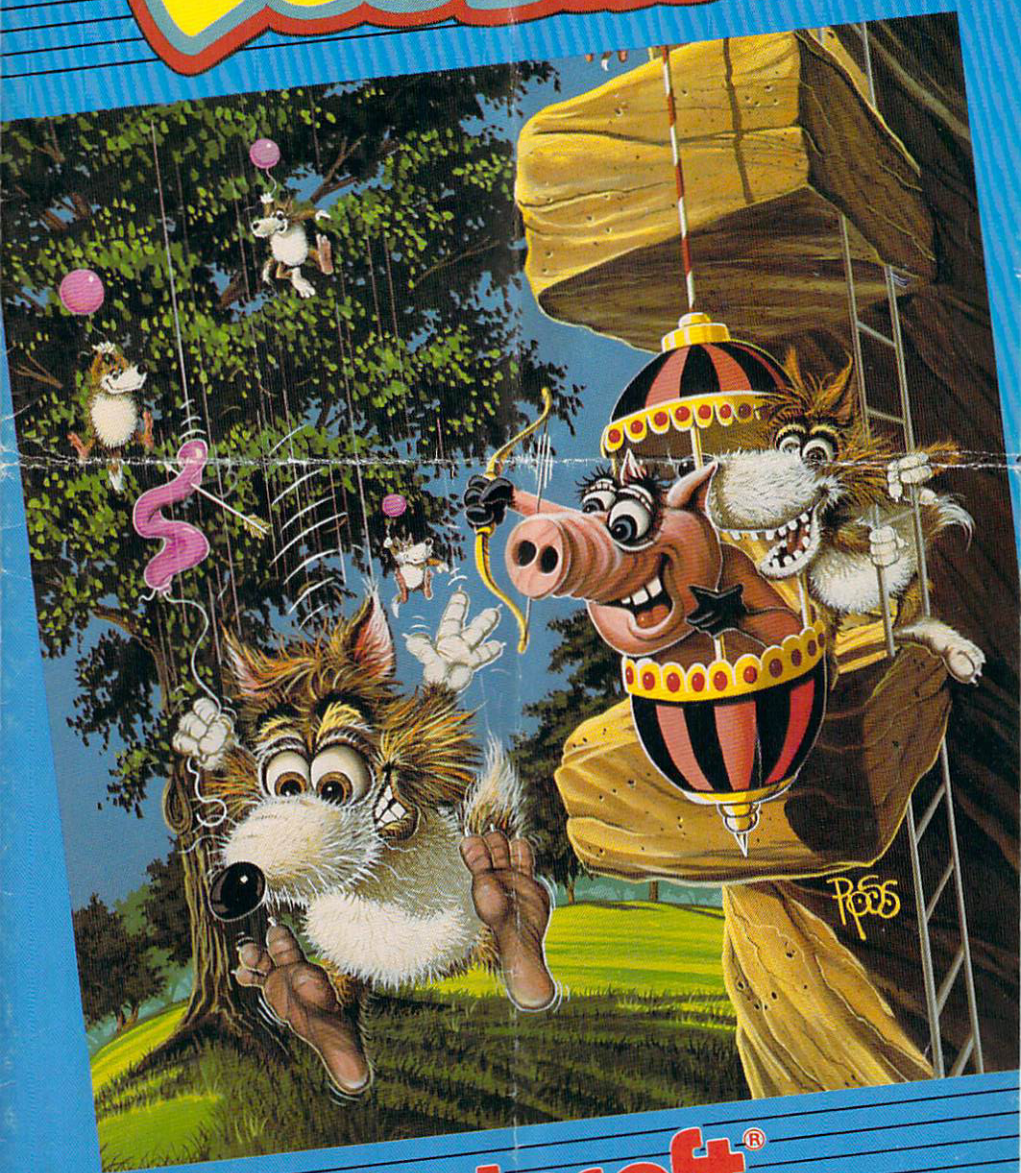# KONAMI'S

## REQUIREMENTS

- Commodore 64™ computer
- compatible cassette recorder or VIC-1541 disk drive
- TV set or video monitor
- joystick(s)

## GETTING STARTED

**DISKETTE LOADING**   Turn off your computer, remove all cartridges, and connect your disk drive to the computer. Turn on the drive, then the computer. Insert the POOYAN™ diskette. When READY appears on the video screen, type LOAD **« ✳ »**, 8,1 and press RETURN. POOYAN will now load and run automatically.

**CASSETTE LOADING**   Turn off your computer, remove all cartridges, and connect your tape recorder to the computer. Turn on your monitor and computer. Insert the POOYAN cassette (remember to rewind it if necessary). Now type LOAD **«»**,1,1 and press RETURN. When the message PRESS PLAY ON TAPE appears on the screen, press the PLAY button on your recorder. When FOUND POOYAN appears, press the COMMODORE key. The screen will go blank while the game loads. After loading, the program will run automatically.

