

Print booklet instructions:

First print the page contains the frontpage (the Memotech mtx computer)

Then print the page contains page 2+3

Then put in the paper with the frontpage (the Memotech computer) and print the page with the INDEX at the backside.

Then take the page you printed page 2+3 and at the backside you print page 4+1

## **Special Thanks to:**

**Tony Cruise, [www.electricadventures.net](http://www.electricadventures.net):**

\* For fixing this manual for spell and grammar errors.

**Milla "Bobo", my daughter:**

\* For beta-testing the game.

Tools used in this project:

QB64 1.4  
Notepad++ v7.8.6  
Memu by Andy Key  
Bluemsx 2.8.2 by Daniel Vik  
AS80 1.42 by Frank A. Kingswood  
MEKA 0.80-alpha by Omar Cornut  
Hxd Hex Editor 2.4.0.0 by Maël Hörz  
DASMx 1.40 by Conquest Consultants

For manual:  
MS Publisher by Microsoft



**A "new" game for your:  
Memotech MTX500/512 or RS128**



## Characters & Items:



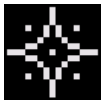
This is our hero, who only knows how to walk and eat. But he is very diligent in his work.



These characters guard the fruit warehouse, they are very smart and will try to capture WALKY.



These are some trampolines that are on both sides of the bottom of the screen. WALKY and NYANKY's can use the trampolines to jump to another floor, since WALKY is a heavy guy, a trampoline will change color in the sequence: Green, Blue, Yellow and Red. If WALKY lands on a Red trampoline he will die. When WALKY hasn't used a trampoline for some time it will return Green again.



DIAMOND BOMB. If WALKY captures this item, he will get one extra bomb in his arsenal and add 10 points to the score.

With the Jump Attack (explained later at page 4) This bonus appears at the bottom of the screen. If many Jump Attacks are performed, you can get special bonuses from such as 500 Coin, Pencil, Watch, Book, Flowerpot, etc.



500 Coin Special Bonus.

## Game Features:

There are 8 kinds of fruits, after all 8 fruits have been completed, the game will start over again with the cherries.

There are 10 stage layouts, when they have been completed stages 8,9 and 10 will repeat.

After each stage the speed will increase. Upon reaching stage 12, the successive ones remain with the same game execution speed.

### PROGRAM

The program is written in machine language, running at high speed so you can get the most enjoyment out of the game.

### EPILOGUE

"Fruit Panic" is a simple game that anyone can enjoy. When you get 20,000 points or 80,000 points you will get a bonus WALKY.

For your information the maximum score (High Score) achieved by the author is 200,000 points.

Cheer up you can also get a high score.

## Index:

Quick Overview .....	1
Characters & Items .....	2
Game Features .....	3
Secrets to get a high score .....	4
Basic techniques .....	4
Fig. A,B & C .....	5

## Downloads:

The game can be downloaded from  
**[www.mtxworld.dk](http://www.mtxworld.dk)** as COM, BAS,  
RUN,MTX and WAV files

The WAV file can be loaded into a real  
Memotech Computer using a tape cable.

Fig. A:

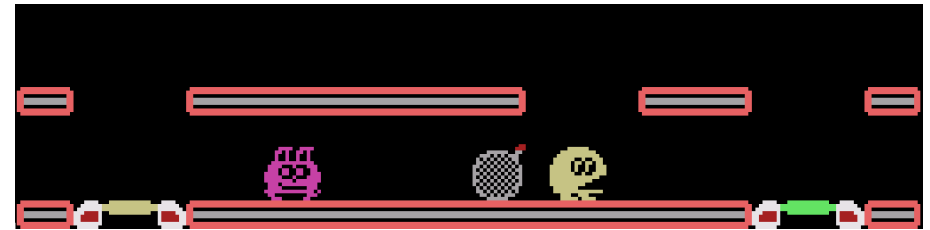


Fig. B:

