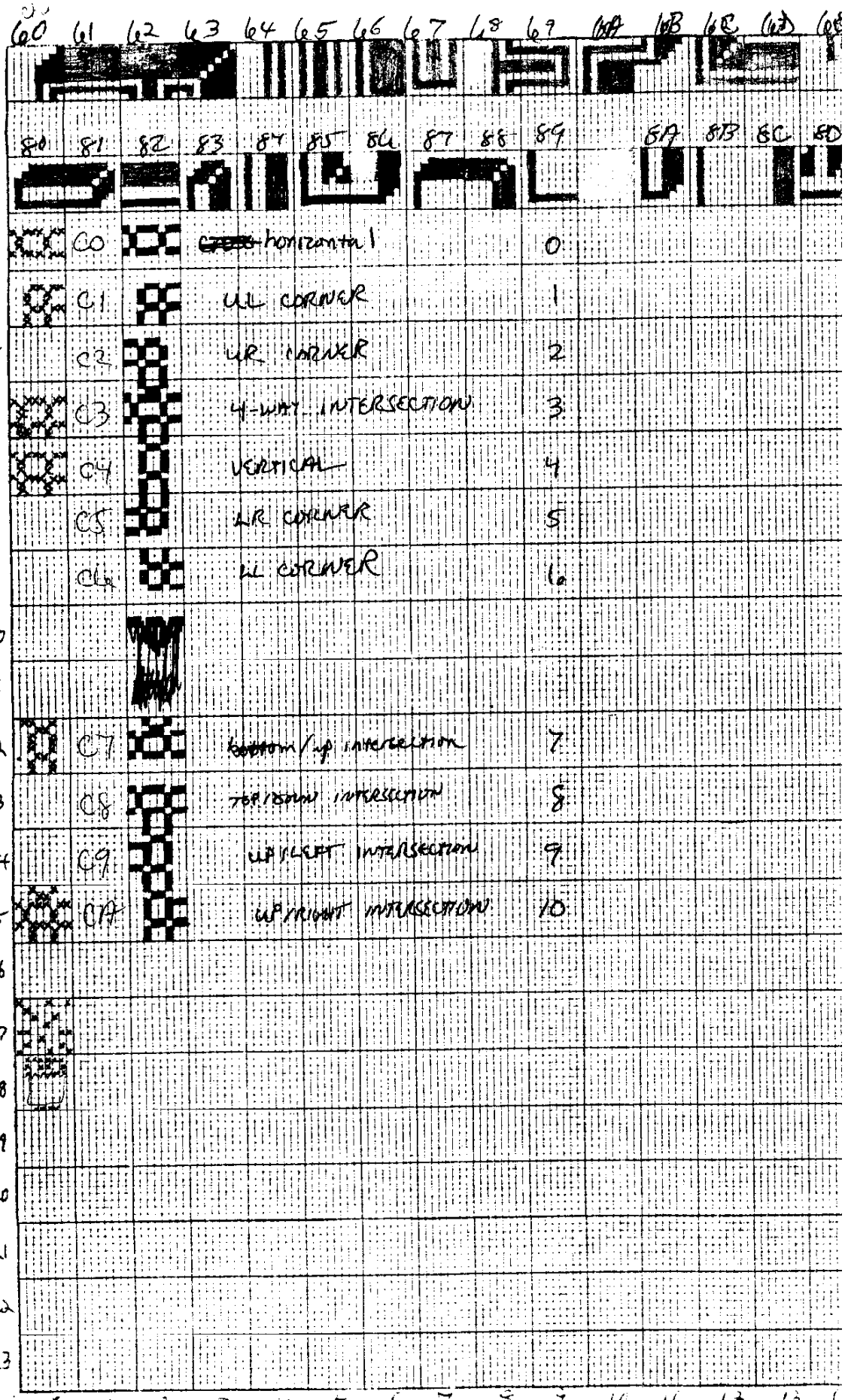


-23- BORDER CHARS

Re MAZE CHARS

C3

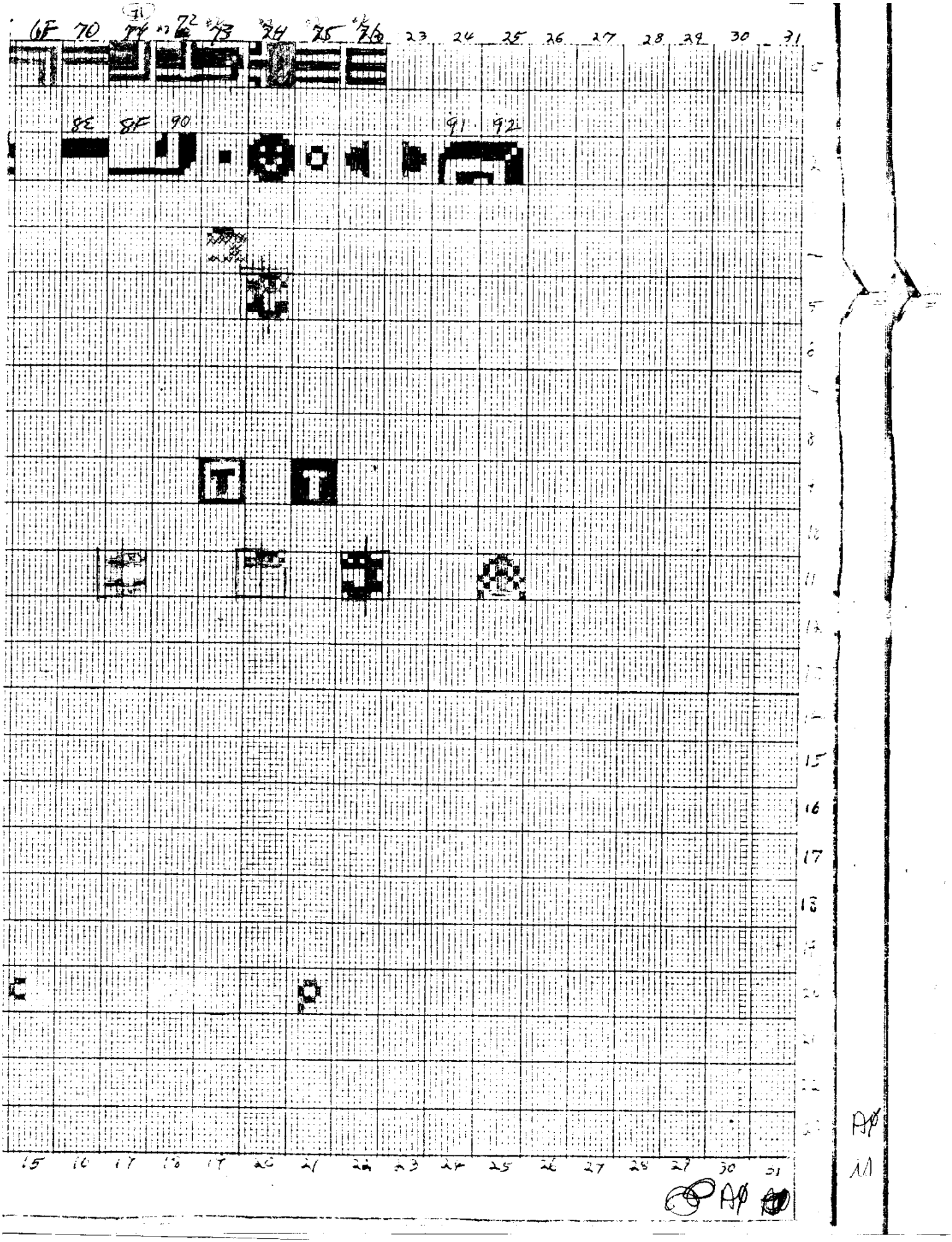
C5

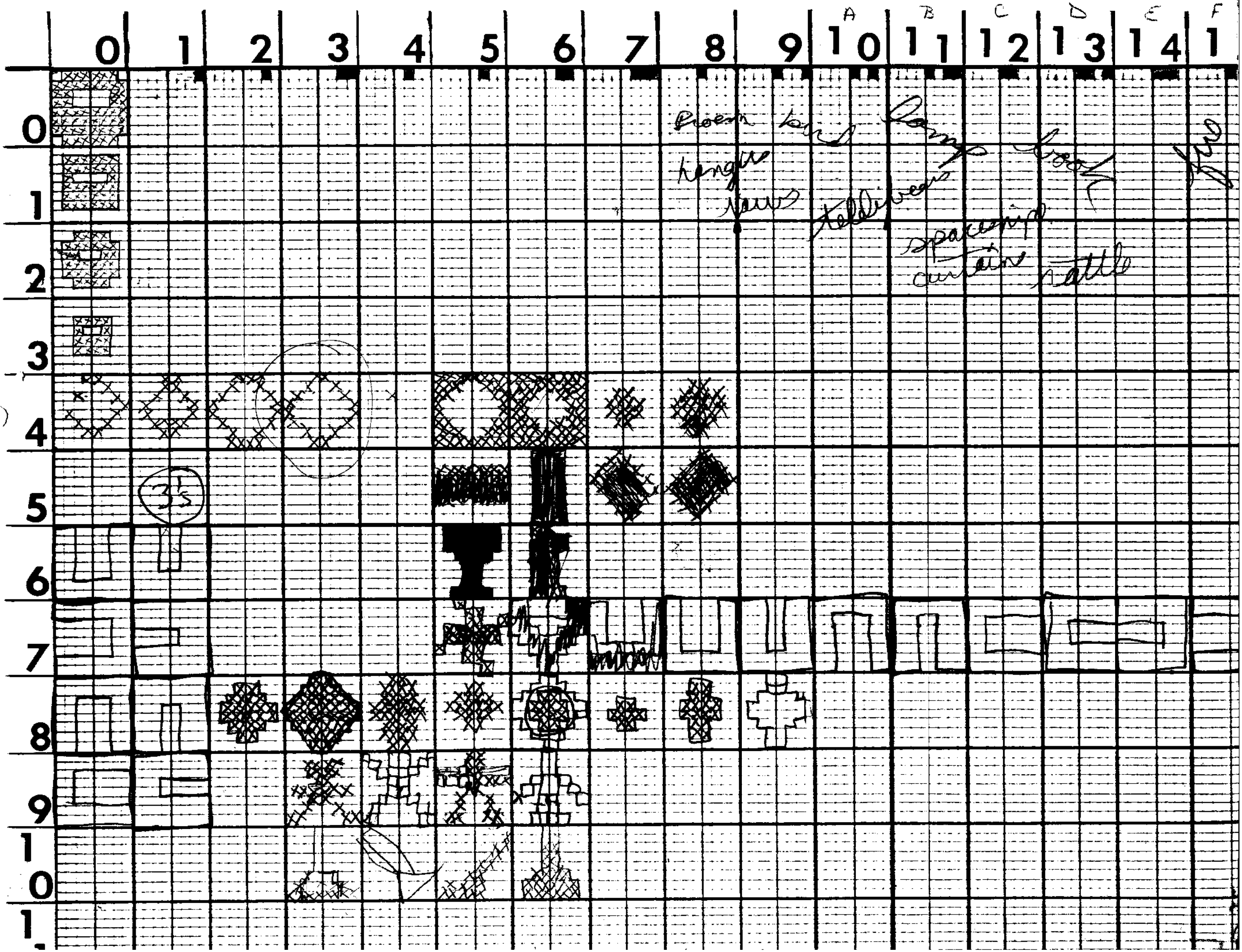
C4 C6

C7

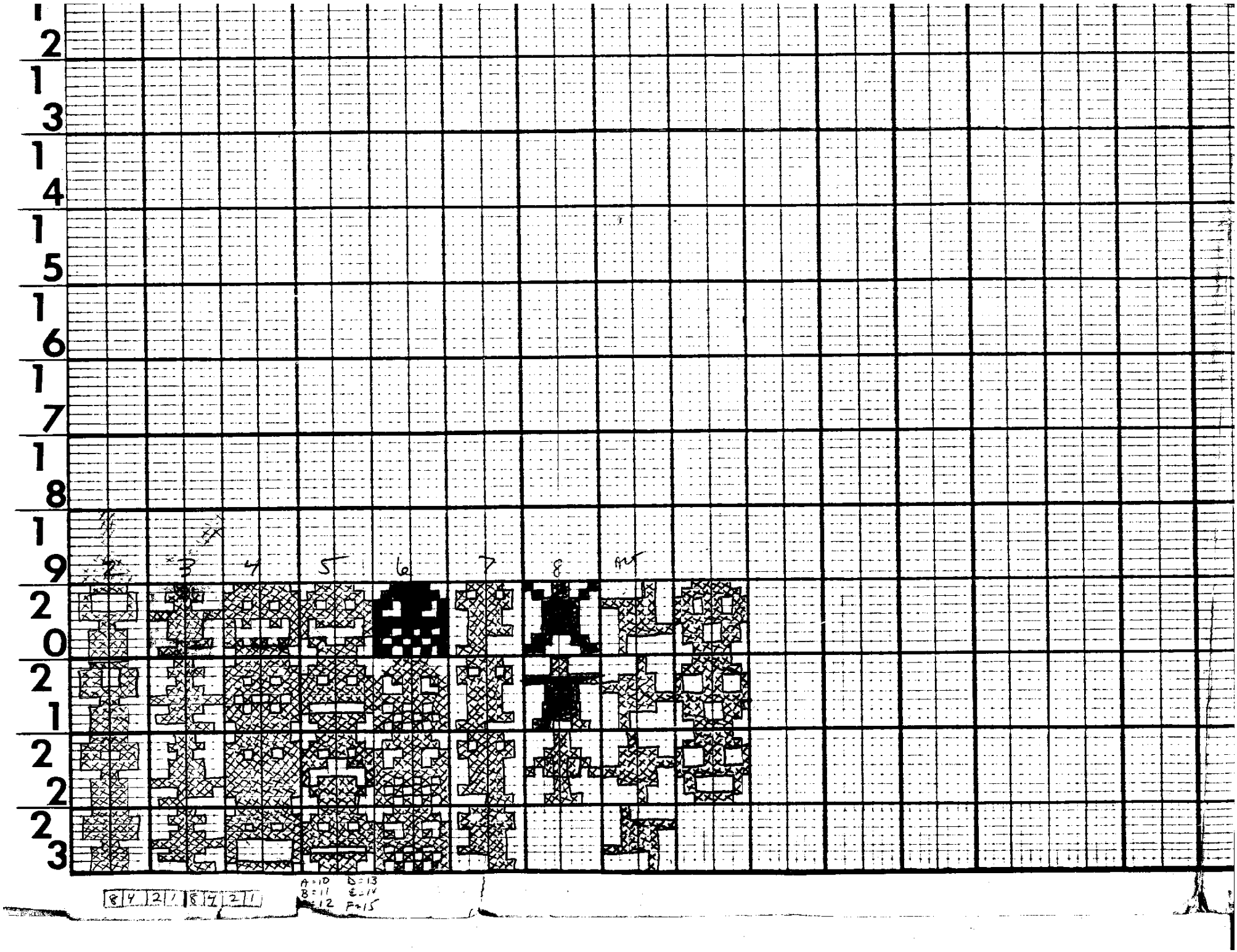
CC

CF


6F 70 71 72 73 74 75 76
23 24 25 26 27 28 29 30 31
8E 8F 90 91 92
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31



A B C D E F
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 1
0 1 2 3 4 5 6 7 8 9 10 1
