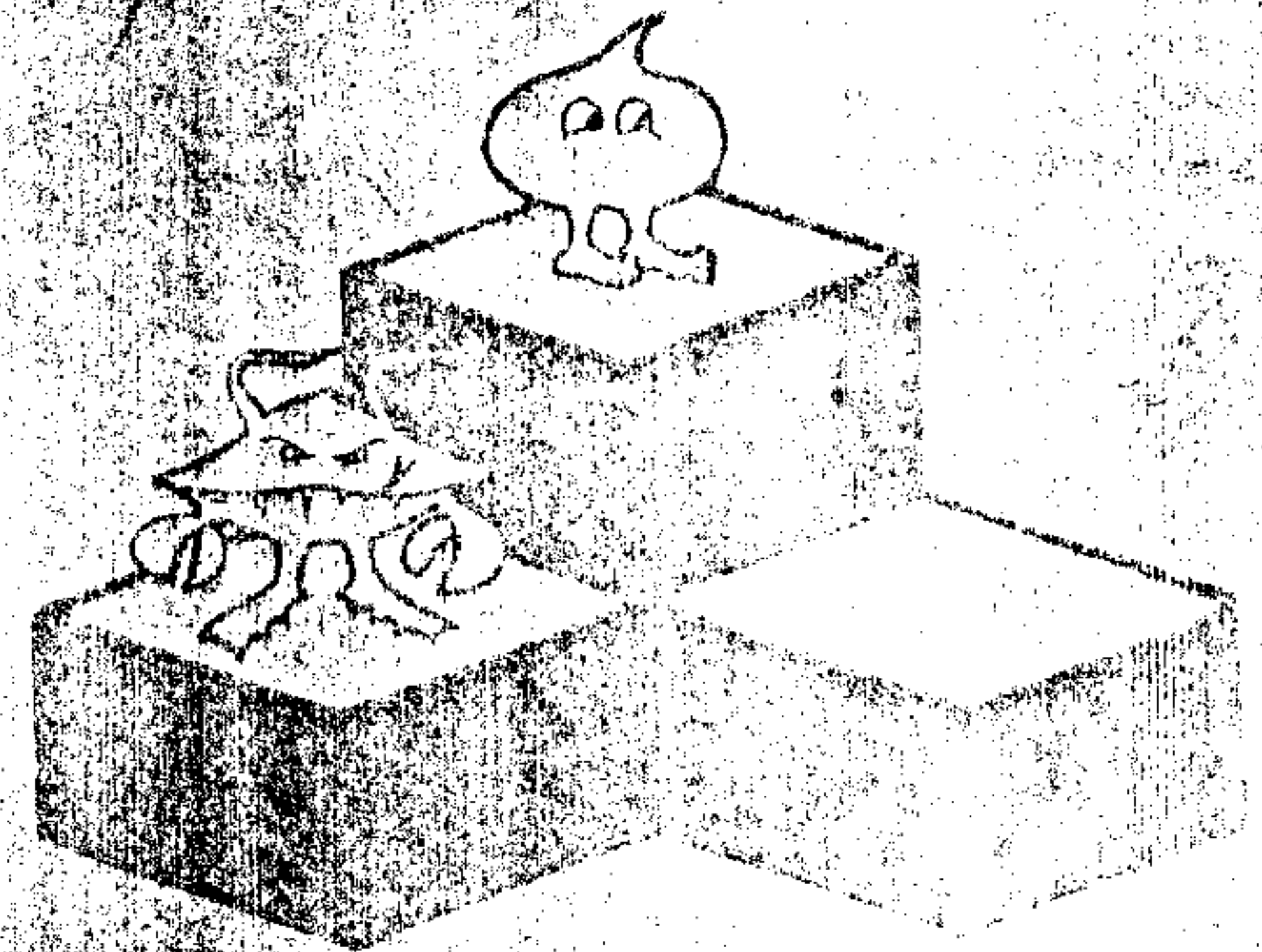


FOR TEXAS INSTRUMENTS HOME COMPUTERS

Artios Presents:

QUEST™



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INTRODUCTION

Our goal with the CUBIT game is to supply you with a game that will provide many hours of entertainment. The game is written in assembly language and as a result you will notice that the game action is very smooth and consistant. The work involved in providing this type of software is substantially greater than that required by BASIC and EXTENDED BASIC, but the rewards are immediately recognized when the game is executed. Until now you could not enjoy this type of action unless you spent a substantially larger investment in a game module or a disk drive system. Now with the advent of the MINIMEMORY you can have the availability of good quality game software and not have to provide an investment which at this time could be almost ten times the price of the computer console. The loading of the game program may seem a bit cumbersome, but in order to use the capabilities of the 99/4A to its maximum, a multiple tape load could not be overcome. Also, we felt that once the program is loaded, the enjoyability of the game will greatly overshadow any inconvenience.

