The Software Toolworks
Walt Bilofsky, Prop.

14478 GLORIETTA DRIVE
SHERMAN OAKS, CALIFORNIA 91423

TELEPHONE
(213) 986-4885

MUNCHKIN
A Maze Game for All Ages
Version 1.2 - May 1981
Robert B. Wesson

1. GENERAL DESCRIPTION

MUNCHKIN is a game of chase for Heath/Zenith H89/Z89 and H8+H19
computers. The object is to move your Munchkin around a maze
without getting eaten by the baddies which are chasing you. If
you can touch certain special force points, you become
"energized" and can eat the baddies instead. However, they will
reappear, and your energy lasts only a short time, so you must be
careful about how you use your limited force points.

In addition to scoring points for eating the baddies, you gather
points by eating up dots as you traverse the maze.

You have three Munchkins to play with; when they are all eaten
the game is over. If you can successfully eat up all the dots
before that, you get a new maze with a complete set of new force
points.

2. TO PLAY

To play MUNCHKIN, you need a disk containing the files from the
MUNCHKIN distribution disk. You must have all the data files --
MUNCHKIN.DAT, MUNCHKIN.MAZ, and MUNCHKIN.SCR (if present) -- on
the same disk as the game program file (MUNCHKIN.ABS on HDOS,
MUNCHKIN.COM on CP/M). We suggest that you copy the files from
the distribution disk onto another disk (a bootable one if you
have a single drive system), and keep your distribution disk in a
safe place, with a write protect label on it.

If you are operating your H89 or H19 in the Heath-recommended
configuration, the terminal is already in the proper mode. If
not, you should have the H19 terminal in "Heath" mode (not ANSI
mode) and operating at 9600 baud or lower. If you have any doubt
about the former, check switch S402 section 5; it should be 0 not
1. Check S401 for the baud rate. This game may not work
correctly at a baud rate above 9600.

All other terminal and console driver parameters are set
appropriately within the program, and returned to the previous
settings upon exit.

To start the game, boot up your system. If you are using CP/M,
and the MUNCHKIN files are on disk B:, you must then type the
command "B:". Next, type the command "MUNCHKIN". (If this is
your first time to see the game in action, you may wish to use
the "-d" switch to start it up in demonstration mode; simply type
"MUNCHKIN -D" instead. To stop the demonstration, simply type
<CTRL-D> at any time.)

The game name, version number, and copyright notice will be
displayed for a short time. Then the maze, Munchkin and baddies
will appear. You get a simple "Ready!...Get Set!" countdown to
get your bearings, and then they're off after you!

Moving your Munchkin is quite simple. The keypad arrow keys
control his direction of motion. Right-arrow starts him
traveling to the right; down-arrow makes him go down; and so
forth. "Home" stops him. He also stops automatically whenever
he cannot go any further in his current direction of travel. At
first, you may find it difficult to make him change direction at
exactly the right spots in the maze, but with practice he'll
follow your every whim. (See section 4 for a parameter to alter
this characteristic.)

If you prefer to use two hands to play, the JKL and ASD keys
mirror the 852 keys, so that J or A = up, S or K = stop, and D or
L = down. These key combinations should permit almost any
left-hand/right-hand playing combination you wish. For example,
you might choose to play with your right hand doing the
horizontal on the keypad and left hand doing the vertical on
either the right or left side of the main keyboard. Or you may
prefer using the numeric 456 keys on the main keyboard to direct
horizontal motion with your left hand, and use the JKL keys for
right-handed vertical direction.

You get three Munchkins per play. (You may change this number if
you wish--see section 4.) If your Munchkin gets eaten, and you
have at least one left, everyone moves back to their starting
positions and the chase starts over after a new countdown.

The force points in the maze are designated by the character '@'.
Initially, there are four of them near the corners. If you touch
one, you see the word "Energized!" printed in inverse video near
the lower righthand corner of the bottom score line. Whenever
that word is showing, your Munchkin's mouth opens very wide and
you can go after the baddies and eat them. A short beep
signifies that you got one, and he disappears for a short time,
only to regenerate in his cage after a while to come after you
again.

When the word "Energized!" changes to normal video, you have only
a couple of seconds of energy left. When it disappears, they can
once again eat you. Since your energy lasts only a short time,

and each force point is good for one charge-up only, you must be careful about your use of this capability.

The game is over when you're out of Munchkins. If you successfully beat the previous high score, you will be asked to type in your name for posterity. Then you will be asked if you wish to play again. Answer with a 'y' or 'n'. The program will fill in the rest of either "Yes" or "No" and act accordingly.

3. SCORING

Traversing the maze and eating up the dots gets you some points -- 10 points per dot, in fact. However, the really big points come by eating the baddies. You get 100 points for the first one you eat while you're energized, and 200 points for the second. And if you can successfully eat every single dot in the maze, you get a new maze complete with new force points, and can really rack up the points! Note, however, that each time this happens, the baddies speed up a little and your energy charges last a shorter length of time, so you've got to be really on your toes to survive very long.

4. CHANGING THE GAME PARAMETERS

MUNCHKIN uses three data files for its operation. Although not initially present on the distribution disk, the file MUNCHKIN.SCR is created and kept updated to maintain the best player's name and high score. Modifying this file by using a text editor is cheating!

The file MUNCHKIN.DAT stores game parameters, one per line. Only the first integer number on each line is significant, and the lines must be arranged exactly as provided on the distribution disk. You are free to change these parameters as you wish, but please note: Little error checking is done on this file, and changing the parameters may make your individual style and scores incompatible with those of other users. Type out the file itself for descriptions of each of the parameters.

Many of the parameters set the game up for a specific maze and should only be changed if you change the maze (see below). However, you might wish to experiment with the parameter labelled "persistence of direction change command." This parameter, initially set to "1," determines how far before passing an opening you can hit a direction key and have the Munchkin actually move in that direction when it becomes possible to do so. In other words, this parameter is the number of steps for which the Munchkin "remembers" a command.

If you change this parameter to some large number, such as 25 or so, you can make the game easier. He will accept a direction change command at any time, and move in that direction at the first opportunity. If you change it to "0," the game becomes much harder, because you will have to hit the directional key at

the exact time he is able to move in that direction, or your
command will be ignored. You should manipulate this parameter
according to your skill level. If you have a hard time at some
setting, increase it a little until your dexterity improves.

5. CREATING NEW MAZES

The file MUNCHKIN.MAZ is a maze created using the program
ED-A-SKETCH (also available from The Software Toolworks).
MUNCHKIN knows about the data format of the maze file, so if you
want to change or create a maze, you will probably need to use
ED-A-SKETCH.

The best method for changing the maze is to copy the original
into another file to save it, and then change your copy of
MUNCHKIN.MAZ directly in ED-A-SKETCH. That way, you do not have
to create one from scratch.

In changing or creating a maze, you can use the same characters
as in the original maze (although almost any non-blank character
will serve for the maze walls). The major criterion for the maze
is that vertical boundaries may only occur every 6 character
positions in odd-numbered columns (1, 7, 13, ...) Horizontal
boundaries may occur every third line.

You may have up to 10 force points, signified by '@', and as many
dots and twists and turns as you wish. With new mazes (or even
with the one supplied), you may want to change the starting
locations of the Munchkin, baddies, and screen messages. These
parameters are in the file MUNCHKIN.DAT described above.