

PAPER ROUTE

by dave dies

SYSTEM REQUIREMENTS:

Paper Route Requires a 64k Color Computer with one joystick.

LOADING INSTRUCTIONS

DISK:

1. Place disk in drive 0
2. Type LOADM"PAPER" <ENTER>
3. The game will load and execute automatically

CASSETTE:

1. Place cassette in tape recorder
 2. Type CLOADM <ENTER>
 3. The game will load and execute automatically
- note: if the game does not load properly there is a second copy of the game after the first copy.

PLAYING INSTRUCTIONS

STARTING THE GAME:

Push the left joystick button to start game.

THE OBJECT OF THE GAME:

The object is to maneuver your paperboy along his route and deliver papers to all his customers. Customers' houses are the houses with the red doors. To deliver a paper to the house, the paper must land close to the door or in the mailbox. Houses that have blue doors are non-customers. You can earn breakage bonus points by knocking over tombstones, garbage cans or by smashing windows. Your breakage bonus is added to your score at the end of each successful trip along your route. At the end of your route you are given a 250 point bonus for each house that you successfully delivered a paper to. If you deliver to all of your customers, then you are given a 500 point bonus for each house. After a perfect run you will get a new customer subscribing for delivery. If, on the other hand, you fail to deliver a paper to one of your customers, then they will cancel their subscription. Also, if you damage the property of one of your subscribers, that will also cause them to cancel their subscription.

NEWSPAPERS:

You start out with ten newspapers to deliver. At various points along your route you will find extra newspapers (in stacks of ten) that you can pick up by riding over them with your bike. As you progress into the game there will be fewer papers and they will be placed in harder to reach places.

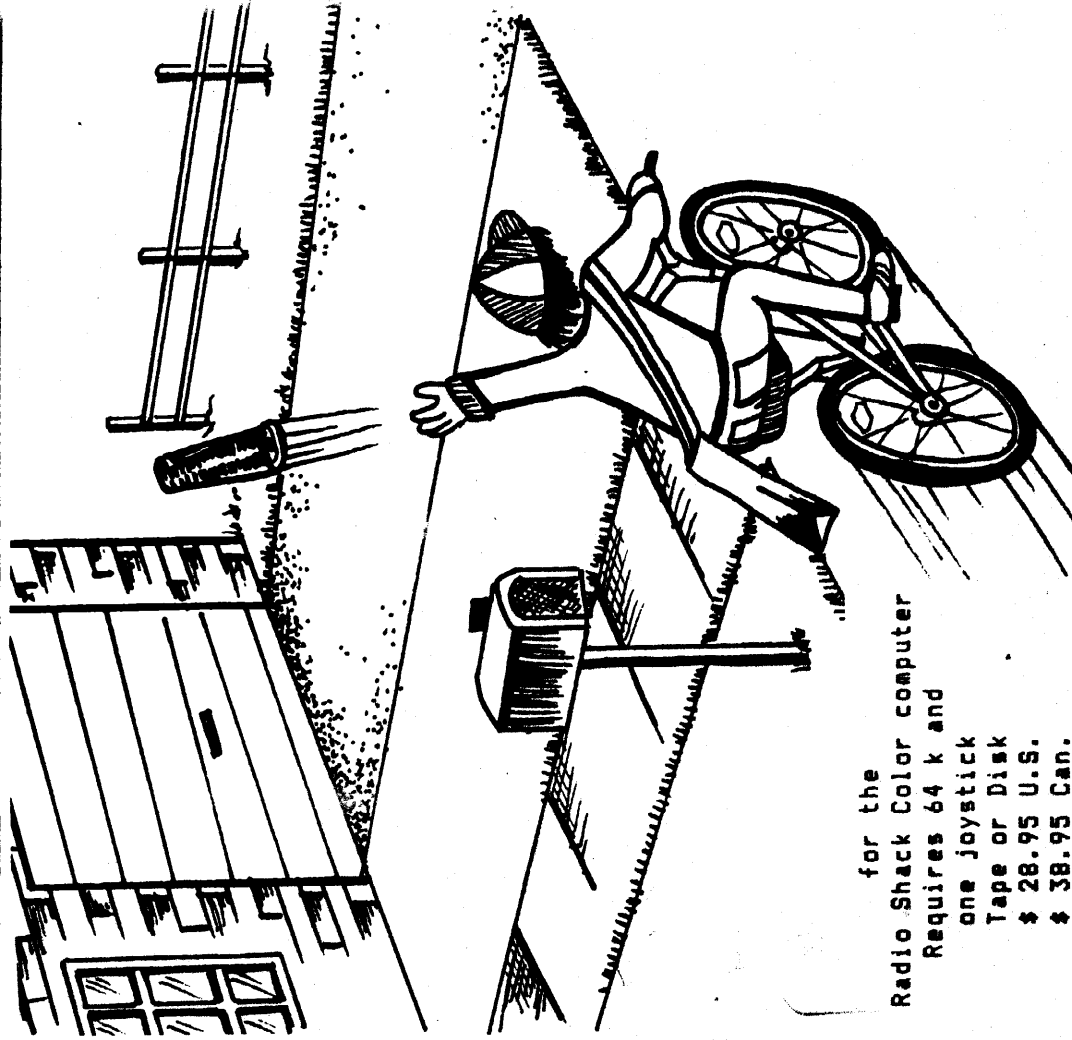
MOVING YOUR PAPERBOY:

You control your paperboy on his bike with the left joystick. The joystick moves him left and right. Pulling back on the joystick makes him stop. Pushing the button will make your paperboy throw one of his newspapers at the houses.

DIECOM PRODUCTS

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PAPER ROUTE



for the
Radio Shack Color computer
Requires 64 k and
one joystick
Tape or Disk
\$ 28.95 U.S.
\$ 38.95 Can.

HAZARDS:

You will encounter many different types of hazards along your route. Avoid running into fences, trees and garbage cans on people's lawns. Avoid holes in the sidewalk, parked and moving cars, and beware, the mad dog is on the loose! Many other surprises await you along your paper route.

SCORE:

- 150 points hitting window, tombstone or garbage can
- 200 points for delivering a paper to the door
- 500 points for delivering a paper in the mailbox
- 250 points bonus for each house delivered to, or 500 points if all houses delivered to
- 1000 points for hitting other special hazards

FREE MEN:

You start the game with three lives and are given a bonus life for every 20,000 points that you score.

PAUSE:

Hitting the <P> key during the game will pause the game. Hitting <P> again will restart the game.

HIGH SCORE:

If you get a high score you will be able to enter your name.

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