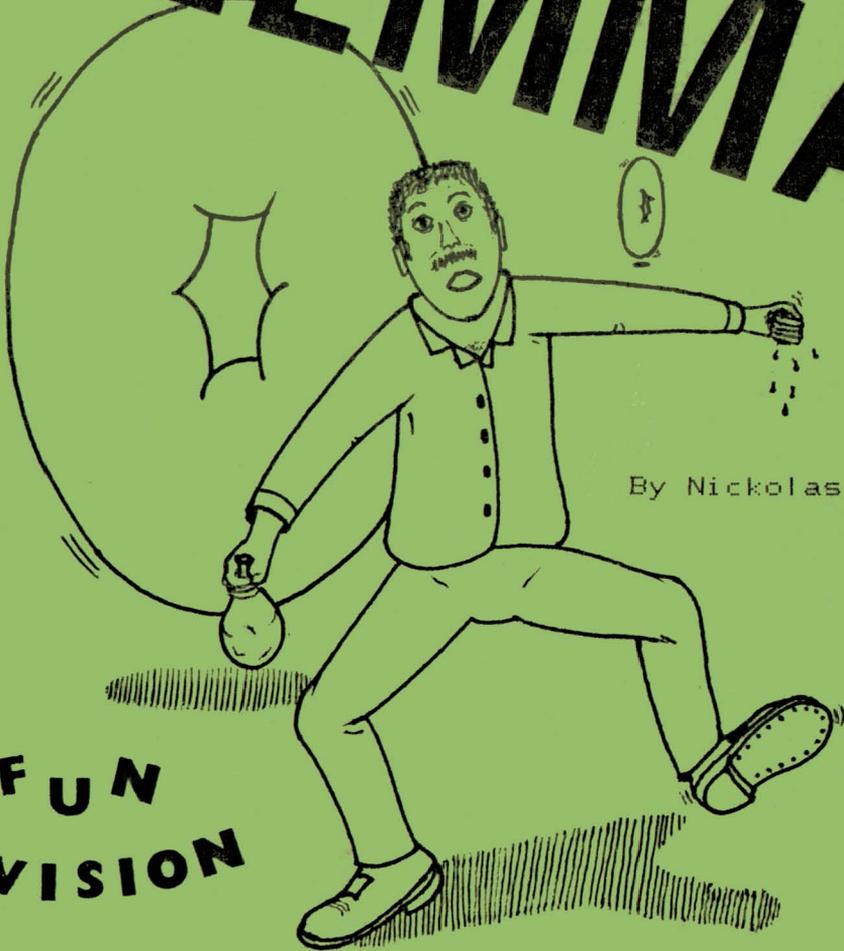# DONUT DILEMMA

By Nickolas Marentes

FUN DIVISION

For 16K TRS-80 (Model 1 & 3) and SYSTEM 80 microcomputer systems

TO LOAD INTO 16K CASSETTE SYSTEM

1) Power up system.
2) For model 3 TRS-80, press 'L' to Cass? prompt.
3) Press <ENTER> in response to memory size prompt.
4) Rewind cassette to start of program and press play
5) Set volume on cassette recorder to appropriate level.
6) Type SYSTEM and press <ENTER>.
7) Type FUN and press <ENTER>.
8) Program will begin loading with a flashing asterix.
   If not or if a 'C' appears then go back to step 1.
9) Program will auto-execute when finished loading.

SOUND

To hear the incredible sound effects, firstly answer the
"sound to cassette 1 or 2" question. For SYSTEM 80's with
onboard speaker and all TRS-80 computers, press 1. For
older SYSTEM 80 computers, press 2. Also connect an audio
amplifier to the MIC or AUX jack of the cassette cable.

KEYBOARD CONTROLS

Walk left.............. = Left arrow key
Walk right............. = Right arrow key
Climb up ladder........ = Up arrow key
Climb down ladder...... = Down arrow key
Jump up................ = Spacebar
Jump left.............. = Spacebar & left arrow key
Jump right............. = Spacebar & right arrow key
Throw dough mix left.. = Left shift & left arrow key
Throw dough mix right. = Left shift & right arrow key
Music on/off.......... = M key toggles on/off
Panic button.......... = P refills dough bag & stalls timer
Game pause............ = Shift & @ (Mod.3 - left shift)
Abort game............ = Shift & Break (Mod.3 - left shift)

SCORING

Bouncing donut............... = 150 points
Bonus markers................ = 100, 200 & 500 points
Completion of 1 floor level.. = (Bonus Timer) x 10

FLOOR DESCRIPTIONS

FLOOR 1 : Ladders & platforms   FLOOR 6 : Chopper block
FLOOR 2 : Fat spurters   FLOOR 7 : Mad platform
FLOOR 3 : Sugar sprinkler   FLOOR 8 : Berserk bucket
FLOOR 4 : Cream blaster   FLOOR 9 : Power generator
FLOOR 5 : Conveyor belts   ### FAR OUT!! ###

(1) The Panic Button refills your dough bag and temporarily stops the bonus timer. This is handy if you need more time to complete a screen. But now for the bad news. The Panic Button can only be used ONCE in the entire game so use it only when necessary.

(2) To eliminate a donut, you must grab (walk over) the flashing dough bag which will allow you 5 dough throws. You then position yourself near the target donut and 'let him have it!' If you run out of dough throws, you can press the Panic Button to refill your dough bag but remember this can only be done once in the entire game.

(3) All the moving platforms are coated with cooking oil and you must therefore walk with them or you'll slip off.

(4) If the program is left alone for a few seconds while displaying the Title page, it will switch to the Heroes page followed by a Game Display mode.

(5) During play, you will encounter many strange situations. The various floor levels each have their own method of passage. That is where the challenge is.

(6) To reach the next floor level, you must stop and stand on the elevator platform which will take you up through a hole in the ceiling. Try moving a notch left or right if it refuses to start.

(7) As the bonus timer approaches zero, a small alarm will begin to sound indicating that you had better start hopping! When it does reach zero, your man falls to his doom (due to exhaustion).

(8) When the game is over and if your score is high enough, you will be eligible to enter your name into the heroes record. Simply type out your name (up to 21 characters) and press ENTER when finished. Backspace deletes any errors.

NOTE: Enter is the equivalent of NEWLINE on the SYSTEM 80

Concept and Development by: Nickolas Marentes
Game Testing by: Greg Scalia, Peter Scalia & Paul Scalia

DOUGH BAG

SLIPPERY BLOB
(DANGER)

Angry Angelo has raided Antonio's Donut Factory sending the entire complex amuck! Donuts have come alive and are jumping around in wild frenzies. Machines have gone out of control throwing cooking fat, dough and icing sugar everywhere. You must help poor Antonio climb ladders, jump platforms and ride elevators to reach the top floor and shut down the factory's power generator which will restore law and order. But hurry for time is running out!

DONUT DILEMMA features nine different screens of crazy factory floor space! The graphics are flicker free, smooth pixel motion and just have to be seen! Complex sound effects accompanied with background music makes this game one of the best ever designed for the TRS-80.
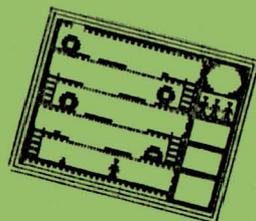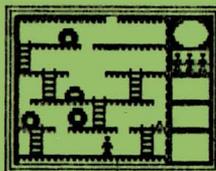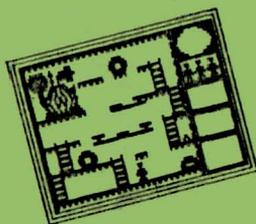
THREE OF THE NINE SCREENS