

EPYX[™]
COMPUTER SOFTWARE

PUZZLEPANIC[™]

INSTRUCTION MANUAL

for the Commodore 64[™] Computer



*Game Program Designed by Fun and Games
Ken Uston, Bob Polin, Ron Carr*

INTRODUCTION

PUZZLE NUTS OF THE WORLD, UNITE! Ken Uston, the great blackjack and arcade game player, has put together a galaxy of mind-bogglers that'll have you joysticking in your sleep! PUZZLEPANIC has it all. It has over 40 totally amazing game screens and 11 different action games that dare you to come up with your best logic, coordination, powers of observation, and memory. And, yeah, there's even a nasty little chaser now and then just to keep you on your toes.

After you've outsmarted all the puzzles, with their musical mazes and number tricks and many combinations of colors and shapes, you've got to put all the clues together and try the mighty MetaSequence. Beat **that** one, and you've got the Grand Solution!

So, put on your thinking cap, grab the joystick, and get ready for many hours of stimulating fun. See if **you** can beat Ken Uston at his own game!

OBJECTIVES

PUZZLEPANIC includes 43 separate puzzles that are divided into 11 families. Some families have only one puzzle. Others have as many as six. Complete PUZZLEPANIC from start to finish for a **double** challenge:

1. Solve the individual puzzles.
2. Find the way to go from one puzzle to the next (there's one and **only** one sequence). If you follow the correct order, you get the chance to solve the big "MetaSequence".

Benny the Bulb will run through the puzzles for you; just tell him where to move!

THE GATES

Whenever you solve a puzzle, you will see some gates open on the screen. You have to lead Benny through the **correct** gate to reach the next puzzle. How do you know which gate to send him through? Aha! By watching for . . .

CLUES

Inside each gate are strange-looking symbols, and they have hidden meanings. You must find out **what** the symbols mean. When you have figured it out, use this knowledge to go through the puzzles in the correct order. In **every** case, at least one of the gates will be the right one. If you go through a wrong gate, you'll wind up back in puzzles you have already solved.

TUNNELS

When Benny enters a gate, you will warp to the next puzzle by rushing through a tunnel. Watch Benny: he will smile or frown to let you know whether or not you picked the right gate. And be sure to keep your eyes open in the tunnels to look for clues that will help you in the next puzzle.

THE BIG ONE: "METASEQUENCE"

When you solve all the puzzles, you will face the biggest challenge of all: the MetaSequence. To solve that one, you will have to know what all the symbols mean, and the correct order of the puzzles.

HINTS:

1. Every puzzle has its own symbol.
2. Fill in the Symbol Chart to help keep track of the puzzles and their symbols.

GETTING STARTED

- Set up your Commodore 64™ Computer System as shown in your Owner's Manual.
- Remove all cartridges from the computer, and all disks from the disk drive.
- Plug your joystick into **Port #2**

Disk:

- Turn both the computer and disk drive **ON**.
- Insert PUZZLEPANIC into the disk drive, label facing **UP**, slotted section pointed toward the back.
- Type: **LOAD"P";8** and press **RETURN** key.
- When "Ready" appears, type: **RUN** then press **RETURN**.

Cassette:

- Turn the computer **ON**.
- Insert PUZZLEPANIC into the cassette recorder, label **UP**. Make sure tape is rewound.
- Type: **LOAD"P";1** and press **RETURN**.
- When "Ready" appears, type: **RUN** and press **RETURN**.
- Press the **PLAY** button on the recorder.

STARTING PLAY

- A title screen will appear.

TO PLAY A PARTICULAR PUZZLE:

- Press the **F2** key at the same time to bring up the menu screen listing all of the puzzles.
- When the menu appears, pick a puzzle family by pressing a matching letter key (**A-K**).
- Press the **F1** key to cycle through the levels in that puzzle family.

TO PLAY THE ENTIRE GAME:

- Press the **L** key to turn music on or off.
- Press the **F4** key to start playing the regular game.

CONTROLS

Use the joystick to guide Benny.

- In some games, Benny can move diagonally, and in some he can "wrap around" the screen.

GAME PLAY: THE PUZZLES

A – BLACK & WHITE, IN ORDER (4 levels)

Make Benny get all 24 polygons (Benny calls them "Gons") without letting the monster touch him.

RULES:

1. Benny cannot cross color boundaries unless he is smiling.
2. Benny smiles when he gobbles a "Gon".
3. Benny starts the game smiling, so you have a "free" boundary change.
4. Benny has to get the "Gons" in order: Triangles first, then Squares, then Polygons, and finally Hexagons.
5. Benny can "wrap around" the screen (if he is at the top and moves up, he appears at the bottom).

HINTS:

1. Examine the layout of each board so you can **PLAN YOUR STRATEGY**.
2. Plan your moves: sometimes you have to leave "Gons" in certain parts of the puzzle, for a while.

- Wrapping around is the only way to help Benny avoid the monster. Wrap back and forth for time to think—do it as often as you want to!
- When Benny gobbles a “Gon”, stop and plan your next move, while you give Benny a rest. Usually the best move depends on where the next “Gon” appears.

