POGGMANI 400*800*





LOADING INSTRUCTIONS

FOR CASSETTE:

1. Turn computer off

2. Press STOP/EJECT on recorder

3. Place cassette in recorder door

4. Close recorder door

Rewind cassette

6. Press PLAY

7. Make sure there is no cartridge

in computer

 Turn computer on while holding down the START and RETURN buttons.

FOR DISKETTE:

1. Turn computer off

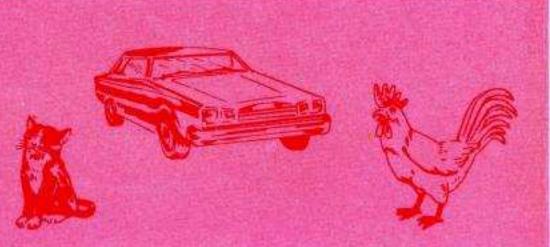
2. Turn disk drive on

When busy light goes off insert diskette with label facing up

4. Make sure there is no cartridge

in computer

5. Turn computer on



Plug your joystick into port #1 and hop aboard Pogoman[®] Your five (5) man team is helping the city conserve energy by turning off as many street lamps as possible while avoiding obstacles. (Too many air-conditioners are in use during this heat wave.)

Try to position your man so that during his upward motion he goes through the light bulb of the street lamp. You can only turn off a light with a high jump. You only receive bonus points if your man touches a street light with a long jump.

TYPE OF JUMP	JOYSTICK POSITION	FUNCTION
Regular Jump	Push Joystick	Jumps cat
	to right	chicken and hydrant
High Jump	Push Joystick	Turns off
	up	light. Clears all objects.
Long Jump	Push Joystick	Clears all
	down	objects.

THERE ARE THREE [3] PHASES

Phase 1—no animated objects

Phase 2—begins at 100,000 points or on your second trip through the city. All animation starts.

Phase 3—begins at 200,000 points or third trip through the city. Now you must avoid hitting the bird.

Every time you complete the city you

1-Receive one [1] FREE man

2-30,000 points

3-All street lights turn back on.

4-You start over at the beginning of the city.

Note: Lights turned off stay off until you complete the city.

POINT SCORING

Every jump is worth points.

1—The First street light is worth 1,000 pts.

2—The Second street light is worth 2,000 pts.

3—The Third street light is worth 3,000 pts. ETC.

4-If you crash the next light is worth 1,000 points and so on.

Hint: You do not have to turn off every light.

For Beginners: Try a long jump over the cars.

Programmed by J.R. Man, Screen Graphics by Andre Strishak, Music by Terry Feinberg.

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