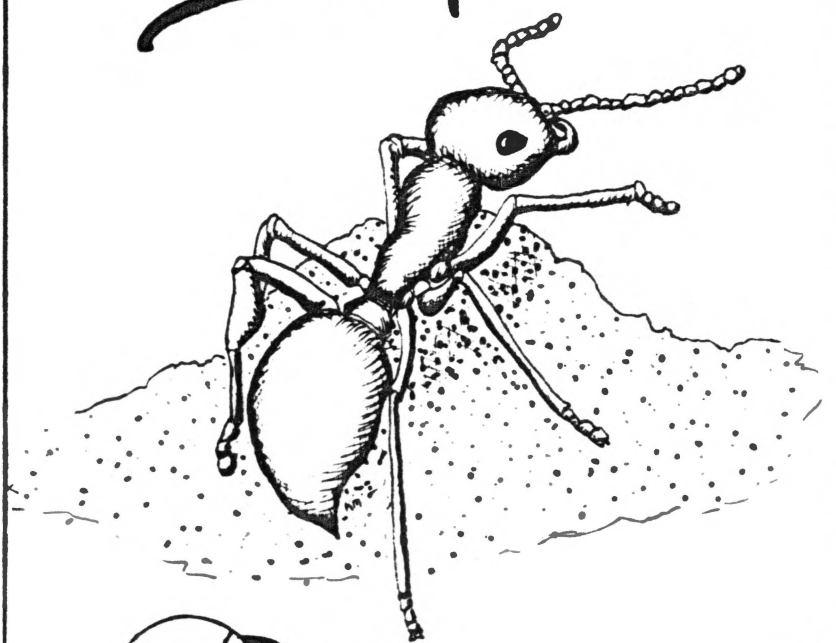
WHOMPER STOMPER



Adventure INTERNATIONAL

LOADING INSTRUCTIONS — ATARI DISK

1. Your ATARI must have at least 32K of memory.
2. Remove ALL cartridges. Turn off your computer, but leave your monitor or TV on.
3. Turn on your ATARI disk drive.
4. When the red 'busy' light is off, insert your WHOMPER STOMPER disk into the drive and turn on your computer.

LOADING INSTRUCTIONS — APPLE DISK

1. Turn on the computer, and insert the Whomper Stomper diskette into Drive 1, label side up. The program will load automatically.

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SCORING

Scoring indicators are at the bottom of the screen. A small foot and a number show how many feet (or lives) each player has left (each player starts with three). To the right of the foot is the difficulty symbol selected. It may change as the player progresses.

Each ant 'stomped' is worth 50 points. As each wave of ants is completed, the player's score increases by 100 times the wave number.

A bonus foot is awarded every 5000 points, indicated by a bell-like sound.

SAVING A HIGH SCORE

WHOMPER STOMPER offers a high-score save option for the top two scores, identifying the high scorers with three initials. Move the joystick forward or backward to move through the alphabet in either direction. Move the joystick to the center (neutral position) to stop the alphabet from scrolling. Press the joystick button after the correct letter appears.

WHOMPER STOMPER will display the top six scores for the present game.

Press the joystick button to start another game with the same parameters. Pressing OPTION or SELECT will return you to the Option-Select page.

WHOMPER STOMPER
by
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GAME SYNOPSIS

The weekend sun beamed warmly over Bill Bunion and his long-awaited picnic lunch. "Nothing can possibly go wrong on a day like today," he thought lazily.

Wrong! Just as Bill finally began to unwind...ants! A wave of the dreaded pests zeroed in on his food. Wildly stomping, Bill attempted to annihilate his small enemies. Some ants escaped being 'stomped out', only to be sucked up by Artie, Bill's ever-ravenous aardvark.

As Bill battled wave after wave of the hungry horde, his only concern that of keeping the picnic basket safe, yet another danger presented itself: birds. Obviously in league with the ants, they bombarded him with their lethal weapons. He dodged them just in time to see his basket being carried away...

OBJECT OF THE GAME

It's your job to keep Bill Bunion alive by keeping ants away from his picnic basket while dodging other dangers and (hopefully) achieving a high score. To survive, Bill needs apples from his basket, which he consumes by stepping on them. If three or more ants get past Bill and his aardvark Artie, they will steal his basket. If his basket is stolen, Bill will starve!

You may find nails strewn about the picnic site. Avoid them! Bill will die if he steps on one.

Poison ants may emerge from the anthill. They cannot hurt Bill if he steps on them, but are lethal to Artie, his trusty aardvark. Poison ants look identical to the other ants. They can only be located with the help of an audible signal generated whenever a poison ant leaves the anthill and which continues until the ant gets stomped or leaves the right edge of the screen.

BEGINNING THE GAME: ATARI

After the program has been loaded (see instructions below), the title screen will appear, followed by the Option-Select display. Here, pressing the SELECT button toggles between the one- or two- player option. Press OPTION to select level of difficulty. A small ant symbolizes the lowest level, best for those new to the game. A nail symbolizes the next level, where the nails first appear. A skull and crossbones indicates the most difficult level, where the poison ants first appear.

Press START to begin the game.

BEGINNING THE GAME: APPLE

After the program has been loaded (see instructions below), the title screen will appear, followed by the Option-Select display. Follow instructions on the screen to set level of difficulty and number of players. The symbols are the same as described in the ATARI version above.

Press RETURN to begin the game.

PLAY OPTIONS
NOTE: YOU MUST USE A JOYSTICK TO PLAY WHOMPER STOMPER.

Use your joystick to maneuver Bill's foot up, down, left, right, or diagonally in any direction. Bill stomps his foot whenever you press the joystick button. Use the shadow of Bill's foot to determine where his foot will