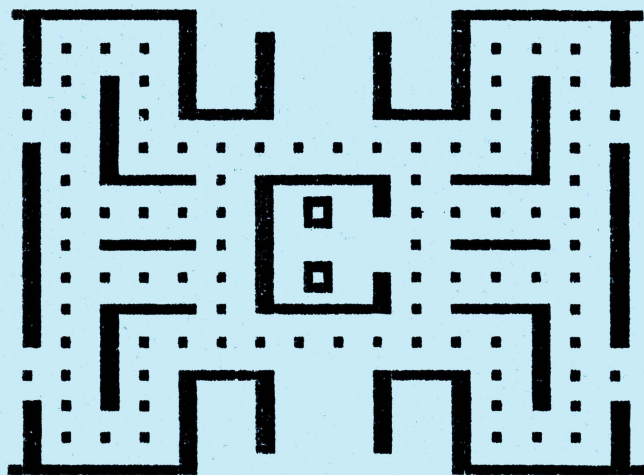


**THE
GOBBLING
BOX**

a pursuit game



THE GOBBLING BOX

Credits

The Gobbling Box is a continuous action pursuit game. It is an original work authored by Anthony Cosentino, Jr., and licensed to MISOSYS, Inc., for publication. The Gobbling Box, copyright 1982,1986 by Anthony Cosentino, Jr.

The Gobbling Box is published by MISOSYS, Inc., PO Box 239, Sterling VA 22170-0239.

Supported Computers

This game will play equally well on the TRS-80, Model 1, Model 3, Model 4, and Model 4P, as well as the LX-80 and the MAX-80 (without sound). The continuous video play includes action sounds ported through both the cassette port with an appropriately connected external amplifier and the sound port of the Model 4/4p. The game supports the use of an Alpha Products joystick for "gobbler" positioning with the "fire button" operational as an equivalent to the <BREAK> key.

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Moving GOBBLER to your computer

The Gobbling Box is provided on a Model I LDOS minimal system disk. The disk contains two game program files. The file named "GOBBLER/CMD" is for use on all supported computers without the Alpha joystick. The file named "GOBBLERJ/CMD" is for use on all supported computers with the Alpha joystick. Note that the Alpha joystick operates from machine port 0. Some computers are incompatible with this joystick. One is the MAX-80. The other is a Model 4 equipped with the H.I.Tech XLR8 board.

Model I

The distribution disk is BOOTable on a Model I. Place the disk in drive 0 and hit the RESET button.

Model III - TRSDOS 1.3

BOOT your TRSDOS 1.3 system disk. Place the GOBBLER distribution disk in drive 1. Issue the command: CONVERT. Then have the CONVERT utility copy both GOBBLER/CMD and GOBBLERJ/CMD files.

All others

The GOBBLER distribution disk should be readable by other Model III operating systems and Model 4 TRSDOS 6 or LS-DOS 6. The two game program files are directly executable from drive 1 or they may be copied to drive 0.

Invoking The GOBBLER

Issue the command, GOBBLER, or GOBBLERJ for joystick equipped computers.

THE GOBBLING BOX™

Next, we come to "The Game"

The object of the game is to have your GOBBLER eat up as many of the square dots as possible, while trying to avoid the twin ZONKERS, Chris and Cross. Although they are twins, they each have very different personalities. CHRIS will chase the GOBBLER all the time, but CROSS is clever and will retreat for a while and then sneak up on the GOBBLER again. The ZONKERS won't stop chasing your GOBBLER until one of them eats it or until the GOBBLER eats all the dots on the GameBox. As a reward for cleaning up the GameBox, the GOBBLER will get a new Box to play around in, with about 200 more dots to eat, and to help you play longer, you'll get a BONUS GOBBLER.

The GOBBLER can Tame the ZONKERS for a short while by eating one of the ENERGIZERS on the board. Then it's the GOBBLERS turn to chase, catch and eat the ZONKERS.

The game has two skill levels, Easy and Hard. The play action of the Easy game begins at a much slower pace than the Hard game, but if you and your GOBBLER can survive long enough, both skills eventually play equally fast. The Easy game has one major advantage over the Hard game, the ENERGIZERS that are used will be replaced, when the GOBBLER has eaten half the dots in the GameBox.

The highest recorded game scores are (roaring blast of horns...),

Easy game is 245,950 points

Hard game is 195,550 points

Can you top them?

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The GOBBLING BOX game generates a variety of special sound effects and music which complement the action on the screen. To enjoy the full range of sounds and music, it is recommended that an amplifier be connected to the tape cassette jack. The Model 4 and Model 4P contain a sound port which provides an audible output for the GOBBLING BOX game, but an amplifier connected to the tape cassette jack sounds much better.

The four arrow keys are normally used to control the movements of the GOBBLER in this game, however, on some TRS-80's all the arrow keys are bunched together on the lower right edge of the keyboard. To make it easier to play, four alternate keys may be used instead of the four arrows. They are,

"A" key =>	Up
"Z" key =>	Down
"," key =>	Left
".." Key =>	Right

The Alpha Products (tm) joy stick made for the TRS-80's may also be used to control the GOBBLER.

You may exit the game and return to DOS by depressing the "Q" key (for QUIT) anytime you have "frozen" the game with the BREAK key.

The entire instructions for playing the game are available when you invoke The Gobbler.