Room bird lamp book
hanger
news television
spaceship
curtains rattle


12
13
14
15
16
17
18
19
20
21
22
23
2
3
4
5
6
7
8
A=10 D=13
B=11 E=14
C=12 F=15

TITLE MANCHAMAN II

SET 0	SET 1	SET 2	SET 3	SET 4	SET 5	SET 6	SET 7	SET 8	SET 9	SET 10
RAM > 800	RAM > 840	RAM > 880	RAM > 8C0	RAM > 900	RAM > 940	RAM > 980	RAM > 9C0	RAM > A00	RAM > A40	RAM > A80
COLOR:	COLOR:	COLOR:	COLOR:	COLOR:	COLOR:	COLOR:	COLOR:	COLOR:	COLOR:	COLOR:
>00	>08	>10	>18	Sp >20	(>28	0 >30	8 >38	@ >40	H >48	P >50
>01	>09	>11	>19	! >21	) >29	1 >31	9 >39	A >41	I >49	Q >51
>02	>0A	>12	>1A	" >22	* >2A	2 >32	: >3A	B >42	J >4A	R >52
>03	>0B	>13	>1B	# >23	+ >2B	3 >33	; >3B	C >43	K >4B	S >53
>04	>0C	>14	>1C	$ >24	, >2C	4 >34	< >3C	D >44	L >4C	T >54
>05	>0D	>15	>1D	% >25	- >2D	5 >35	= >3D	E >45	M >4D	U >55
>06	>0E	>16	>1E	& >26	. >2E	6 >36	> >3E	F >46	N >4E	V >56
>07	>0F	>17	>1F	' >27	/ >2F	7 >37	? >3F	G >47	O >4F	W >57

