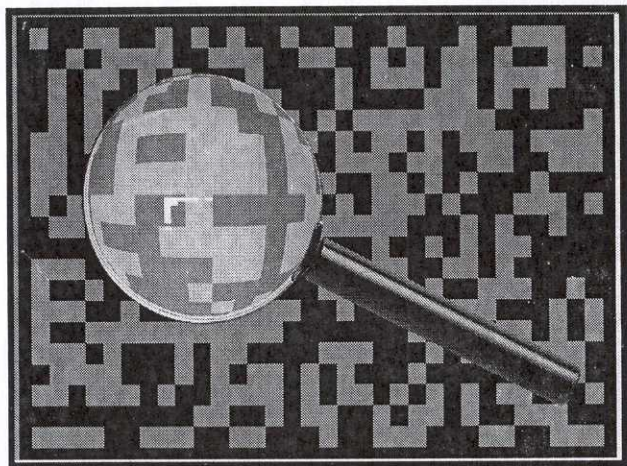# Raster Handling

Instruction Manual

Object of the game

You have to locate small patterns of 6 by 6 squares inside the playfield of 32 by 20 squares.

This game can be played by one or two players simultaneously.

General controls

Set up the system as described in the consoles manual. Plug a joystick into the left controller port for the one player game. Use joysticks in both ports for the two players game.

Push the fire button button on the left joystick to start the one player game or push the fire button on the right joystick to start the two players game.

One player game

The game starts with creating a random playfield of 32 by 20 squares. Your cursor is located in the middle of the board.

Push and hold the fire button to show the required small pattern of 6 by 6 squares.

You can move your cursor in all directions. Your cursor represents and points at the top left corner of the 6 by 6 search pattern.

Press fire if you think to have found the correct position.

If you are right, you will receive points. If you are wrong, the required pattern is displayed again.

Two players game

Both players try to locate the same pattern, but you can watch the required pattern individually.

Game time modes and console switches

The left difficulty switch chooses the game time mode. „Easy / A" selects the fixed time limit per level, starting at 90 and decreasing by 5 per level until the minimum of 20 seconds is reached. All following levels offer 20 seconds.

The timer on the „Hard / B" setting starts at 90 seconds and you have to find as many patterns as possible within this period. For each pattern found you gain 5 additional seconds.

The reset switch returns to the introduction sequence again.

The other switches are not used.

Scoring points

You score points for each successfully located pattern.

In the one player game you receive the remaining time as points. In the two players game the player who was first to find the correct position receives one point.

End of game

The game ends when the countdown timer reaches 00. The two players game also ends when one player manages to reach 9 points.

Playing tips

• You do not have to remember the whole pattern, try to concentrate on one or a few striking details instead.
• The countdown timer runs faster when you watch the required search pattern, so be careful with your time.
• The longer you need to watch at the pattern, the less time you have for finding it and the less points you can score.
• You can not move your own cursor when you hold fire to show the required pattern. In the two players game your opponent can still move around unseen while you hold fire.
• The game is not as hard as it may seem at first glance, it's just about practice…

Credits for the limited edition

Simon Quernhorst – Game program and graphics, design and production of all included items
Christian Keller – Manufacture of cartridges
Ansgar Quernhorst – Magnifying glass picture