

**EPYX**  
COMPUTER GAMES  
THINKERS PLAY

# PLATTERMANIA



## Credits

**Game Design:** Michael Farren and Bernie DeKoven

**Program:** Michael Farren

**Music:** Jaron Lanier

**Rules:** Bob Sombrio, with Susan W. Lee-Merrow

**Playtesting:** Jim Jennings, Jaron Lanier, Robert Leyland, Jeff McCord,  
Rick Wilson



## Summary of Play

Plattermania is a game that allows children of all ages to fulfill a common dream . . . running away with the circus. It puts YOU in the center ring, and pits your timing, agility, and skill against as many as three other people.

**TO BEGIN:** Load the game into your computer, according to the special loading instructions. When the program begins, you will see the title page, which shows that the game is ready for one player to start playing on level one.

Plattermania is designed for one, two, three, or four players. Use the **SELECT** key to tell the computer how many people are playing. Keep hitting the **SELECT** key until you reach the correct number of players. Don't worry if you make a mistake and go past the number you want . . . after **FOUR PLAYERS**, the computer will begin again with **ONE PLAYER**.

**NOTE:** Each player must have a separate joystick or paddle! Player 1's joystick goes into the far left port, Player 2's joystick goes in the next port, etc. If you are using paddles, put the first set in the far left port and the second set in the port next to it.

There are 12 levels of difficulty, and you may start on any one of them. You choose the level you want in the same way you chose the number of players, except you use the **OPTION** key.

All players start at the same level; but, as the game progresses, you may find yourselves on as many different levels as there are players.

When you have finished selecting the number of players and the level, press the **RED BUTTON** on a joystick or paddle. The next screen will tell you whose turn it is (**PLAYER ONE UP**), what the "bonus multiplier" is for scoring that turn (**1X POINTS**), and what your goal is for this turn (**GOAL 4 PLATTERS**).

**TO PLAY:** Now you will see a stage . . . a table with 12 poles on it. Behind the table is your player, **THE CLOWN**. At the beginning of the turn, you are allotted 10 platters or plates to spin on top of the poles. The bottom of the screen shows how many you have (**LEFT: 10**).



Use your joystick or paddle to move the clown left or right. Line up the clown's hat with a pole and press the **RED BUTTON**.

**PRESTO!!** A platter has started spinning on top of the pole.

To make your goal, you must have the right number of platters spinning and **KEEP THEM SPINNING FOR EIGHT SECONDS!** (Remember that the number of platters you need to make your goal was shown before the game started.) You get an extra platter when you have reached your goal.

If you see a platter starting to wobble before the eight seconds are up, move the clown to that pole and spin the platter again. Be careful . . . if you spin too hard, the platter will drop off the pole and break. Then you will have one less platter left. If you don't spin a wobbling platter, it will eventually slide off the pole and also break.

Your turn is over when (1) you break three platters or (2) you break a platter after you have reached your goal. (Fortunately, this platter is not subtracted from your total platters.) Then you will see the score for all four players, even if fewer people are playing.

When you meet your goal, you automatically move up to the next level. If you don't meet your goal for two turns in a row, you are dropped one level.

At the beginning of the next round, you will see the screen that shows whose turn it is (**PLAYER TWO UP**), the bonus multiplier (**2X POINTS**) and the goal (**GOAL 4 PLATTERS**). Then you go back to the stage.

The game is over when you run out of platters.

**TO SCORE:** Once you have reached your goal, you start scoring points. You get 100 points times the bonus multiplier. On level one (**1X POINTS**), you get 1 times 100—or, 100 points—as soon as you have reached your goal (4 platters spinning for 8 seconds).

Don't stop just because you have reached your goal . . . For each platter you **KEEP** spinning for one second after that, you receive the bonus multiplier for that level.

It certainly sounds simple enough, doesn't it? After all, there are only two ways to lose a platter . . . either it spins too fast or it spins too slow. After you play once, though, you'll wish you could start with 20 platters . . . or more!





## PLATTERMANIA Commands

### BEGINNING:

Key	Result
SELECT	Use to indicate number of players
OPTION	Use to indicate level
Red button on joystick or paddle	Begin game

### PLAYING:

- Use *joystick* or *paddle* to move clown left and right.
- Use *red button* to spin platters.

### SCORING:

Level	Bonus Multiplier	Goal	Level	Bonus Multiplier	Goal
1	1X	4 platters	7	100X	4 platters
2	2X	4 platters	8	200X	8 platters
3	5X	8 platters	9	500X	4 platters
4	10X	8 platters	10	1000X	12 platters
5	20X	12 platters	11	2000X	8 platters
6	50X	12 platters	12	5000X	12 platters