SET 11	SET 12	SET 13	SET 14	SET 15	SET 16	SET 17	SET 18	SET 19	SET 20	SET 21
RAM > AC0	RAM > B00	RAM > B40	RAM > B80	RAM > BC0	RAM > C00	RAM > C40	RAM > C80	RAM > CC0	RAM > D00	RAM > D40
COLOR:	COLOR:	COLOR:	COLOR:	COLOR:	COLOR:	COLOR:	COLOR:	COLOR:	COLOR: Many	COLOR: OC
X >58	>60	>68	>70	>78	>80	>88	>90	>98	DOT >A0	>A8
Y >59	>61	>69	>71	>79	>81	>89	>91	>99	ERASER >A1	>A9
Z >5A	>62	>6A	>72	>7A	>82	>8A	>92	>9A	LEFT ARM >A2	>AA
[>5B	>63	>6B	>73	>7B	>83	>8B	>93	>9B	RIGHT ARM >A3	>AB
\ >5C	>64	>6C	>74	>7C	>84	>8C	>94	>9C	>A4	>AC
] >5D	>65	>6D	>75	>7D	>85	>8D	>95	>9D	>A5	>AD
^ >5E	>66	>6E	>76	>7E	>86	>8E	>96	>9E	>A6	>AE
_ >5F	>67	>6F	>77	>7F	>87	>8F	>97	>9F	>A7	>AF

SET 22	SET 23	SET 24	SET 25	SET 26	SET 27	SET 28	SET 29	SET 30	SET 31	
RAM > D80	RAM > DC0	RAM > E00	RAM > E40	RAM > E80	RAM > EC0	RAM > F00	RAM > F40	RAM > F80	RAM > FC0	
COLOR:	COLOR:	COLOR:	COLOR:	COLOR:	COLOR:	COLOR:	COLOR:	COLOR:	COLOR:	
>B0	>B8	CHARS >C0	>C8	>D0	>D8	>E0	>E8	>F0	>F8	
>B1	>B9	>C1	>C9	>D1	>D9	>E1	>E9	>F1	>F9	
>B2	>BA	>C2	>CA	>D2	>DA	>E2	>EA	>F2	>FA	
>B3	>BB	>C3	>CB	>D3	>DB	>E3	>EB	>F3	>FB	
>B4	>BC	>C4	>CC	>D4	>DC	>E4	>EC	>F4	>FC	
>B5	>BD	>C5	>CD	>D5	>DD	>E5	>ED	>F5	>FD	
>B6	>BE	>C6	>CE	>D6	>DE	>E6	>EE	>F6	>FE	
>B7	>BF	>C7	>CF	>D7	>DF	>E7	>EF	>F7	>FF	

CPU-RAM CHART

2 - out
3 - in swap

				(sub stack)	(data stack)
00 MYWS	20 INTFLG 0-not in 1-in	40 MONFLG 0-in box 1-coming out	60 MONY	80	A0
01	21 MAZEF 0-LEFT 1-RIGHT	41	61 MMANX monster/man pos	81	A1
02	22 MMLEFT	42	62 HOOPOS cols 1Y	82 HISCRS	A2 (MONMAN) MUNSTR / SAVED Y
03	23 LEVEL 0-39	43	63 1X	83	A3 #1/Ø SAVED X
04	24 SAVDOT SAVED # DOT'S	44 MONDIR	64 2Y	84	A4 #2 Y
05	25 COMPAT 0-not in 1-in comp mode	45 hoono saved	65 2X	85	A5 #2 X
06	26 TEMPV INIT1 0	46 directions	66 3Y	86	A6 #3 Y
07	27 TOP 10 1	47	67 3X	87	A7 #3 X
08	28 TEMPL INITIALS 2	48 MONPLS	68 4Y	88	A8 #4 Y
09	29 INIT2 0	49	69 4X	89	A9 #4 X
0A	2A TEMPC TOP 10 1	4A	6A TELPY teleporter	8A	AA TELSVL Y
0B	2B INITIALS 2	4B	6B TELPX position	8B	AB X
0C	2C TEMPRØ	4C MONSEC	6C	8C	AC TELSVR Y
0D	2D	4D # seconds delay before entering new maze	6D	8D CHEATF	AD X
0E	2E KDELAY variable	4E	6E XML (used once,	8E EATTEL 0-didn't hit teleporter	AE TELDRL
0F	2F BOTTIM FIXED	4F	6F then never again)	8F TELPAT teleporter pattern	AF TELDRR
10	30 TEMPKY	50 SAVFLG	70 RAM SIZE	90 SNDADR EATSND EAT DOT	B0 TELTIM TELE MOVE DELAY STATIC
11	31 LASTKY	51	71	91	B1 TELCNT TELE MOVE DELAY COUNT
12	32 DOTLFT # DOTS LEFT 390	52	72 DATSTK (>A0)	92 ENDSND EAT ENERGIZER	B2 MONEAT # of monsters eaten
13	33	53	73 SUBSTK (>80)	93	B3 BEGDLY beginning monster delay
14	34 ENGLFT # energizers left 8	54 SAVDIR	74 KEYBRD	94 INESND	B4 HOOPBL HOONO PATTERN DELAY
15	35 TELDLY TELE PATTERN DELAY	55	75 KEY	95	B5 [illegible]
16	36 MAZCOL MAZE COLOR	56	76 JOY Y	96 HOOSND (ate hoono)	B6 MAZSEC # two move in new maze
17	37 ENGFLG in energized mode	57	77 JOY X	97	B7 BOXDLY coming out of box timer
18	38 HOODLY HOONO DELAY COUNTER	58 SAVPLX	78 RANDOM	98 WINSND	B8 PAUSEF 0-not in pause
19	39 HOOTIM HOONO STATIC DELAY VALUE	59	79 TIMER	99	B9 ENGDAT 0-energy1 1-energy2
1A	3A HOOVER SAVED Y POS	5A	7A MOTION	9A ENDSND	BA GPLR13
1B	3B SHRCPU 1 byte to share between	5B	7B VDPSTT	9B	BB
1C	3C ENGTIM FIXED ENERGIZER TIME VALUE	5C MONPAT	7C STATUS	9C SNDCNT	BC GPLR14
1D	3D	5D HOONO PATTERN	7D CB	9D	BD
1E	3E ENGCNT ENERGIZER DELAY COUNTER	5E 18 BYTES	7E YPT	9E	BE GPLR15
1F	3F	5F	7F XPT	9F	BF

