GAME SCENARIO
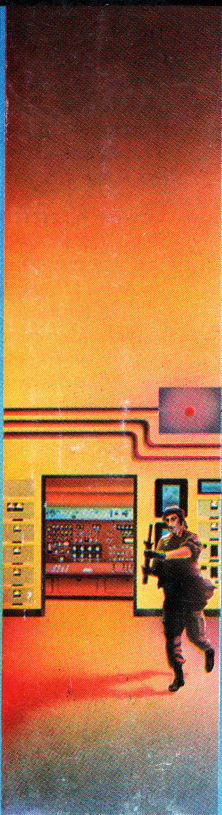
The telephone wakes you at 3:17 a.m. with the dreaded words, "Situation Red Five, Dr. Lewis."

That's enough to make you instantly alert, because Red Five means a terrorist attack on the central nuclear reactor. By the time you arrive at the reactor plant, there are only 15 minutes left before a disastrous overheating of the core. All the information the security people have is given you in a quick briefing. The terrorist is Jon Morgan, a brilliant scientist gone mad. He is still loose in the reactor plant somewhere.

Morgan has partially removed three fuel control rods from the reactor. Dr. Lewis, you must find the reactor core and replace the control rods in the right order within 15 minutes! But it won't be easy. Morgan has also locked many doors within the plant and hidden the keys all over. What's more, vital safety gear has been hidden in supply cabinets in 48 rooms of the plant. You must even find the Geiger counter you need to locate the reactor. Some rooms are without electrical power, so you'll have to cope with darkness. Worse still, Jon Morgan can menace you almost anywhere.

But you've taken the assignment in spite of the dangers. Everyone's depending on you alone to prevent a nuclear catastrophe. You have 15 minutes, Dr. Lewis.

CREDITS

ReactAttack was designed and developed exclusively for Palmtex PVS by Home-Computer Software Inc. Original game design and scenario by Dan Shafer. Program written by Chuck Blanchard. Graphics and layout by Jon Tedesco.

GAME INSTRUCTIONS

ReactAttack is the most sophisticated game ever made in a palm-size format. Reading all instructions carefully is important. Reading at least the first fifteen instructions is advised before attempting to play Level "A."

1   *With the power switch OFF, insert the ReactAttack cartridge* in back of the Command Console. Move the power switch to ON and select difficulty Level A for teaching purposes by pressing the "A" special function key on the Command Console.

WHAT YOU SHOULD SEE

At the beginning of the game, the screen should appear like the illustration shown here. If it is very dark or appears very light with many additional shapes and colors, adjust the contrast control wheel on the bottom of the PVS Command Console.
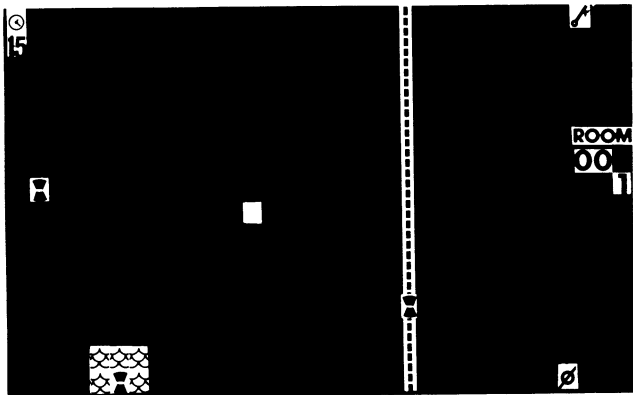
2 ReactAttack is an electronic maze. *The game screen shows up to 48 rooms, one at a time.* Your room location is always indicated on the far right side by a set of lighted numbers (001 to 048). The far left vertical strip is a clock showing the number of game minutes left.

3 You move the Dr. Lewis character, a small yellow square, in any of eight directions with the right controller. Your character is always in one room (numbered 001 to 048) inside a larger nuclear reactor plant. You always begin in Room 001. *The reactor plant has a definite floor plan, just like a real building.*

4 *The object of the game is to locate the nuclear reactor core and repair it* by replacing its fuel rods in the proper order. To reach the reactor, you must find your way from room to room through the reactor plant. *Moving about will require keys for unlocking doors and various tools for overcoming obstacles.* You have only 15 minutes in which to succeed. For finding tools and accomplishing certain other tasks during the game, you will score points.

