOODS

Each of the foods is worth a certain number of points. The larger the food, the more points assigned to it, and the more ants it takes to move the food off the table.

If the ants have managed to move your food off the table but you have stopped them before they leave the screen you may bring the food back. In order to do this you must first swat all of the ants blocking the way of the returnof the food to the place where it originated, and then swat the food and drag it back to the table. NOTE: If you swat the food from the side, you may not be able to drag it back to it's place in one movement. You must release the food (by swatting again), and then run around to where you can push it on to the table from behind. Though this may sound confusing you can easily master this technique. A whooping sound always accompanies your carrying the food.

Remember, swat the food to pick it up, and swat again to release it.

The food scores half as many points if it is not on the table when the round ends.

THE ROUNDS

Each round consists of ninety seconds. The time left in the round is displayed in the top center of the screen. After the ninety seconds are up, all action stops and the points for the food remaining are tallied. The remaining food is then repositioned on the table and the next round begins.

THE BUG SPRAY

After the first five thousand points are scored and for every ten thousand points thereafter, you are awarded one can of bug spray. This bug spray can be used at any time by pressing the space bar. The availability of bug spray is indicated in the top part of the screen next to the players score (in the form of a little spray can). Pressing the space bar and thereby releasing the spray will destroy all of the insects on the screen at the time that the spray is used. It will not destroy spider webs!

ADDITIONAL NOTES

1. Do not try to prevent food from being pushed off the screen by standing in front of it. You will be popped back into the center of the screen.. However, you will not be paralysed.

2. Pressing [P] on the keyboard will pause the game should you need to leave a game in progress.

3. The little red doors at the top, bottom, and sides of the screen allow "GEORGE" to get around more quickly. You may pass through these doors and reappear on the opposite of the screen.

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PICNIC PARANOIA

***Requires Atari 400 or 800
with 16K memory and joysticks.***

George is having a picnic.

Fortunately, it's a sunny day and there is not a cloud in the sky. He's prepared a feast fit for a king and carefully laid it out on his neat little tablecloths.

Unfortunately, he spies an uninvited guest. An ant has come onto the tablecloth, attracted by the food.

Fortunately, he has brought his pest swatter, and he dispatches the ant with a quick flick.

Unfortunately, the ant is not alone. A few more ants wander in for a handout.

Fortunately, George is able to defend his food.

Unfortunately, there are stinging wasps in the area and they too want some food.

Fortunately, George is quick with his swatter.

Unfortunately, George is not quick enough. Legions of ants begin to invade.

Unfortunately, George has also attracted spiders that bite.

Unfortunately, more and more ants and wasps arrive.

Unfortunately, ...

PICNIC PARANOIA will make you think twice about any picnic you've been planning and give you hours of hilarious fun while you stay home instead.

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