SPRITE TABLE MUNCHMAN II VDP REG (1) = _____

SPRITE #		YPT	XPT	CHAR	COL.	VELO-CITY	Y	X
0	>300	MUNCHMAN		C	>780			
1	>304	MONSTER 1		6	>784			
2	>308	MONSTER 2		D	>788			
3	>30C	MONSTER 3		8	>78C			
4	>310	MONSTER 4		2	>790			
5	>314	TELEPORTER		1	>794			
6	>318				>798			
7	>31C				>79C			
8	>320				>7A0			
9	>324				>7A4			
10	>328				>7A8			
11	>32C				>7AC			
12	>330				>7B0			
13	>334				>7B4			
14	>338				>7B8			
15	>33C				>7BC			

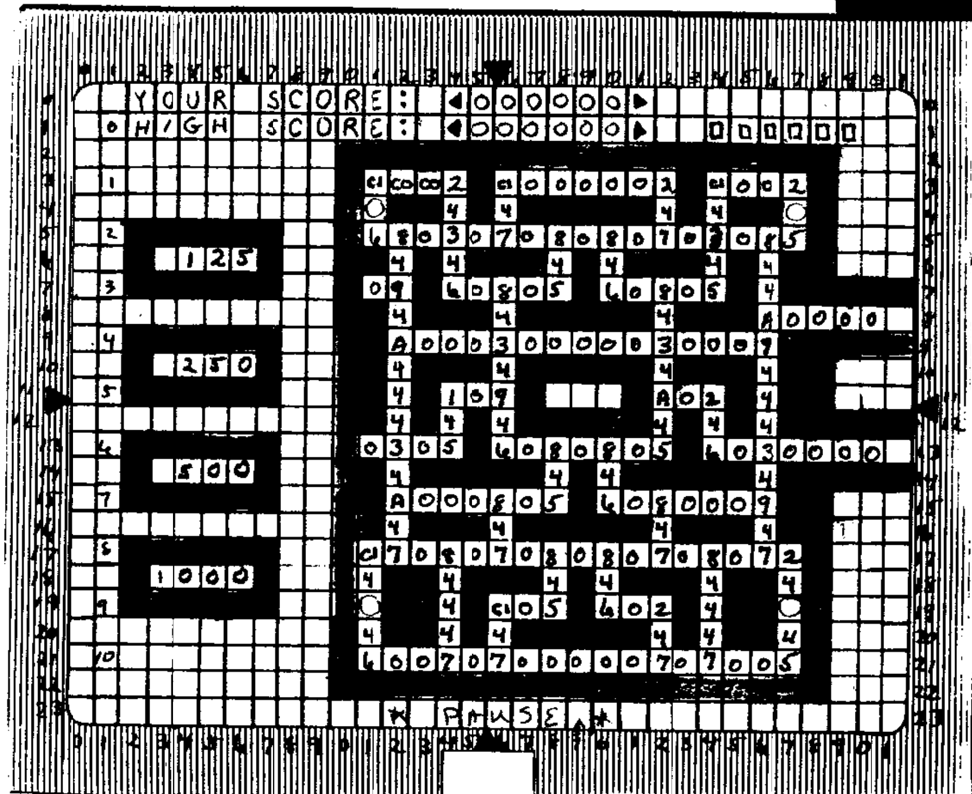
SPRITE #		YPT	XPT	CHAR.	COL.	VELO-CITY	Y	X
16	>340					>7C0		
17	>344					>7C4		
18	>348					>7C8		
19	>34C					>7CC		
20	>350					>7D0		
21	>354					>7D4		
22	>358					>7D8		
23	>35C					>7DC		
24	>360					>7E0		
25	>364					>7E4		
26	>368					>7E8		
27	>36C					>7EC		
28	>370					>7F0		
29	>374					>7F4		
30	>378					>7F8		
31	>37C					>7FC		

