

Gulpman[©]
GULPLAND GRIPPED IN WORMOID TERROR.

- 15 Elaborate Mazes
- Fast Moving Machine Code
- Modify Game Feature
- Detailed Graphics and Sound Effects

SOFTSYNC, INC.™

**TIMEX
SINCLAIR
2068
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GULPMAN[©]

Welcome to the world of Gulpland. The friendly and fun-loving Gulplanders need your help to rid their apple orchards of the nasty Wormoids.

You see, Gulpland was a happy place once. Apples grew red and plump in the orchards. There were so many apples that the Gulplanders could not imagine ever eating them all. There was apple cider and apple pie aplenty, and every Gulpman was the "apple of his mother's eye." There is no doubt that Gulplanders loved apples right down to the core.

All that changed, of course, when your people first showed up in Gulpland. Oh, no one is saying it was deliberate. But somehow something stowed away on your ship. When it reached the atmosphere of Gulpland, it began to pulse and grow to monstrous proportions. Some say it was a tiny cockroach that became the first Wormoid chaser, but no one knows for sure. All we do know is that they spread like crazy and wiped out nearly every apple orchard in Gulpland. In fact, only 15 orchards remain, and it is up to you to destroy the Wormoids in every one of them.

Try and eat as many apples in the orchards as you can because they will restore your energy. It may be true that an apple a day keeps the Wormoids away, but if not - you 've always got your laser gun. Whenever you stun them, they'll slink back to their corner.

LOADING THE PROGRAM

To load the game, type LOAD "GULPMAN"
Press play on your tape recorder, then ENTER on your computer. (If you have problems loading the program, adjust the volume on the tape recorder.)

THE GAME

The object of the game is to steer yourself around a maze and eat all the apples that you can. (Ten points for each apple).

But you must avoid the four grumpy Wormoids who will smile only when they catch you and take one of your nine lives.

You are carrying a laser which will blast and Wormoid in your direct line of fire back into its corner.

If you clear all of the apples from the maze, you earn Bonus Lasers and more apples to eat. But every 1000 points, the Wormoids will go a little faster.

You steer Up/Down/Left/Right by using the 7/6/5/8 (arrow) keys respectively. Fire your laser with the 9 key, or use a joystick to move and fire.

A game will end when you lose all nine of your lives or if you press the X (exit) key.

MODIFY GAME FEATURE

The menu which appears before each game will allow you to modify several features:

M selects one of the 15 mazes

T sets the overall game speed (tempo) from 1 to 9

G sets the grade which is the relative starting speed for the Wormoids from 1 to 9

R resets the best score back to 00000.

I gives you on-screen instructions

D presents a demonstration program which allows you to watch the GULPMAN play through all 15 mazes. You can stop at any time by pressing X.

P allows you to play the game

J allows you to alternate between joystick and keyboard play. Press J to toggle between yes (for joystick) an no.

SAVE GAME FEATURE

When the instruction menu of the game is displayed press S to SAVE the program along with your current high score.

To reload your copy, type LOAD "GULPMAN"

When playing, the maze, tempo, grade levels and the "lives left" are displayed at the top of the screen.

Displayed at the bottom is the current score, high score and the number of lasers you have. (You start with twenty and can get bonus lasers during play.)

A Little About the Programmer

After 18 years of working on large IBM computers, John Campbell retired in 1982 to run Campbell Systems to create and market software for the Sinclair microcomputers. He is married with two children, and likes Indian curry, cold beer, chess, and jazz piano. He is British, of Austrian-Scottish parentage, and has a degree in psychology.

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