BEEP

Beep lives in the land of Boggin where the inhabitants' favorite pastime is travelling back & forth between the towns of Hither & Yon. Your job is to guide Beep safely through his journey by maneuvering him from the lower right-hand box (Hither) to the upper left-hand box (Yon) and back again as many times as possible.

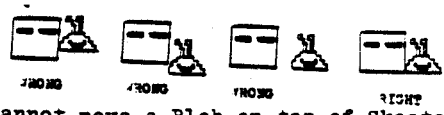
The main obstacles in Beep's journey are the square 'Blobs' and the two Kibosh Kids: Skooter and his speedy little sister, Skeeter. You use the joystick to move Beep around the Blobs while avoiding being tagged by the 'Kids'. (Move the joystick in the direction you wish to move Beep)

You have the ability to move the Blobs up or down to unblock your path, block the path of Skooter or Skeeter and give yourself a strategic advantage. To do this, you have to make Beep 'beep' at the blobs.

To beep a Blob downward, rotate the knob toward the bottom of the T.V. screen, then pull the trigger to activate Beep's beeper. To beep a Blob upward, rotate the knob toward the top of the screen, then pull the trigger.*

To successfully move a Blob, Beep must be on the same level as and immediately next to a Blob. (See the illustration below.)

CORRECT BEEPING POSITION:



(You cannot move a Blob on top of Skooter or Skeeter.)

If you are tagged by Skooter or Skeeter, you lose a turn and have to restart at your original starting box.

Each time you guide Beep from one corner of the maze to the other you complete a round & you receive 200 points. In addition you are awarded the number of points remaining on the 'Bonus counter'. (Shown on the lower right of the screen during a round) The Bonus counter counts down in 10 point increments.

The Bonus counter also acts as a timer: if you fail to complete the route from one corner to the other before the counter reaches zero, you'll lose a turn & have to start over. Your score is shown in the lower right after each round. The number of turns you have remaining is displayed in the lower left.

At the start of each new round, Skooter will increase his speed until you reach the fourth round, when Skeeter takes over. Skeeter moves about the maze at maximum speed. (See the chart below for the relative speeds of Beep, Skooter & Skeeter.)

The game ends when your four turns are used up. Your final score is shown at the lower left To restart a game, press any key above the bottom row. (except 'Halt')

SPEED FACTOR

ROUND	BEEP	SKOOTER	SKEETER
1	25	25	-
2	25	33	-
3	25	50	-
4 & UP	50	--	100

*Note: If Beep is facing toward the right, to move a Blob down you would rotate the knob clockwise before beeping. If Beep is facing toward the left, to move the blob down you would turn the knob counter-clockwise before beeping. This may sound complicated, but you'll find it's perfectly natural when you play the game.

by T.L. McConnell