

SHARKS



Sharks (8K)

1. **Sharks.** Your midnight swim turns into a nightmare when you spot a shark's fin cutting through the waves. Frantically you swim for your life, but your splashing attracts even more sharks. The longer you evade the sharks in this interactive game the higher your score. There is no winning; just see how long you can survive.
2. **Towers.** Restacking the tower seems simple enough, but try it – it's a real challenge. Or watch CompuColor II play and "learn from a master."
3. **Kalah.** Planning ahead is what this ancient Indian game is all about. Originally played with stones and pits dug into the ground, you can play without getting your fingernails dirty! Play a friend or match wits with the CompuColor II.
4. **Mill.** A game of strategy for two players. If your motives are too obvious, you'll wind up losing. Outwit and capture your opponent by following one simple rule: play sneaky!



CompuColor[®] Corporation

IMPORTANT INFORMATION

A. For extended media life of your Sof-Disk™ – take the following precautions:

1. Do not put fingers on the precision surface.
2. Insert the Sof-Disk carefully into the disk drive.
3. Keep the Sof-Disk far from magnetic fields which will damage it.
4. Store the Sof-Disk in the jacket when not in use.
5. Handle the Sof-Disk with care. Bending and folding will damage it.
6. Sof-Disks are best stored at temperatures ranging from 10° to 52°C or 50° to 125°F.
7. Do not leave Sof-Disk in disk drive while turning CompuColor II ON or OFF.
8. Cigarette smoke and ashes can impair operation.

B. ALL COMPUTER PROGRAMS ARE DISTRIBUTED ON AN "AS IS" BASIS WITHOUT WARRANTY.

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SHARKS

You've seen games based on almost everything imaginable: card games such as BLACKJACK, guessing/thinking games like HANGMAN, intellectual games represented by CHESS, and space/strategy games based on STAR TREK. The CompuColor II now widens this spectrum with another world to visit - that of the ocean. With the game of SHARKS you can live in this undersea expanse, or at least see how long you can survive there.

You are represented by an asterick (*) in the center of the screen. At the bottom of the screen (outside the "ocean") are two important bits of information. The first is labeled "PHASE". A number from one to ten can appear there, corresponding to the percentage of sharks that are after you. Phase One means 10% of the sharks are after you: Phase Ten means 100% of the sharks, or all of them, are chasing you. The other category is your score. You accumulate points as you survive, so the longer you survive the more you score. At higher phases, where escape is harder, you score more points than at lower phases. The main object of the game is to swim horizontally across the oncoming sharks and touch the far sides. Each time you touch your score increases considerably.

Once the program is loaded, the desired phase must first be selected. Simply depress the key of the phase you want and the game will start.

Movement is done by means of the numeric key pad (if available), or by the number keys on the keyboard. The number 5 key is "HOME", which stops any movement. The other keys 1-9 will move you in the direction which it is located from the 'Five' key. For example, the number Seven key is to the upper left of the Five key, and it moves you diagonally to the upper left. The Zero key is the "AUTO" - once your score is over 1000 points a touch of this key will engage the computer to try to save you, although you will not score as much. Hitting the "RETURN" key will re-set the game to start. Hitting "." will pause the game to allow you to either change phases by choosing the desired phase as above or to resume by hitting the period again. "ERASE PAGE" will return you to the 'MENU'.

Each of the movement keys can be redefined by depressing the "ESC" key. You will then be prompted for each new key, and the key you hit in response can then be used for that particular function. For example, if you touch the "A" key for the prompt GO-, the game will restart (or GO) each time "A" is hit. This feature is designed for those who have standard keyboards without the numeric keypad.

There is no winning : just see how long you can survive!

TOWERS

The object of TOWERS is to move disks from the first tower, where they are all stacked at the start, to the central tower, and to do it in as few moves as possible. Sound easy? There are a few restrictions to make it more challenging.

First, you are given only three towers. Second, you must stack the discs in order, so that the largest discs are always on the bottom of the towers. The computer doesn't help you (although it can play itself), but does keep track of the number of times you move discs from tower to tower. When you finish the computer compares the number of moves you took with the number of moves it would take, and tells you so you have an idea of how you did.

KALAH

KALAH is a very old Indian stone and pit game. The object of the game is to move as many stones as possible into your pit or "kalah". Each player has a Kalah and six smaller pits containing stones. Players alternate taking turns distributing stones from one of these six pits. When stones are moved from one of these pits they are distributed counter-clockwise, one to each pit, until all the stones are distributed. The only exception is that you don't place stones in your opponent's KALAH. Only one stone is placed in each pit, so if the pit you are moving from has a large number of stones in it, you may make several complete passes around the board.

Once a stone is placed in your KALAH it is captured for the duration of the game. You may also capture stones to your kalah when the last stone you distribute is placed in one of your opponent's pits that has one or two stones in it. When this happens, all of your opponent's pits which contain one or two stones will also be captured along with the stone you placed in it. The game ends when one player has more than half of the stones in his kalah or his opponent has no stones in his pits. A running total of the number of wins and the total number of stones placed in each kalah is kept and displayed.

You can play KALAH with a friend, or against the Compucolor. You can even watch the Compucolor play itself! The computer can play on any one of five strategy levels; the higher the level the harder the CCII is to beat.

The game starts by asking for the number of players and their names. If the Compucolor is to be one of the players, you will be asked to enter the strategy level it is to play at. It is possible for the Compucolor to play itself at two different strategy levels. The last option you must select is the number of stones to be placed in each pit. This can be any number from 1 to 99, but three to five stones is a good number to use. Using a large number of stones takes longer for play to be completed. It is also difficult to visualize the logic when stones are distributed several times around the board.

MILL

MILL is a strategy board game for two players. At the beginning of the game each player is given nine markers. Players alternate placing these markers on the board until they have all been placed. Whenever a player succeeds in placing his markers in a three-in-a-row formation, he may remove any one of his opponent's markers.

Once all the markers have been placed, the players then alternate moving their markers to adjacent vacant intersections, but must do so by following the lines that connect the numbered spaces. When a player has only three markers left, he is no longer restricted to moving between adjacent positions: a move to any unoccupied space on the board is legal. This means that the winner must think ahead to avoid a stalemate. When a player has only two pieces left, and no hope of capturing, he loses. To ensure fair play, the Compucolor checks all moves and will not let you move illegally.