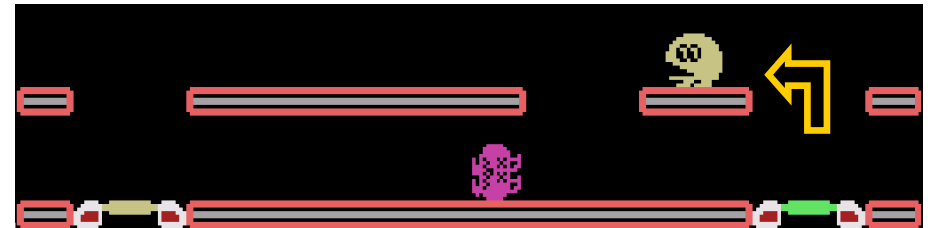
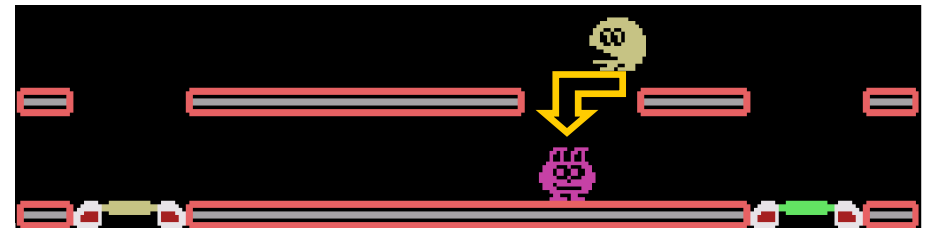


Fig. C:



## Secrets to get a high score:

It will take long time to get a high score by eating the fruits. There are other ways to gain points.

### BOMB ATTACK (200 points)

It is a way that makes NYANKY lose consciousness. WALKY can put a BOMB at the floor and if a NANKY catch the BOMB he will lose consciousness, for some time before he wakes up again and continue the chase of WALKY.

### JUMP ATTACK (1,000 points)

This is a way to make NYANKY lose consciousness by jumping from the ground (see Fig. C). It is a difficult technique to master. WALKY has to jump from a higher floor and hit NYANKY if you succeed you will get 1,000 points. Watch out for special bonuses like: Pencil, Watch, Book, Flowerpot and the 500 coin.

## Basic techniques:

Place the BOMB indicated in Fig. A.

After making NYANKY lose consciousness, as seen in Fig. B, using the electric trampoline WALKY wait for NANKY at the top floor.

As indicated in Fig. C, once NYANKY regains consciousness, and WALKY looks for the right moment to jump. What do you think? Has he obtained success? At first, it will be difficult, but it is a matter of looking for the right opportunity to perform this technique. Cheer up he can achieve a nice high score.

## Quick Overview:

The electric trampolines change color in a green, blue, yellow, and red sequence. If WALKY (our Hero), touches the trampolines when they are red, he will die.

To move to a floor use Joystick Left/Right or Cursor Keys when WALKY is on the way up from the trampoline impact.

If NYANKY captures WALKY, he dies, but not if WALKY is in the air or he meets NYANKY when he has lost the consciousness; NYANKY will recover after a certain time duration.

Periodically a Diamond Bomb appears, which if collected, increases your arsenal by 1 bomb and 10 points.

If WALKY dies, the arsenal increases by 10 bombs.

Move WALKY around to eat all the fruits, and once he has achieved this, you will go to the next level in with the difficulty increasing, such as speed of NYANKY, layout of the floors and fruits

Clear the bonus stages by collecting all the stars in a certain time.

The remaining time will be an extra bonus.

If you are late in eating the fruits, "HURRY UP!!" will show on the screen, if you delay too long there will be a panic sound and NYANKY will further increase chase speeds.

You will get an extra live at 20,000 and 80,000 points

If all the WALKYs die, the game ends. If you have obtained one of the top five scores, you can enter your name. Joystick Left/Right or Cursor keys to change letters and Fire/Home to engrave next letter (10 letters totally)