**DEMONSTRATION MODE**   After the program is loaded into the computer from disk or cassette, the program automatically enters the demonstration mode, accompanied by the Pooyan song. You may begin play by pressing your joystick button or the f7 key.

## GAME CONTROLS AND INDICATORS

**ONE OR TWO PLAYERS**   During the demo mode, "1 UP" or "2 UP" appears in the upper left corner, indicating that the computer is set for a one or a two-player game. To change the setting, press the f3 key. To see the setting on the title page, press f3; press f3 again to change the setting. For a two-player game, connect two joysticks to your computer.

**JOYSTICK**   Move the joystick up and down to move your basket up and down the cliff face. Press the fire button to shoot an arrow or to throw your secret weapon—the meat.

**TOP LINE**   The number after "1 UP" or "2 UP" is that player's current score. The number after HI is the highest score achieved during a session of play. The number after LIVES is the number of lives you have in reserve. You start with five lives—one in the basket and four in reserve.

**FLAGS**   The number on the left-hand flag represents the number of wolves remaining in the scene. In the first round, you start with 32 wolves, and in the second round you start with 40 wolves. Each succeeding round begins with 48 wolves. The number on the right-hand flag shows the round you are on.

**PAUSE**   Press the SPACEBAR to pause a game. Press any key to resume play.

**START OVER**   Press f1 to abort a game and return to the demo.

**MUSIC ON/OFF**   To turn the background music on or off, press S.

Commodore 64™ is a trademark of Commodore Business Machines, Inc.

## POINTS

**FIRST SCENE (POOYAN'S HOME)**   Grab the meat from the cliff top for 200 points. Throw the meat, and the first wolf who lets go of his balloon is worth 400 points. (The meat can touch either the wolf or the balloon to make him let go.) The next wolf who lets go of his balloon while grabbing for the same meat is worth 800, and every succeeding wolf who lets go is worth 1,600 points. Hit an acorn or a balloon with your arrow and score 200 points. The first four wolves who land safely climb one of the ladders behind you; if a wolf on a ladder bites you, you topple out of your basket and lose a life.

**SECOND SCENE (WOLVES' LAIR)**   Some balloons float up out of pots, and they are worth 50 points. In this round, some balloons have one or two additional balloons inside! You score 200 points only when you pop the innermost balloon and the wolf falls to the ground. As in the first scene, score points for grabbing the meat at the cliff top, making the wolves let go of their balloons, and then shooting the balloons.

When five or fewer wolves remain in the second scene, the Boss Wolf appears, clutching a blue balloon. If he makes it to the cliff top, five more wolves appear. To dispose of Boss Wolf, hit him with the meat or hit his balloon several times with your arrows. Don't let seven wolves reach the top because they will push a giant rock down on you!

**BONUS SCENE #1 (AT THE WOLVES' LAIR)**   Your only weapon is the meat. Grab the meat for 200 points, and win 400, 800, and 1,600 points for the wolves who let go.

**BONUS SCENE #2**   Score 200 points for each strawberry you shoot. Shoot all the strawberries and win 5,000 points.

## STRATEGY

Skill levels change automatically. The better you get, the greater challenge you face.

You have an unlimited number of arrows to shoot at the wolves. The wolves use shields to protect themselves from your arrows. When an arrow hits a shield, it is deflected down. Use this phenomenon to your advantage when the wolves are in a vertical line.

You can deflect acorns off the top and bottom of your basket.

The meat is available at the beginning of each new scene and at other times throughout the scene. Be sure to watch for it! The meat will not appear while your basket is at the very top of the cliff. If you toss the meat and it hits a balloon without a wolf, the meat will be deflected back towards you.

Between the scene at the pigs' home and the scene at the wolves' lair, the wolves kidnap some pigs. In the second scene, you can see some of the captured pigs in the jail at the bottom left corner of your screen.

## CREDITS

GAME PROGRAMMING: Scott Spanburg
GRAPHIC ART: Kelly Day
DOCUMENTATION: Ingrid Holcomb

# KONAMI'S

# POOYAN ™

In the forest the struggle between good and evil is never-ending! Your defenseless piglets (Pooyan™) are in constant danger of being kidnapped by hungry wolves. The wolves, clinging to helium balloons, attack your home and family from the treetop above.

As the wolves float down from the treetop, they throw deadly acorns at you. Summoning every ounce of courage, you fight to protect yourself and your piglets. You travel up and down the cliff in your basket, firing arrows at the enemy's balloons. When you hurl your secret weapon – a chunk of meat – the wolves let go of their balloons in a futile attempt to grab it and they perish. But if you fail to avoid a wolf's acorn, you fall out of the basket and lose a life.

The battle continues in enemy territory – the wolves' lair! The wolves now inflate balloons, float to a cliff top, and try to push a giant rock down on you. On their way up they throw more acorns which you must dodge. Your arrows and chunks of meat must stop the wolves from getting to the giant rock!

If you can emerge victorious, you will conquer the evil wolves and save your piglets!