The game has many levels of difficulty. And as you grow in your skill you will be able to accept the challenge of the upper levels. The large number of screens provide you with not only the goal of getting the highest score, but also getting to

a new level of difficulty and testing your skill and agility with a new set of challenges. We hope you enjoy this game and encourage comments from our customers.

MINIMEMORY/CASSETTE VERSION

With the MINIMEMORY version you will need to completely reload the game each time you exit the program by either turning the computer off or by hitting "FCTN=" and getting the computer master title screen. The loading of the program into the MINIMEMORY will require a two step loading process which is described as follows:

Step one loading procedure.

1. With the console turned off insert the MINIMEMORY module in the console.
2. Turn on the 99/4 console and press any key to display the master selection list.
3. Press "2" to select the EASY BUG option.
4. After the EASY BUG option menu appears, press any key except "FCTN=" to clear the screen, and receive a question mark (?) prompt, asking for a command entry.
5. Press "L" and the screen will show the instructions to load the program from the cassette.
6. When the cassette loading has been completed LEAVE THE CASSETTE AT THE LOCATION WHERE IT STOPS. DO NOT REWIND THE CASSETTE TAPE.

7. Press "FCTN=" after this cassette load has been completed to go back to the master title screen.

8. This completes the first loading step.

Step two loading procedure.

1. Press any key to display the master selection list.

2. Press "3" to select the MINIMEMORY option.

3. After the MINIMEMORY option list is displayed, press "2" to select the "RUN" option.

4. After you receive the prompt, PROGRAM NAME?, type CUBIT (in capitals) and then press ENTER.

5. Now the title screen appears and you are prompted to rewind the cassette player. As we said before, ignore the command. Just press ENTER and follow the remaining commands as you are instructed. You will know that you are loading the tape properly when you see the second title screen being written during the tape load.

6. After this cassette loading has been finished, the loading of the game program has been completed and you may begin playing the game.

LOADING THE EDITOR/ASSEMBLER VERSION

The Editor/Assembler version of CUBIT requires a minimum system of a 32K memory expansion, a disk memory system and the Editor/Assembler software module. The loading procedure is as follows:

1. Turn on the computer system with the Editor/Assembler module in the console.

2. Press any key to display the master selection list.

3. Press "2" to select the Editor/Assembler option.

4. After the Editor/Assembler master selection list is displayed, press "3" to select the "LOAD AND RUN" option.

5. After the prompt, "FILE NAME", appears, place the CUBIT disk in disk drive 1, and type "DSK1.CUBIT" and press "ENTER".

6. After the game loads it will begin running automatically.

LOADING THE EXTENDED BASIC VERSION

The Extended Basic version of CUBIT requires a minimum system of a 32K memory expansion, a disk drive system and an Extended Basic software module. The game is written in assembly but we have developed a loader so you can enjoy this game with your extended basic system. The loading procedure is as follows:

1. Turn on the computer system with the Extended Basic module in the console.
2. Press any key to display the master selection list.
3. Insert the CUBIT diskette in disk drive 1 and press "2" to select the Extended Basic option.
4. The game program will automatically begin loading. And when the loading has been completed the game will automatically begin running and you may begin playing.

GAME SETUP

To begin the game you must setup several of the game conditions. First of all, you will notice the following prompt on the screen:

```
SETUP SELECTIONS
NUMBER OF PLAYERS:1
```

To select the number of players, simply activate the direction control whether it be with the joystick or with the keyboard. If you maintain an activated direction control for several seconds, you will see the number of players toggle back and forth between one and two players. When the screen displays the number of players that will be playing the game, press the fire button on the joystick or the "Q" Key on the console keyboard to enter your choice.

