

— C O M M A N D • S U M M A R Y —

M.U.L.E.™

COMMODORE 64

Number of Players – One to Four

To Load – Turn on the disk drive, turn on the computer, insert the M.U.L.E. disk, then type: LOAD "EA", 8, 1 followed by a **RETURN**. (See your Disk Drive User's Manual if you need additional instructions.)

To Start – Note: Press any joystick button to skip the opening cartoon.

f3 – To select Beginner's, Standard, or Tournament version.

f5 – To change the number of human players from 0 to 4. (If it is 0 humans, the computer plays a demonstration game).

f7 – To start playing.

Other Commands

f1 – To pause or resume play after the game has started. During the cartoon or "Choosing Your Character" the **f1** key will restart the cartoon from the beginning.

Joystick Button – to speed up the computer players.

YOUR GAME MANUAL IS LOCATED INSIDE THE FRONT PANEL OF THIS PACKAGE.




ELECTRONIC ARTS™

Special Instructions:


- At least one joystick must be used to play M.U.L.E. If two or more players are playing, up to two players may use the keyboard instead of a joystick during the action rounds. The keys are:


LEFT Keyboard Player

Move "UP":  key

Move "Down":  key

RIGHT Keyboard Player

Move "Up":  key

Move "Down":  key

Joystick Button (Either Player): Press Both keys at the same time.

During the "Development" round players may use any available joystick. To choose a character using the keyboard press your "MOVE UP" key to rotate clockwise. Press your "MOVE DOWN" key to rotate counter-clockwise. Press both keys to select the character you wish to use.

- During the "Player Status" round, each product you store for next turn will be subject to spoilage. Food spoilage is 50% (one-half) of the remainder in storage. Energy spoilage is 25% (one-quarter) of the remainder. Smithore and Crystite will only spoil if there are more than 50 units in storage. Any ore in excess of 50 units will go away due to spoilage.

The music in M.U.L.E. was written by Roy Glover.

Note: Commodore is a registered trademark of Commodore Business Machines, Inc.

Additional Help for Keyboard Players:

- During the "Land Grant" phase, you may press either your "Move Up" or "Move Down" key to select a plot of land.
- To increase your bid during the "auction" rounds, press and hold your "Move Up" key. To decrease your bid, press and hold your "Move Down" key. Your character will automatically stop moving if no keys are pressed.
- To enter "Collusion" in the Tournament game, press and hold both the "Move Up" and the "Move Down" key at the same time. If you are "colluding" with another keyboard player, both sets of keys must be pushed at the same time. If you are "colluding" with a joystick player, both of your movement keys and the joystick player's joystick button must be pressed at the same time. Timing is very critical in "collusion", so you may want to practice the technique a few times before you get into a "cutthroat" game.
- The M.U.L.E. game design was created by Dan Buntin and Bill Buntin. Programming was done by Dan Buntin, Jim Rushing, and Allen Watson. Animation was done by Allen Watson and Jim Rushing. The music in M.U.L.E. was written by Roy Glover. The authors would like to thank the Little Rock Atari Addicts club for help in playtesting M.U.L.E.

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. Defective media returned by the purchaser during that ninety day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Following the initial ninety day warranty period, defective media will be replaced for a replacement fee of \$7.50.

Defective media should be returned to:

Electronic Arts
390 Swift Avenue
South San Francisco, CA 94080

in protective packaging, accompanied by (1) proof of purchase, (2) a brief statement describing the defect, (3) a \$7.50 check (if beyond the initial ninety day warranty period), and (4) your return address.

WHAT IS NOT COVERED BY THIS WARRANTY

THIS WARRANTY DOES NOT APPLY TO THE SOFTWARE PROGRAMS THEMSELVES. THE PROGRAMS ARE PROVIDED "AS IS."

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO NINETY DAYS FROM THE DATE OF PURCHASE. ELECTRONIC ARTS SHALL NOT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Electronic Arts, 2755 Campus Drive, San Mateo, California 94403.

Unless identified otherwise, all programs and documentation are
© 1983 Electronic Arts.