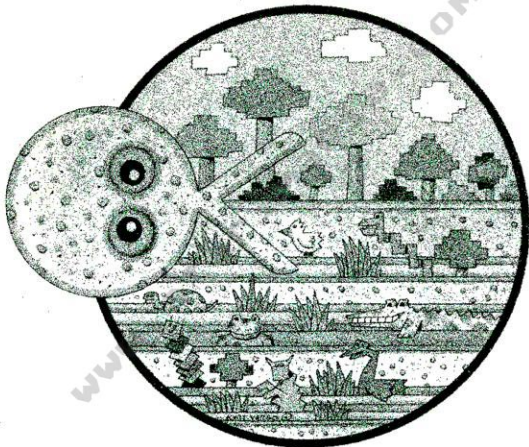


JOHN KONOPA'S

SWAMP CHOMP

USER'S GUIDE



ATARI® Home Computers
16K DISK / 16K CASSETTE
REQUIRES JOYSTICK

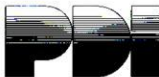


Author-Programmer

User's Guide
Package Design

John Konopa

Jenny Tesar
Howard Petlack



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A Description of the Game

You're just a small, hungry gorx (pl. gorxa). Between you and your feeding station is a swamp infested with alligators and other terrifying creatures. Should you stay where you are and starve . . . or brave the perils? Once you leave home you can't return unless you've eaten. And you have only 40 seconds in which to reach the feeding station and return home.

If you manage to cross the swamp without being caught by a swamp critter, jump onto flying machines to travel the rest of the way to the feeding station. Once there, gobble up the food and turn into a swamp chomper—a big-mouthed critter able to eat its former enemies. Quickly use the flying machines to jump back across the sky, then chomp up the animals in the swamp. Be careful! You only have 9 seconds of chomp time. If you run out of chomp time, the creatures will chomp you!

The first time through, hot dogs await you at the feeding station. When all the food is gone and you are safely home, a second board appears on the screen, with grape soda at the feeding station. Successive boards offer such goodies as strawberry cake, cherry milk shakes, and butter brickle ice cream.

After you've eaten some of the food, bats will appear. Avoid them! They're out for your blood. Even a swamp chomper can't stand up to them. Occasionally, a ghost will appear. If you're in the chomping mode you can eat the ghost. Gobble, gobble: the computer resets your chomp time at 9 seconds! Don't run

into the ghost if you aren't in the chomping mode or it's bye, bye baby.

There are 13 boards. Each board is harder to cross than the one preceeding it. Centipedes get longer, there are fewer flying machines, and so on.

You begin the game with 7 gorxa. You get an extra gorx each time you score 10,000 points. Here's how to rack up the points:

- 1 Eat. Hot dogs are worth 100 points each, grape soda is worth 200 points a glass, cake 300 points, milk shakes 400 points, and ice cream 500 points. After the first five boards all food is worth 600 points each.
- 2 Chomp. Each chomped animal is worth 100 points. A chomped ghost is worth 500 points.
- 3 Return home early. You receive the value of the food (again) plus 10 points for every second remaining on your timer, rounded off to the nearest ten seconds.

The two-player version adds a few complications:

- 1 If one player is in the chomping mode he or she can chomp the other player. (No points are given for such evidence of gorx cannibalism.) In any other situation, a collision between the two gorxa has no effect on either.
- 2 If you return to the other player's part of home base, he or she is awarded any early return bonus points.

Playing Instructions

- 1 Remove any cartridges from the computer.
- 2 Plug a joystick into Jack #1 in the front of the computer (and another into Jack #2 if two people are playing). The joystick moves in four directions: up, down, right, and left. Be sure to move it precisely—angular moves won't move your gorx.

Disk Version

- 3 Turn on the disk drive.
- 4 Insert the disk.
- 5 Turn on the computer and television set.
- 6 When the program has finished loading, press **SYSTEM RESET**.
- 7 To restart the game, press **SYSTEM RESET**.
- 8 To see the high score of the day, press **L**. This will end the game, so be sure you are finished playing before you hit the key.

Cassette Version

- 3 Put the cassette in the ATARI 410TM Program Recorder. Press the **PLAY** button.
- 4 Hold down the **START** button and turn on the computer. Press **RETURN** after hearing a beep.
- 5 When the program has finished loading, press **SYSTEM RESET**.
- 6 To restart the game, press **SYSTEM RESET**.
- 7 Be sure to rewind the cassette to the beginning after loading is complete.
- 8 To see the high score of the day, press **L**. This will end the game, so be sure you are finished playing before you hit the key.

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