Next you will see:

```
STARTING LEVEL  BONUS
PLAYER1:1       0500
```

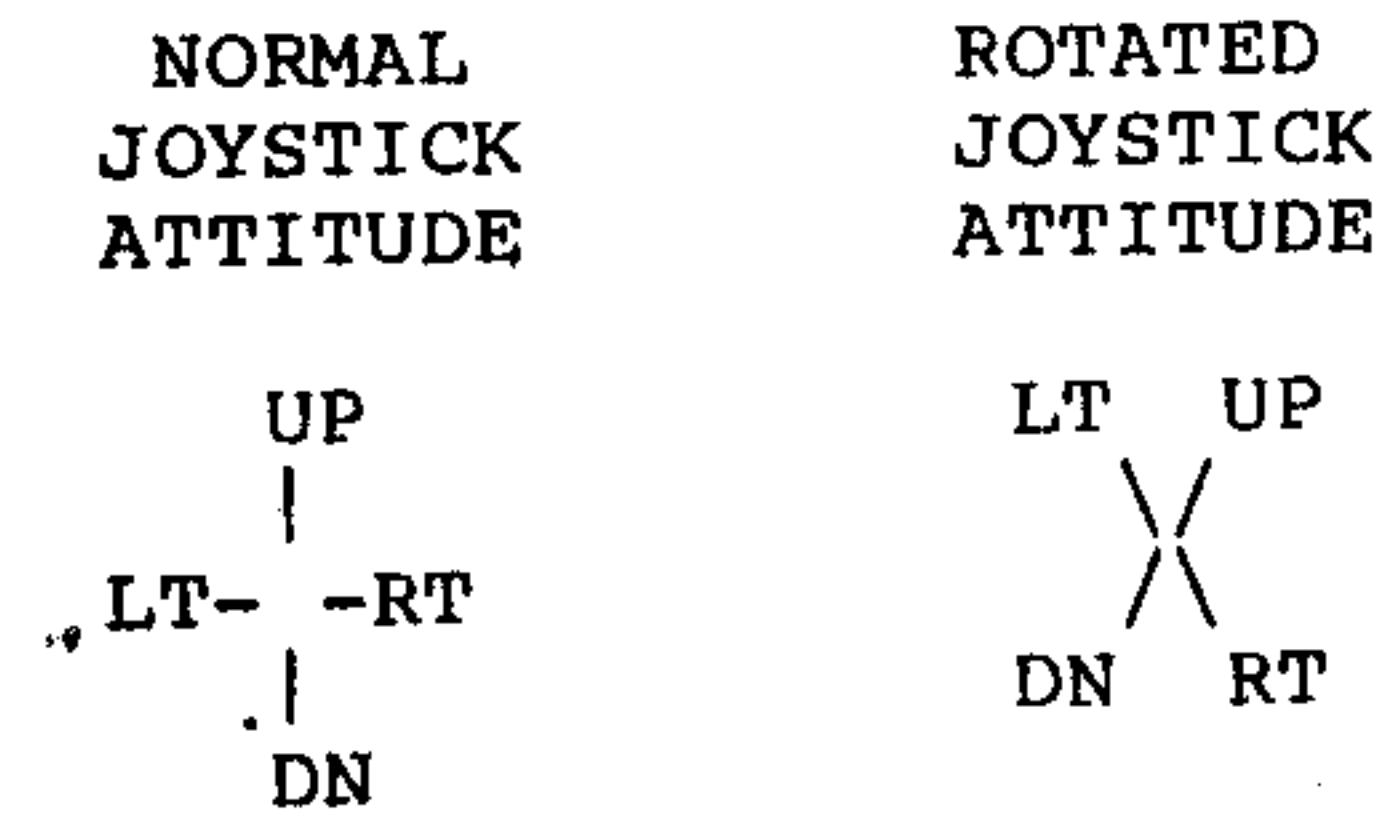
Using the controls in the same manner as you did in selecting the number of players, select the level with which you wish to begin the game. You will have to enter the starting level for each of the players in the game. Of course, if you had previously entered only, 1, for the number of players, you will only need to enter the starting level for player 1.

