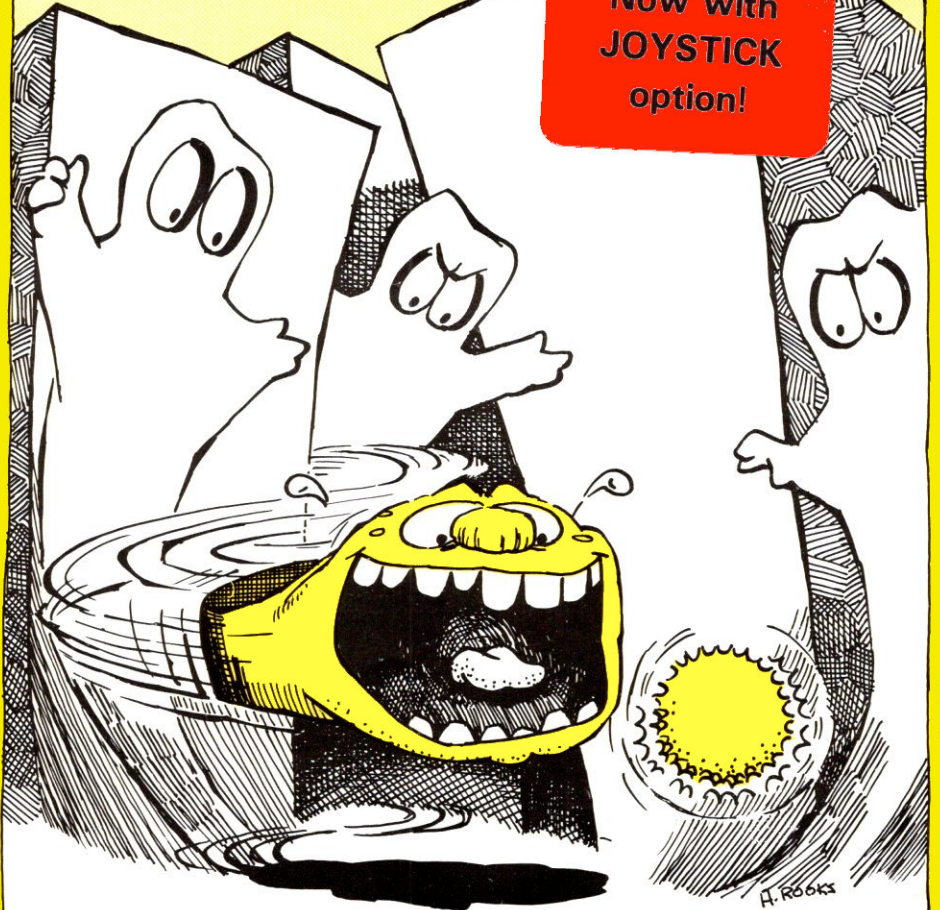


SNØGGLE

Now with
JOYSTICK
option!



Produced by:

Brøderbund Software

2 Vista Wood Way
San Rafael, CA 94901

INSTRUCTIONS

Snøggles must eat his way down the corridors of a dismal mansion, swallowing dots and avoiding the fierce Snøggles-eating ghosts as long as possible. You can steer the Snøggles by use of the following keys:




There are four energized (big) dots in the corridors. When the Snøggles crosses over one of these he becomes the hunter rather than the hunted for about 5 seconds. Unfortunately, since ghosts are immortal, any that the Snøggles catches and devours are immediately reborn in the central chamber of the house. However, consuming pursuers is a good way to get them off your tail, and you do get lots of points for their scalps (see below).

If the Snøggles clears all of the dots from the halls of the mansion, the game advances to the next level. Each level is represented by a different object (pieces of fruit at the lower levels), which appears from time to time in the hallway immediately below the central chamber. Crossing these pictures also gives extra points.

You start each game with three Snøggles at your disposal. You will receive an additional Snøggles at 10,000 points.