5 At any time during the game *you can check your score* by pressing special function key "C." Your score will appear in the lower right side of the game screen. The score will stay lit until you press "C" again or move to a new room. The score automatically appears at the end of every game.

6 Leaving Room 001 through the door on the right of the screen (if you can) will take your character into Room 002. Leaving Room 001 through the door at the bottom near the left corner will take your character into Room 007. By exploring the maze, you can complete the map of the plant. *It's a good idea to draw a map as you go.*

7   All rooms appear similar on the game screen, but they are different. *Pay particular attention to which areas of a room are lighted.* Lighted areas are either supply cabinets possibly containing tools or keys, doors leading to ther rooms or a green partition within a room (always containing a door that may or may not need a key). Supply cabinets are marked with a circle with a slash through it (∅). Doors are marked with a pair of wedge shapes.▮

8   Your character may be able to simply enter a lighted area or go through a door. More likely, he will need a tool or a key to help. *Tools and keys are hidden in supply cabinets.* When your character enters a lighted cabinet, it begins flashing. Once inside, *always press the "A" button* on the Command Console. Pressing "A" will obtain the object, if any, inside the cabinet and store it for later use. Some lighted cabinets are empty.

9   The upper right corner of the screen contains symbols for each key and tool. When your character obtains a tool or key from a cabinet, the appropriate square will light. *To "use" a tool or key, position the flashing cursor (operated by the left controller) over it.*

10 Supply cabinets are protected by obstacles: water, debris and pits. *To overcome obstacles, you need a logical tool.* (Example: Your character needs boots to overcome a water hazard indicated by blue waves. See TABLE TWO for a complete summary.)

11 Doors in walls or the green partitions may require keys. Keys are identified by number beneath they key symbol in the upper right screen area.

12 When the screen goes dark, your character has entered a room without lights. You need the electric lantern. If you have it, placing the cursor over the lantern for a second will turn on the lights in the room.

13 A special feature of ReactAttack allows a player to *override most obstacles by holding down function key "B" and mov*ing the Dr. Lewis character to a desired position. There is a one-minute time clock penalty for each time the override is used. The override will not work in place of the lantern or the Geiger counter.

14 To determine which room holds the reactor core, you need the *Geiger counter*. To enter the cabinet containing the reactor, you need the *radiation suit*. If you don't have the suit "on" while trying to enter the cabinet, the odds are high that your character will be sent suddenly back to Room 001.

15 In many rooms (Room 007, for example), Jon Morgan the terrorist patrols in a circle around one of the cabinets. If the middle of the cabinet is lighted, it should be checked for keys and tools (or — hint — other contents). *If the terrorist touches your character — or a square next to your charac*ter — *he will send your character back to Room 001.* You will keep all the keys and tools obtained to that point, but being sent back to Room 001 will, of course, cost you precious time. You must skillfully move into the middle of the supply cabinet without allowing the terrorist and your Dr. Lewis character to touch. Timing and careful maneuvering with the right controller are critical.

16 When your character nears the Reactor Room (a numbered room), you will hear the clicking of the Geiger counter. The clicking becomes louder as you enter the Reactor Room, where one cabinet contains the Reactor

Core. Winning the game requires you to enter the Core and to reinsert three fuel control rods in the proper sequence. *Once inside the Core, you must press the Command Console's "A," "B" and "C" buttons in the proper order.* There are six possible combinations (ABC, ACB, BAC, BCA, CAB and CBA) and the PVS microcomputer will choose one as the correct winning sequence. There is no penalty for choosing an incorrect sequence — it only costs time.

17 In the final minute of the game, a siren will sound. Like all other sound effects in Palmtex games, it can be turned off by pressing the "M" (mute) button on the Command Console.

18 When the game is ended — either by successful completion of the mission or by expiration of game time — your score will automatically begin flashing in the yellow lower right portion of the display screen. The score will appear until the "R" (replay) button is pressed or the power switch is moved to OFF.

(See TABLE ONE for an explanation of the uses of all Command Console keys. Consult PVS Command Console instructions for answers to other questions about the operation of Palmtex PVS.)

LEVELS OF DIFFICULTY

A player may choose one of three different levels of difficulty in ReactAttack.

A difficulty level must be chosen immediately after the power switch is moved to ON or the "R" (replay) is pressed.

To choose a difficulty level, press special function key "A," "B" or "C." This will cause the display screen to light and the game time clock to begin counting down.