PLAYING INSTRUCTIONS

The game controls are summarized below:

JOYSTICK CONTROL	KEYBOARD CONTROL	RESULTING ACTION
UP	E	CUBIT JUMPS UP/RIGHT
RIGHT	D	CUBIT JUMPS DOWN/RIGHT
DOWN	X	CUBIT JUMPS DOWN/LEFT
LEFT	S	CUBIT JUMPS UP/LEFT
FIRE	Q	PAUSE IS TOGGLED ON/OFF
	FCTN =	RESETS TO POWER UP SCREEN AND ENDS Game.

The control of the direction that CUBIT jumps can be very confusing. We suggest that you rotate your joystick 45 degrees in a clockwise direction, as shown below. by doing this you will have a direct relationship between the four possible directions of the joystick and the four possible directions that CUBIT can jump.



SCREEN INFORMATION

There are several things that are displayed on the screen during gameplay that can provide vital information if you would like to achieve the highest possible score. As you are looking at the playing screen, you will notice a colored ball in the upper Left-hand corner of the screen, below the level and screen information. This ball indicates the color to which the cube tops must be changed, in order to clear the screen. Also you will notice a small object, the same color as CUBIT, next to one of the player scores. This little object indicates to you which player is active. In other words, which score will be influence by gameplay.

COLOR CHANGES

The object of the game is to change the colors of the cube tops by directing CUBIT to jump on them. Each time all of the cube tops are changed to the proper color, the play is advanced to the next SCREEN. There are five SCREENS in each LEVEL. The LEVEL and SCREEN that are being played are displayed in the upper right-hand corner on the screen. Within each LEVEL the difficulty and complexity of the color changes is the same. And as you reach a higher LEVEL you must perform even more complicated sequences to complete each SCREEN. Below is a brief summary of the cube color changes within each LEVEL.

In LEVEL 1 you are required to change the cube top color once, and once all of the cube tops are all the second color then you are advanced to the next SCREEN. After completing the last SCREEN of LEVEL 1, you are advanced to SCREEN 1 of LEVEL 2, where you will need to change all of the cube tops twice to complete each SCREEN. Likewise, after completing the last SCREEN of each LEVEL, you will be advanced to the next LEVEL'S first SCREEN. When you have completed the last SCREEN of LEVEL 5 you will proceed to LEVEL 3 and you will continue the gameplay with the same goals for each LEVEL. Below is a brief description of the cube top color changes and the task you must complete in order to be advanced to the next SCREEN.

LEVEL	ACTION/REMARKS
1	GOAL: All cube tops to second color. Each cube top will only change to the second color.
2	GOAL: All cube tops to third color. Each cube top will stop color changes when third color is reached.
3	GOAL: All cube tops to second color. Each cube top will alternately change between the first and second color.
4	GOAL: All cube tops to third color. Each cube top will alternately change between the second and third colors after the third color is first reached.
5	GOAL: All cube tops to third color. Each cube top will revert to the first color if CUBIT lands on cube and its top has already been change to third color.

FALLING OBJECTS

All of the screens have at least one ball that drops on the top cube and bounces down the screen. If any of these balls fall on CUBIT then the screen is cleared of objects and you lose one CUBIT.

BITBYTER AND TRANSPORTER SQUARE

On certain screens one of the cube tops on the screen will be initialized to a different color from all of the other cube tops on the screen. This cube is referred to as the TRANSPORTER square. If CUBIT lands on the TRANSPORTER, then he will be "transported" to the top cube. Also on screens with the TRANSPORTER, a BITBYTER will appear and will begin to chase CUBIT around the screen. If CUBIT can trick the BITBYTER to jump on the TRANSPORTER while he is being transported, then you will receive a 500 point bonus. If the BITBYTER catches CUBIT when he is not being transported then you lose one CUBIT and the screen is cleared of objects and CUBIT must continue playing from the top cube.

There are only a certain number of TRANSPORTERS available to each screen. Each time CUBIT is transported then that TRANSPORTER is consumed. If there are only a few color changes left before the screen is cleared and CUBIT uses a TRANSPORTER, the TRANSPORTER will not be replaced.

SCORING

Each of the possible means of scoring points is summarized below:

ACTION	POINTS AWARDED
Incremental cube color change.	25
Decremental cube color change.	-25
Screen cleared	500
BITBYTER destroyed	500
Start game at LEVEL 2. (awarded after 1st screen is cleared)	3000
Start game at level 3. (awarded after 1st screen is cleared)	9000

A CUBIT is awarded after every 10,000 points.

Now have at it! And enjoy yourself!

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