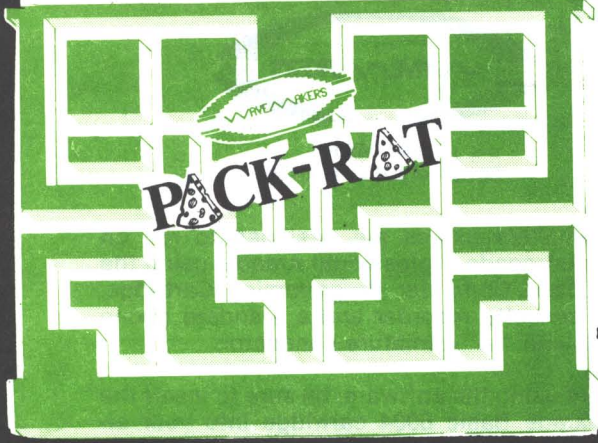




PACK-RAT



BY
MIKE PEACE

(c) 1981



PACK-RAT is the maze game that lets you pack it away for points while trying to avoid the relentless cat.

SIDE 1. The original PACK-RAT

SIDE 2. PACK-RAT II. A change of pace, the same maze but a slightly more aggressive cat.

FOLLOW INPUT INSTRUCTIONS ON BACK OF PAGE

This tape is recorded in both BALLY and ASTROCADE Basic. BALLY BASIC follows the ASTRO-BASIC.

GAME INSTRUCTIONS

When the maze appears on the screen, you will be the smaller box in the lower center portion of the screen. The cat is the larger moving box in the upper portion.

Hand control functions are:

JOYSTICK Moves players box in desired direction
KNOB No function
TRIGGER Stops movement of players box

PLAYING THE GAME

Move your piece to eat up all the dots (cheese) for points. Keep your distance from the cat, he can be very clever. When the BONUS begins to flash in the center you must avoid eating any dots and run to get the bonus by backtracking where there are no dots. If you eat more than 5 dots the BONUS will stop flashing and you miss your chance at the big points.

SCORING

Each dot is worth only one point.
Each BONUS is worth 100 points and increases by 100 points each time you get it.

GAME OVER

Game is over when you have been "CHOMPED" by the cat 3 times. Pull the trigger for new game.

ASTROCADE BASIC Is identified by the built in L.E.D. and the built in 1/8" jack on the cartridge.
BALLY BASIC Has no other apparatus on the cartridge itself, but requires the additional audio interface which plugs into the light pen port and control handle port 3 in the back of the arcade.