

Scoring

The score of the game in progress is shown at the lower right corner of the screen. The current highest score achieved is shown at the lower left corner of the screen, along with the name of the person who achieved it. This high score is reset once the player(s) go back to the 'SELECT' screen.

White munchie	1 point
Flashing colored munchie	3 points
First muncher	5 points
Second muncher	10 points
Third muncher	20 points

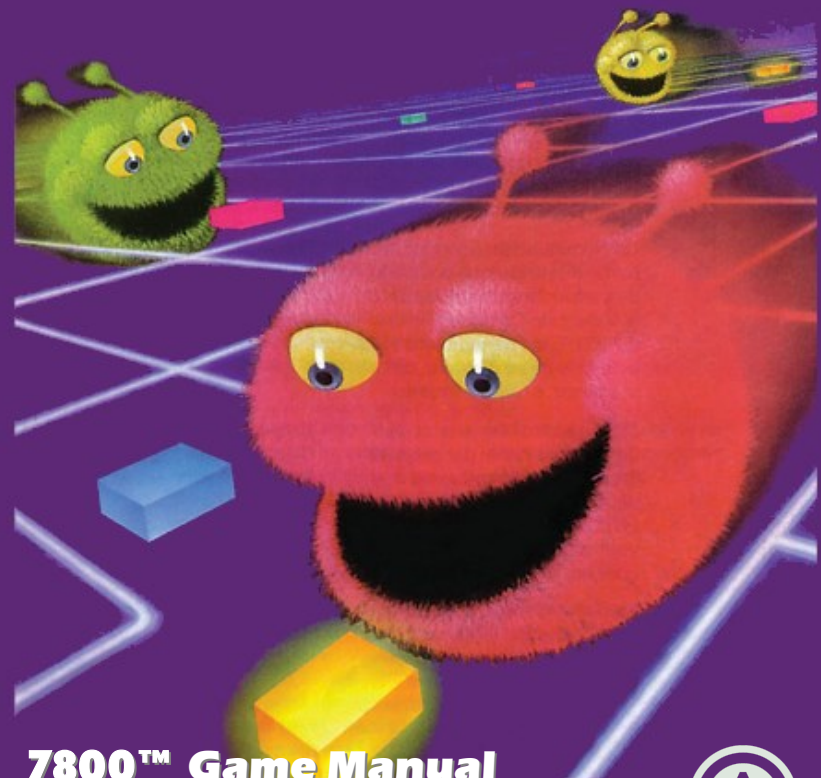
Entering Your Name

When you are caught by the MUNCHER, the system checks to see if you have scored higher than the current high score. If you have, it will prompt you to enter your name. You will see a flashing cursor over the first of six characters. Move the joystick up and down to move through the letters and numbers. Move the joystick left and right to change the position of your cursor. Moving right from the last position enters your name.

Thanks to Jaynz for actually starting this project, and for giving it to me to take over early on.

ATARI[®] 7800[™] VIDEO GAME CARTRIDGE

K.C. MUNCHKIN!



7800[™] Game Manual

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Label and Manual artwork by Marc Oberhauser



Getting Started

1. Insert the KC Munchkin!™ cartridge into your ATARI® 7800 ProSystem™ as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack to control KC.
3. Move the controller handle Up or Down to select an option to change, and left or right to change the option.
4. Press [Reset] or the controller 'fire' button to start the game.
5. Press [Pause] to pause the game; press it again to resume play.
6. Moving the controller handle will move the MUNCHKIN in the desired direction. The button is only used in 'Editor' mode, or to start a game.

Playing The Game

After selecting a maze (1-4) to play, or selecting 'RANDOM' to have the maze randomly chosen at the beginning of each level, the screen will display a MUNCHKIN, three MUNCHERS and 12 MUNCHIES floating in a maze with a rotating center.

If you have selected 'INVISIBLE' -> YES, the maze will disappear when your MUNCHKIN is moving. (When a MUNCHKIN runs into walls of the maze or stops, the maze will reappear momentarily).

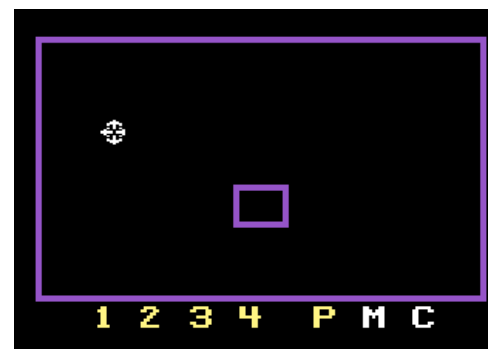
The MUNCHKIN is activated by the left hand control. Push the joystick of the left hand control forward to make the MUNCHKIN go towards the top of the screen. Pull the joystick towards you to make the MUNCHKIN go towards the bottom of the screen. Move the joystick to the left to go left. Move right to go right. MUNCHKINS and MUNCHERS going off one edge of the screen will reenter from the other side.

When a MUNCHKIN munches a MUNCHIE that flashes in different colors, all of the MUNCHERS will turn purple and can be munched out by the MUNCHKIN until they return to their original colors. The ghost of a munched out MUNCHER automatically races to the rotating box at the center of the screen where it will recharge and return to the chase.



Maze Creation

Choosing the 'EDITOR' option from the 'SELECT' screen allows you to create your own mazes. When you first see this screen, you will see a blank maze and four options at the bottom of the screen. You will also see a flashing cursor. This cursor is used to place / remove walls, and select the aforementioned options.



To place or remove a wall, use the joystick to move the cursor to where you want to put the wall. Hold down the button, and move the joystick in the direction you want the wall to be placed or removed.

To use the options at the bottom of the screen, move the cursor down until you reach the bottom line (you will know it's the correct line when you see two arrows on either side of an option). Press the button and move the joystick in any direction to activate the option:

- 1—Copy maze 1 into the editor.
- 2—Copy maze 2 into the editor.
- 3—Copy maze 3 into the editor.
- 4—Copy maze 4 into the editor.
- P—Play the current maze in the editor.
- M—Go back to the 'SELECT' menu
- C—Clear the editor to a blank maze

If, after playing a created maze, you wish to make changes simply press 'SELECT' to go back to the select screen, select 'EDITOR' and press the joystick button. Pressing 'RESET' will start the game with the last edited maze.