Scoring: 10 pts. per dot

200 pts. for first 

400 pts. for second 

800 pts. for third 

1600 pts. for fourth 

Levels:



100 pts.



300 pts.



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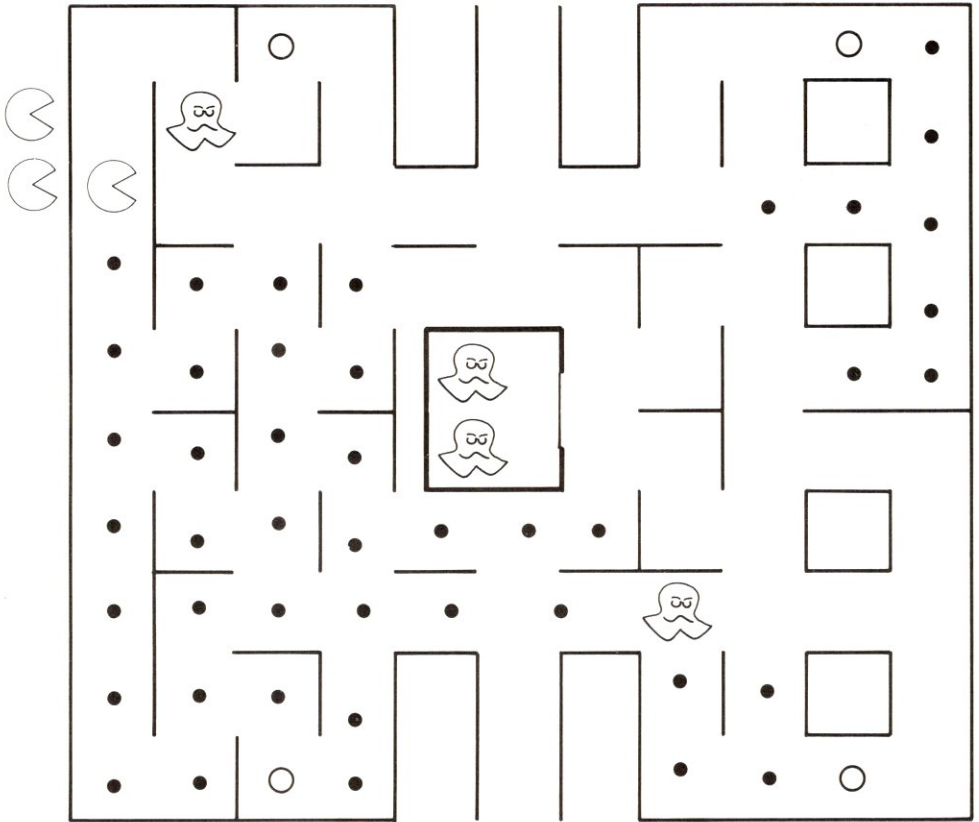
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Strategic Tips

First, this game is **very** hard. You have to expect that. However, it **can** be mastered. The first complaint of many beginners is that Snøggle isn't responsive enough to the direction keys. In fact, he is extraordinarily responsive. Work on your timing.

Work out routes. The ghosts' movements are predictable, not random. Routes do exist which will allow you to clear the entire house with a single player.

Try to get as many ghosts following you as possible before running over an energized dot. You get a lot of points for devouring those ghosts.



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You are Snøggle, winding your way through a maze of ghosts who will eat you if they catch you. You have to be quick, you need to be bold, but if you are not cool and intelligent you're dead. When you are cornered you may try to reach one of your four energizers, which give you power over the ghosts for five seconds, during which you must make your escape. But don't squander them, for there is no place to hide from a ghost.

A combination action-strategy game written in machine language, with hi-res graphics. 8 levels of play. Keyboard controlled. For Apple II Integer/Plus, 13 or 16 sector.

WARNING!!

The upper levels of this game (levels 2-8) are extremely difficult to reach without extraordinary reflexes and cunning. If you are frustrated by programs not easily mastered, DON'T BUY THIS PROGRAM!!