B – BLACK & WHITE, ANY ORDER (6 levels)

RULES:

Same as Game A, except you can get the “Gons” in any order.

HINTS:

- Learn the color layout, and what strategy it calls for
- Make every move for a reason.
- Use the wrap-around!

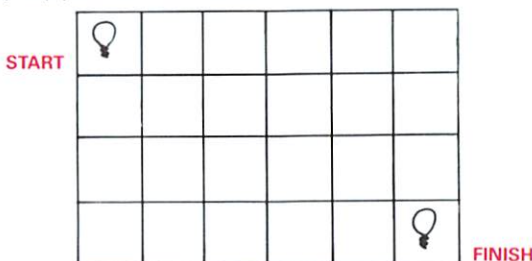
C – COMPUTER RESPONSE (6 levels)

RULES:

- Move Benny from his starting place to the blinking position at the bottom right corner.
- Get Benny to the blinker as fast as you can; the fewer his moves, the more points you win.
- The Computer responds to your moves by moving Benny to a new location. Plan your moves accordingly!

HINTS:

- Figure out what the computer’s pattern is, so you can out-smart it.
- Watch how Benny bounces off the walls. Can you use that to your advantage?
- This grid may help you take fewer moves:



D – SOUND CHASE (6 levels)

A Puzzle Block moves around a grid. It makes different sounds depending on the direction it moves. Pay attention to those sounds (you’ll see why, when you get to the higher levels)!

There are two versions:

- Simon Says:** Make Benny copy the Block’s moves.
- Keep-In-Touch:** Keep Benny on top of the Block **WITHOUT LOSING CONTACT**. Ken Uston calls one puzzle “Keep IN-visible Touch”. Can you guess why?

E – COLOR CLIMB (4 levels)

Make Benny climb to the top of the screen and go through the gate of your choice. Moving left, right, or down is easy. But climbing is something else! The faster Benny climbs, the more points you win. What’s the secret of climbing? Find that, and you’ve got this puzzle solved.

F – CARD SEQUENCE (5 levels)

You see four sequences of five cards each. Figure out which of the hidden cards matches the moving card. Let Benny make the match by touching the correct hidden card. Hurry... you’ve got to do it before the moving card gets all the way across the screen!

G – NUMBER SEQUENCE (3 levels)

This puzzle has two parts:

- The colored bars hide numbers. Touch the bars at the right times (you figure out when) to reveal the numbers and win points.
- When the timer runs out, match the number that flashes in the center box.

HINTS:

1. There are 4 sequences in each game.
2. Remember to make Benny do the wrap-around to escape from the monster.

H – MEMORY TEST (2 levels)

Figure out exactly what it is you are supposed to remember!

HINT:

Pay attention to colors, shapes, and so on.

I – PUZZLING POLYGONS (3 levels)

Benny has to capture "Gons" in a particular order. **You** figure out what it is.

1. In the first level, all the "Gons" are on one floor.
2. In the second, play on two floors (take the elevators).
3. In the third, there are four floors . . . plus a surprise at the end.

HINT:

Remember, the less time Benny takes, the higher your score.

J – MUSIC MIMIC (2 levels)

1. In the first level, you hear a well-known tune. Make Benny copy the music by touching the notes in the right order—while avoiding the chaser.
 - The timer starts at 1000 and counts down. Can you beat Ken Uston's record time (970)?
2. In the second level, you hear all the notes in a scale. Make Benny play all 8 notes in the right order. The numbers will help, but if Benny makes a mistake, he always has to start at the beginning.

K – RACCOONS (1 level)

Make Benny capture the four raccoons in the right order, and avoid the chaser.

HINTS:

1. Watch the raccoons for clues about the right order.
2. Make Benny do the wrap-around.
3. What does the tunnel tell you?

SCORING

FAMILY OF PUZZLES	SCORE	GAME BONUS	IF YOU LOSE A LIFE
Black & White, in order	50/GON	1,000	- 1,000
Black & White, any order	50/GON	1,000	- 1,000
Computer Response	Timer starts at 1,200	Amount on timer	- 500
Sound Chase			
Simon Says	50/block	1,000	- 1,000
Keep in Touch	30/block	1,000	- 1,000
Color Climb	50/row	Amount on timer \times 40	- 700
Card Sequence	150/card	500	- 400, - 700 or - 1,000
Number Sequence	40/box	1,000	- 800
Memory Test	40/object	1,000	- 800

<i>Puzzling Polygons</i>	<i>40/GON Timer starts at 1,200 to 1,500</i>	<i>Amount on timer</i>	<i>- 200</i>
<i>Music Mimic</i>	<i>Timer starts at 1,000 to 1,200</i>	<i>Amount on timer</i>	<i>- 200</i>
<i>Raccoons</i>	<i>150/raccoon</i>	<i>500</i>	<i>- 500</i>

PUZZLEPANIC SYMBOL CHART

PUZZLE	SYMBOL	PUZZLE	SYMBOL	PUZZLE	SYMBOL
<i>1. Intro. Screen</i>	<i>None</i>				

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