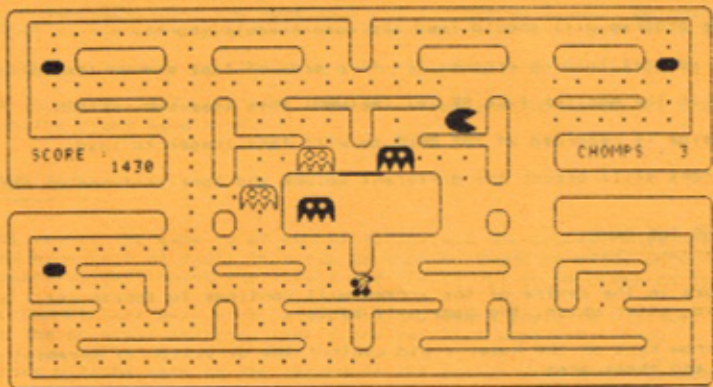


* * C H O M P * *

INCLUDES SOUND EFFECTS



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CHOMP is the Sorcerer's high resolution version of the classic real time arcade game "Ghostmuncher".

You become the CHOMP (a rounded creature with an enormous appetite), and must travel around the interconnected pathways gobbling up dots as you go. But, there is a catch - monsters are at first caged in, but gradually they escape and the chase begins - all is not lost! If you can reach the energy capsules in time the roles are reversed and you can start chasing those crazy monsters. Be careful - the energy you obtained soon wears off and the monsters pursue you as before.

LOADING INSTRUCTIONS:

As the program is totally written in assembly language it is not necessary to have the BASIC ROM PAC inserted.

- a. If in BASIC type BYE and press RETURN to enter the Sorcerer Monitor.
- b. Type LOG then start the tape (by pressing play)
- c. The program will should load and auto-execute shortly
- d. If you get loading errors, try flip side of tape and do the following:

While in the monitor type SE T=1 (RETURN) then type LOG (RETURN)

This side is recorded at 300 BAUD so will take longer to load.

If errors still occur try different volume and tone settings on recorder.

PLAYING THE GAME:

Messages in the centre of the screen will continue to appear until a key is pressed, after which, the game will begin!

The arrow keys on the numeric pad control the direction of movement of the CHOMP and these are:

^ 8 moves up
4 moves left < > 6 moves right
v 2 moves down

It is not necessary to have the key depressed to move the CHOMP only to change it's direction, although taking your fingers off the keypad is a little unwise.

Of course if an attempt is made to move through a wall, the key press for that direction will be ignored and note that the CHOMP will stop (not the monsters), until a key is pressed in a legal direction.

SCORING:

- * Small dots....10 points * Energy capsules....50 points
- * If a monster touches you while it is in it's solid form you will be crumpled to dust!
- * But, after the CHOMP gobbles an energy capsule the monsters change so only their outline is seen, this is then the time to gain many extra points by CHOMPing the outlined monsters. If you sequentially eat up the monsters whilst in this character (in any order) scores for each monster progress as follows:
 - * 1st.....200 points * 2nd.....400 points
 - * 3rd.....800 points * 4th.....1600 points

(These will be displayed)

Thus by continuing to CHOMP up outlined monsters, a possible 3000 points is added to your score, very worthwhile!
Note that after being CHOMPed, that monsters will be sent back to the cage in the centre of the screen and again try to escape.

* Tokens will appear at the position from which the CHOMP began it's chomping (the first token being some cherries) and points varying from 500 to 4000 (depending on how many times you have eaten up all the dots) will be awarded to you. For those skilled players, surprise tokens await on the later levels.

* When you achieve a score of 10000, an extra CHOMP will be presented to you.

* The SCORE is displayed centre left side of screen and the number of CHOMPS remaining on the right hand side.

OBJECT OF THE GAME:

The chief object of the game is of course to achieve the highest possible score you can, and have lots of fun! This can be done by CHOMPing dots, gobbling outlined monsters, swallowing the tokens and trying not to be crumpled to dust.

If all your CHOMPS have been eliminated then the board position will be returned to the original setting, your score for that game remaining.

The high score will be seen in the centre of the screen with other messages.

STRATEGY:

During the course of playing the game you will notice that at times the monsters will wander aimlessly along the paths, having no particular interest in you or your position, and at other times they will suddenly change personality and begin their pursuit of you! Whilst the monsters are wandering it is good strategy to gobble as many dots as possible, sparing the energy capsules until really needed.

Also take note that each monster (whilst being solid) has it's own character i.e. one may give chase very often and another only head for you seldomly.

No two games are the same so those players of you who follow a method will need to change your strategy considerably.

Points may seem easy to obtain at first, but you will discover some tricks and subtleties that make the game exciting and a joy to play.

SOUND:

For the exciting sound effects, it is recommended you use our Four Voice Music System interface board.