Game A is a teaching exercise provided to familiarize a player with ReactAttack. It is designed to train a player to move his character smoothly, locate and obtain keys and tools and maneuver from room to room inside the reactor plant. To simplify the game, *only 14 rooms of the normal 48 are operational.* These are not necessarily consecutively numbered rooms. Instead, the rooms are connecting portions of the larger reactor plant floor plan. A player can begin making a good picture of the floor plan used in all difficulty levels by successfully completing Game A. At this difficulty level, each room has only one door leading to another room. Therefore, it may not be possible to enter the room with the next highest number. (Example: From Room 001, the only door leads to Room 007.) In Game A, a player will always have the opportunity to find a key or tool before it is actually needed. That is, before reaching a door unlocked only with Key 3, a player will pass a cabinet containing Key 3. (At higher difficulty levels, a player may have to search for the key and return to the locked door after finding it.) In Game A, the obstacles in each room are always exactly the same from replay to replay. The hiding places for tools and keys are always the same, too.

Game B is the real thing. It involves all 48 rooms in the reactor plant maze. Obstacles are more numerous than in Game A. The keys and tools needed to overcome the obstacles are harder to obtain, because they are scattered more widely throughout the reactor plant. It is likely that a player may encounter an obstacle before encountering an opportunity to obtain the tool needed to overcome that obstacle. This forces a player to find another route through the maze, and perhaps even return to the same room after locating a needed tool.

Game C is the ultimate challenge. Each time you play Game C, it is different. It is essentially like Game B with a major exception: doors between rooms appear and disappear at random DURING the game. This makes ReactAttack quite unpredictable. A door used early in the game may not be there later. Fortunately, some new doors appear between certain rooms as the game progresses. For the extremely skillful player who locates and enters the reactor core, the fuel rod replacement sequence is more difficult to figure than in Games A or B.

SCORING

The following table summarizes ReactAttack scoring:

Event	Points
Entering a room	1
Finding a key	1
Finding rope, ladder, boots	4 each
Finding lantern, Geiger Counter	8 each
Finding radiation suit	10
Overcoming an obstacle	4
Opening locked door	5
Locating reactor core	20
Replacing fuel control rods	100
Completing game	10 per min. left

TABLE ONE

This table summarizes the uses of Palmtex PVS Command Console keys for ReactAttack.

Power On/Off Battery power on or off.

Right Controller Moves Dr. Lewis character (yellow square) in any of 8 directions.

Left Controller Moves flashing cursor within key tool area in upper right corner of game screen. Positioning flashing cursor over a previously obtained key or tool allows you to "use" that object.

"R" (Replay) Restarts game at any time.

"M" (Mute) Turns off sound effects.

"P" (Pause) Allows a player to freeze the screen at any point in the game. As long as battery power isn't interrupted, the game will pause for an infinite length of time.

"A" Prior to the start of a game, pressing "A" will select Game A. During any game, pressing "A" will obtain the content, if any, of supply cabinets entered by the Dr. Lewis character. Once the Dr. Lewis character is inside the reactor core, the "A" button is used in the proper sequence with the "B" and "C" buttons to replace fuel rods.

"B" Prior to the start of a game, pressing "B" will select Game B. During any game, holding down "B" and moving the Dr. Lewis character allows a player to go through any obstacle or locked door without having the proper tool or key. The game clock

	instantly looses one minute for each use of the "B" button. Also used to replace fuel rods.
"C"	Prior to the start of a game, pressing the "C" button will select Game C. During any game, pressing "C" will display the score of a game in progress in the lower right area of the game screen. Pressing "C" again will make the room number reappear. Also is used to replace fuel rods.

IMPORTANT NOTE

At no time should a player press more than one key at once. Doing so may have undesired results.

TABLE TWO

Here is a list of obstacles you will encounter in React-Attack and the tools needed to overcome them.

Obstacle	Overcome By
Locked Doors	Numbered Keys
Water (blue)	Boots
Debris (pink)	Rope
Pit (beige)	Ladder
Reactor Radiation	Radiation Suit
Hidden Reactor	Geiger Counter
Dark Rooms	Electric Lantern
Partially Removed Reactor Control Rods	(See Instruction 16 for use of buttons)

NEED HELP?

Making a map of the 48-room reactor plant and the locations of things you need is important. If you cannot complete your own map, Palmtex will send you one free of charge. Just write to game designer Dan Shafer at Palmtex, 1167 Chess Drive, Foster City, California 94404