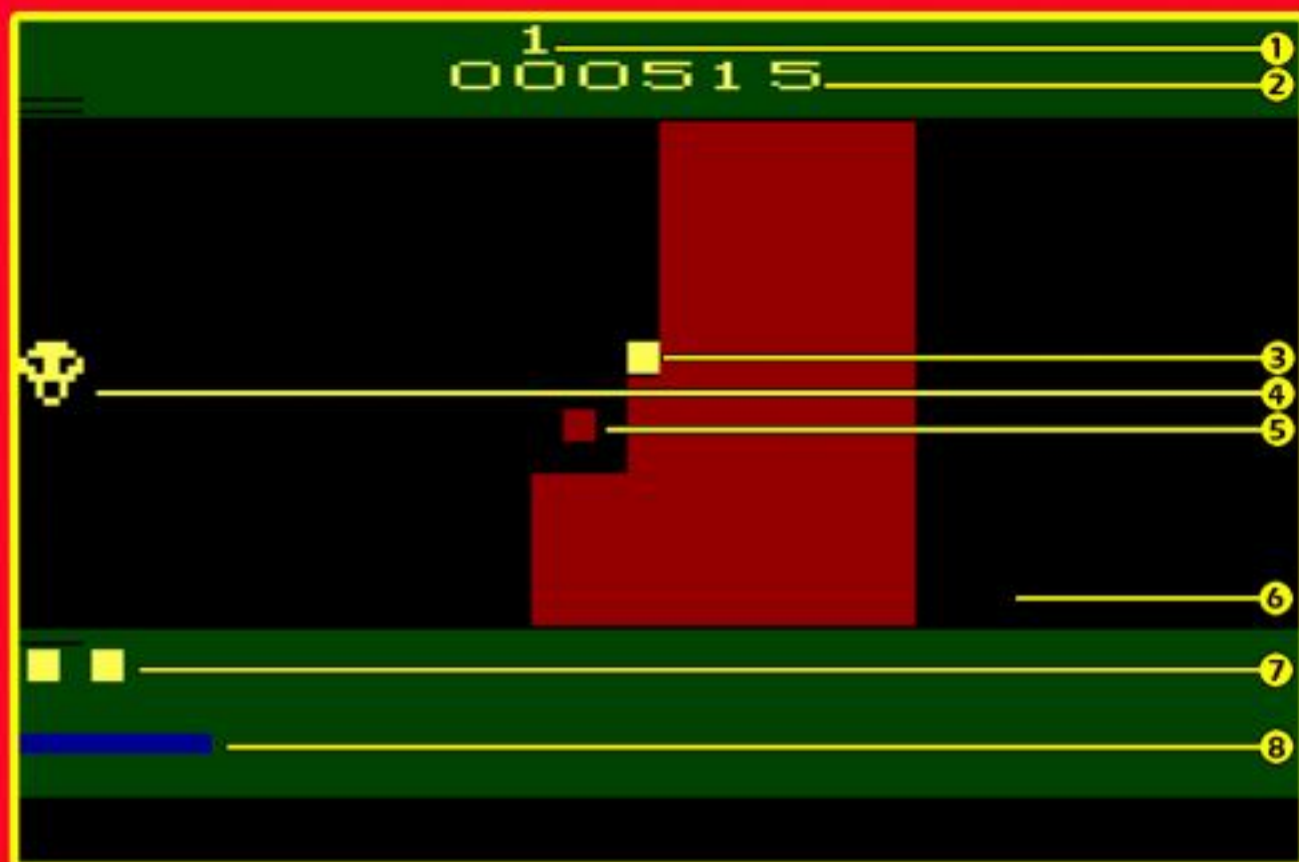


# WUZZHEE

Game Program Instructions



## SCREEN OVERVIEW:



- |                        |                          |
|------------------------|--------------------------|
| 1. CURRENT LEVEL       | 5. FOOD                  |
| 2. CURRENT SCORE       | 6. EMPTY BLOCKS          |
| 3. ASTRONAUT (MUNCHER) | 7. REMAINING LIVES       |
| 4. ALIEN               | 8. SPEED BOOST INDICATOR |

## STORY:

AFTER YOUR SPACESHIP CRASHES ON AN ALIEN PLANET, YOU DISCOVER THAT THE ONLY EDIBLE THINGS ARE THE FOOD FROM YOUR OWN SHIP! UNFORTUNATELY, DURING THE WRECK, THE FOOD WAS SCATTERED AROUND INTO SEPARATE PILES. YOU MUST COLLECT AND EAT ALL THE FOOD WHILE AVOIDING THE NATIVE ALIENS!

HOPEFULLY, YOUR DISTRESS SIGNAL GOT THROUGH AND HELP IS ON THE WAY!

## USING THE JOYSTICK CONTROLLERS:

PLUG A JOYSTICK INTO THE LEFT CONTROLLER PORT.

BE SURE TO HOLD THE JOYSTICK IN THE CORRECT POSITION WITH THE FIRE BUTTON IN YOUR UPPER-LEFT CORNER.

PRESS THE JOYSTICK FIRE BUTTON TO BEGIN A NEW GAME.

DURING THE GAME, PRESS AND HOLD ANY DIRECTION TO STEER YOUR ASTRONAUT (MUNCHER) AROUND.

PRESS AND HOLD THE FIRE BUTTON TO USE A SPEED BOOST.

MUNCHER GAME PROGRAM™

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# MUNCHER

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## GAMEPLAY OBJECTIVE:

THE OBJECTIVE OF MUNCHER IS TO COLLECT AND EAT ALL THE FOOD AS FAST AS POSSIBLE WHILE AVOIDING THE ALIEN ATTACKERS!

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## LEVEL PROGRESSION:

THERE IS A TOTAL OF 9 LEVELS.

EACH LEVEL CONSISTS OF 2 "WAVES".

AFTER CLEARING ALL 9 LEVELS, THE GAME BEGINS TO GET MORE DIFFICULT. YOU MOVE SLOWER AND THERE IS 4 WAVES INSTEAD OF 2 PER LEVEL.

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## SCORING:

EACH FOOD BLOCK AWARDS YOU 5 POINTS.

NOT EATING THE FOOD BLOCKS WILL RESULT IN LOSING 10 POINTS PER SECOND.

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## MUTED MUNCHER MODE:

CHANGE YOUR ATARI 2600 SYSTEM TO BLACK & WHITE MODE TO DISABLE THE MUNCHING SOUND. THIS DOES NOT CHANGE THE GAME TO BLACK & WHITE.



## PROGRAMMER:

RICK SKRBINA

## SPECIAL THANKS:

CPUWIZ (CIRCUIT BOARDS & LABEL PRINTING)

NECRON99 (LABEL AND MANUAL DESIGN)

## THANKS:

THANKS TO ALL THE ATARIAGE MEMBERS WHO PLAY TESTED AND REPORTED BUGS AND IMPROVEMENTS!

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NOTE: ALWAYS TURN THE CONSOLE POWER SWITCH OFF WHEN INSERTING OR REMOVING AN ATARI® GAME PROGRAM™ CARTRIDGE. THIS WILL PROTECT THE ELECTRONIC COMPONENTS AND PROLONG THE LIFE OF YOUR ATARI® VIDEO COMPUTER SYSTEM™ GAME.