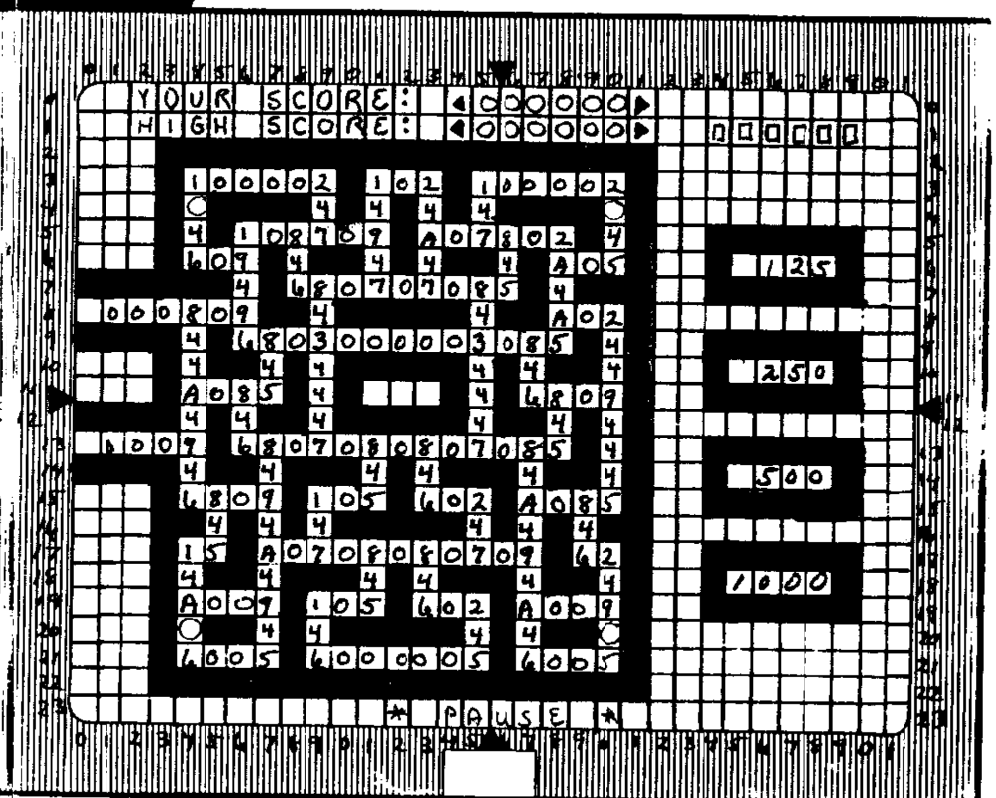
CHAR.	RAM	DATA
>80	>400	MM RIGHT
>81	>408	MM LEFT
>82	>410	MM UP
>83	>418	MM DOWN
>84	>420	MON 1 POS
>85	>428	MON 2 POS
>86	>430	MON 3 POS
>87	>438	MON 4 POS
>88	>440	TELEPORT 1
>89	>448	TELEPORT 2
>8A	>450	MAZE
>8B	>458	
>8C	>460	
>8D	>468	
>8E	>470	
>8F	>478	
>90	>480	
>91	>488	
>92	>490	
>93	>498	
>94	>4A0	
>95	>4A8	
>96	>4B0	
>97	>4B8	

CHAR	RAM	DATA
>98	>4C0	
>99	>4C8	
>9A	>4D0	
>9B	>4D8	
>9C	>4E0	
>9D	>4E8	
>9E	>4F0	
>9F	>4F8	
>A0	>500	
>A1	>508	
>A2	>510	
>A3	>518	
>A4	>520	
>A5	>528	
>A6	>530	
>A7	>538	
>A8	>540	
>A9	>548	
>AA	>550	
>AB	>558	
>AC	>560	
>AD	>568	
>AE	>570	
>AF	>578	

CHAR.	RAM	DATA
>B0	>580	
>B1	>588	
>B2	>590	
>B3	>598	
>B4	>5A0	
>B5	>5A8	
>B6	>5B0	
>B7	>5B8	
>B8	>5C0	
>B9	>5C8	
>BA	>5D0	
>BB	>5D8	
>BC	>5E0	
>BD	>5E8	
>BE	>5F0	
>BF	>5F8	
>C0	>600	
>C1	>608	
>C2	>610	
>C3	>618	
>C4	>620	
>C5	>628	
>C6	>630	
>C7	>638	

CHAR.	RAM	DATA
>C8	>640	
>C9	>648	
>CA	>650	
>CB	>658	
>CC	>660	
>CD	>668	
>CE	>670	
>CF	>678	
>D0	>680	
>D1	>688	
>D2	>690	
>D3	>698	
>D4	>6A0	
>D5	>6A8	
>D6	>6B0	
>D7	>6B8	
>D8	>6C0	
>D9	>6C8	
>DA	>6D0	
>DB	>6D8	
>DC	>6E0	
>DD	>6E8	
>DE	>6F0	
>DF	>6F8	





INSTRUCTIONS:

1) ? LR off C5

2) ff C7

C2

C8

7-214-

AUDIO/TONES:

INSTRUCTIONS:

row 13 off

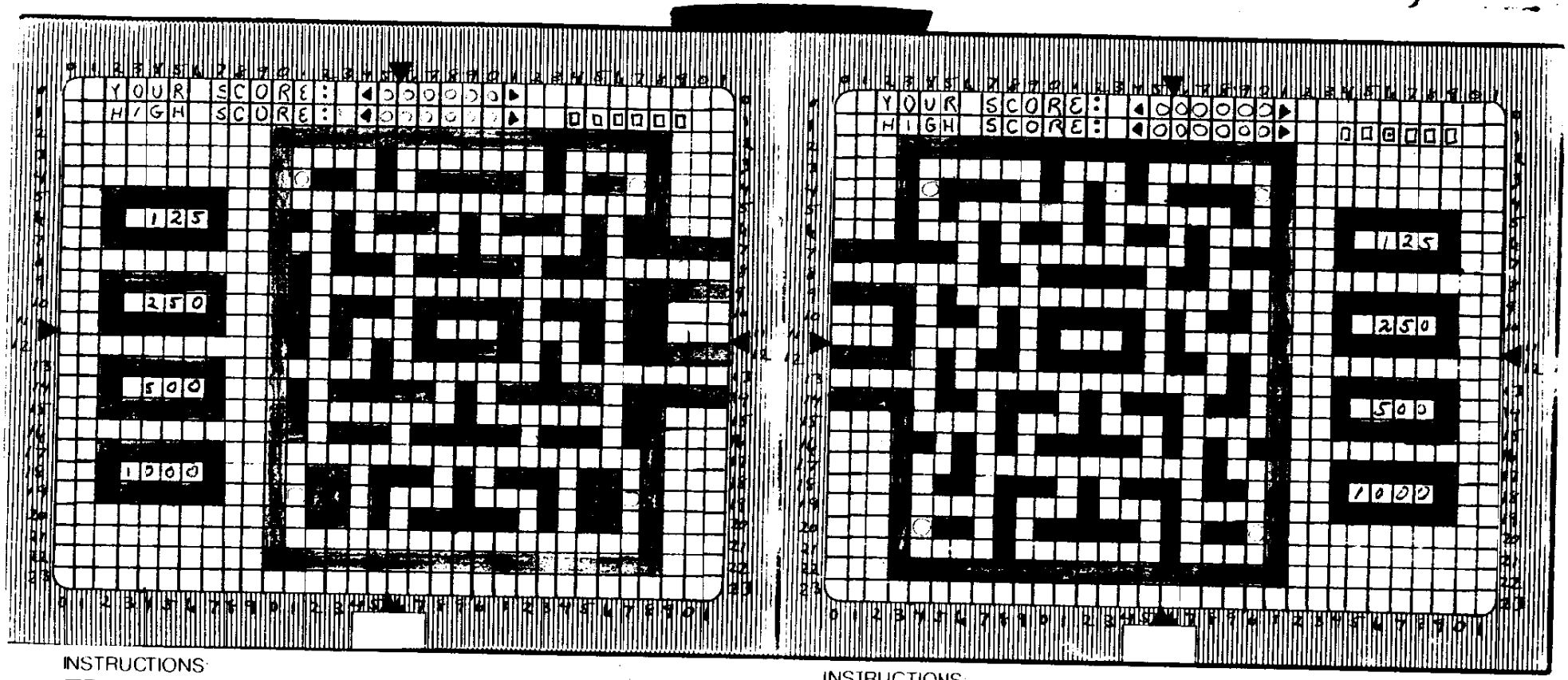
row 15 off

AUDIO/TONES:

TEXAS INSTRUMENTS INCORPORATED

HOME COMPUTER "GROM" DEVELOPMENT

DATE:

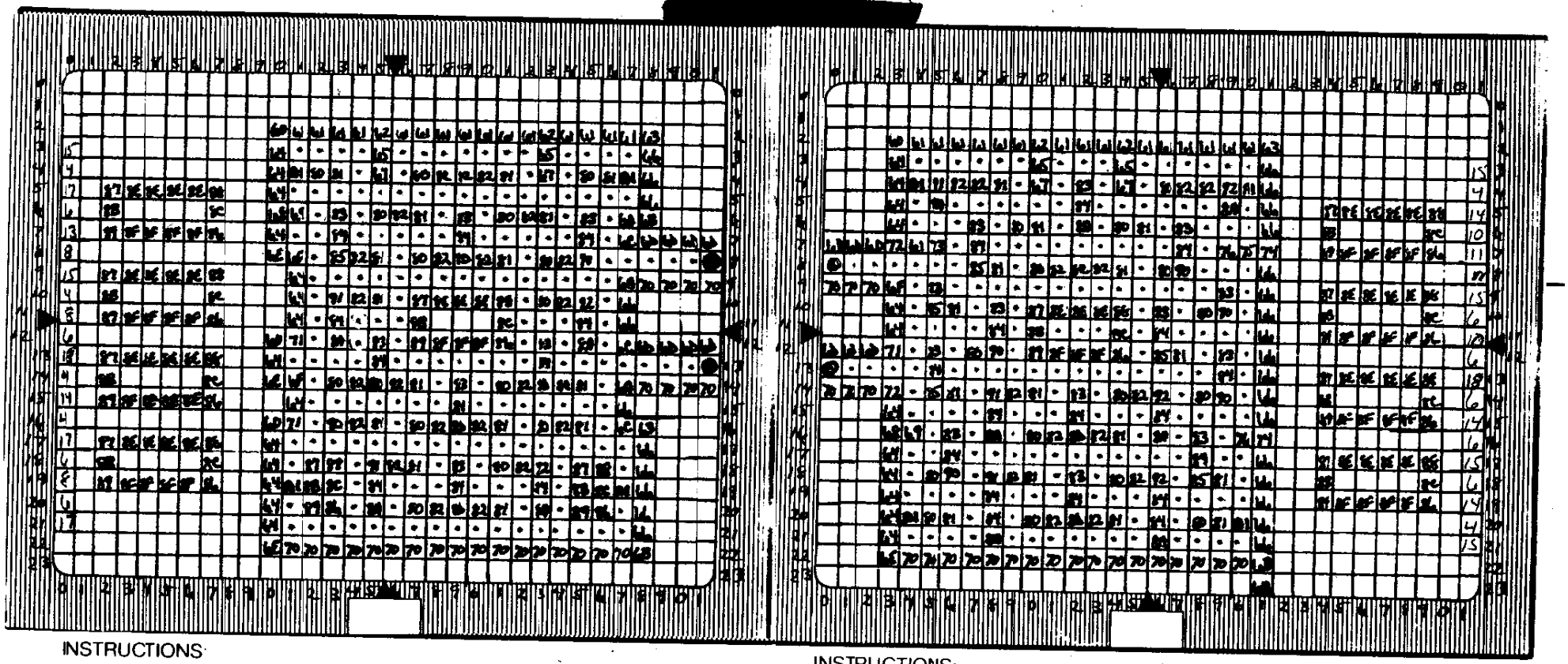


INSTRUCTIONS:

AUDIO/TONES:

INSTRUCTIONS:

AUDIO/TONES:



INSTRUCTIONS:

• = 190

O = 4

line 2 → Row 61

line 6 - bad!

line 16

line 15 (too many dots)

AUDIO/TONES:

INSTRUCTIONS:

• = 200

O = 4

2 off 4 right side

2 bad 0 off

6 off 21 off

rows 77

7,4 = 46 4,9 missing

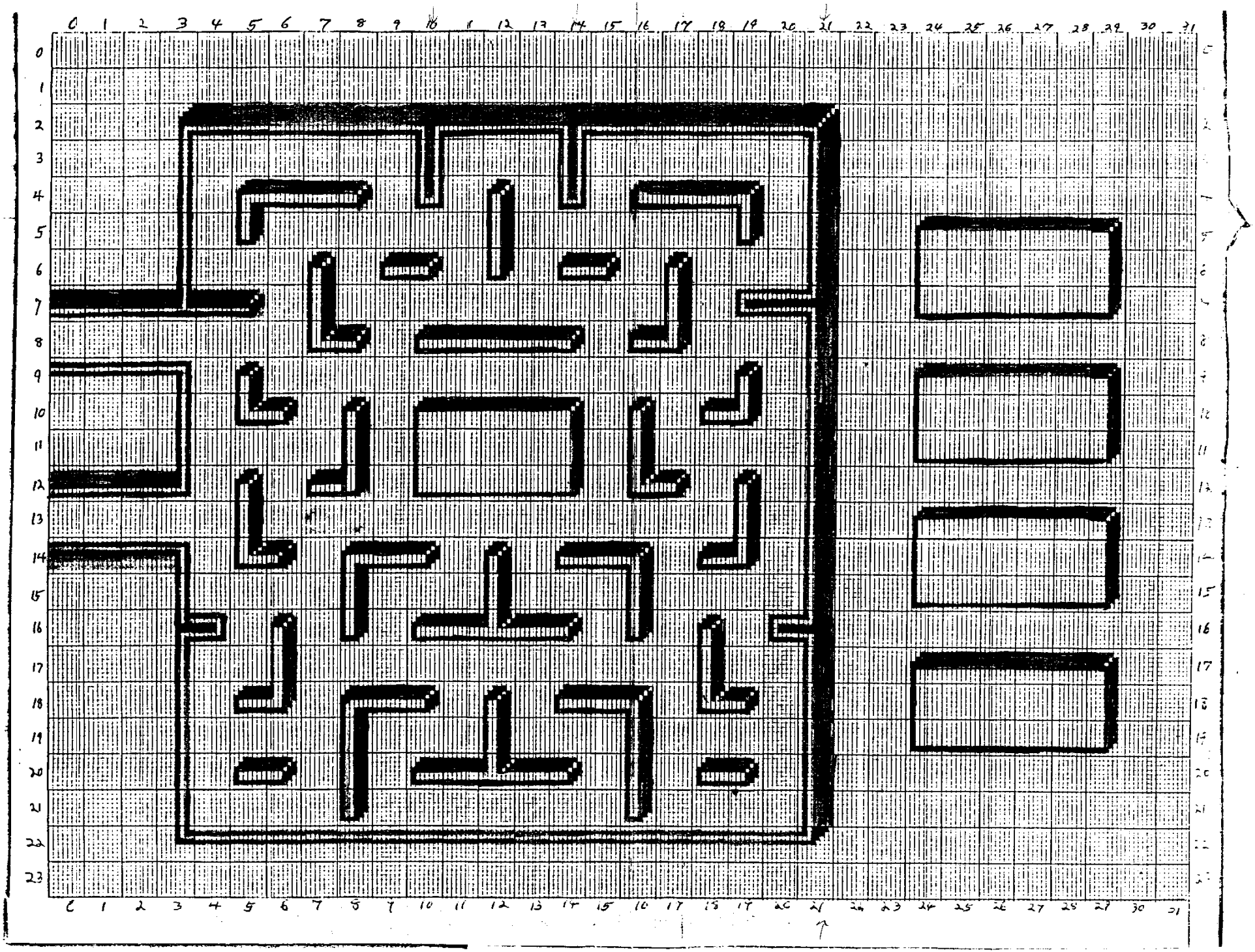
7,6 = 81 chan 76 not right

12,9 61

14 - 61 (not 72)

chan 75 + 76?

AUDIO/TONES:



LEFT