

LOADING THE GAME

CASSETTE VERSION: The cassette is recorded with a JOYSTICK version on one side and a KEYBOARD version on the other. Select which version you wish to play and insert the cassette in CS1. From EXTENDED BASIC enter OLD CS1 and follow the instructions on the screen. When the cursor reappears enter RUN.

PLEASE NOTE: You may have to adjust your volume and/or tone controls on your cassette recorder to ensure proper loading of the program.

DISKETTE VERSION: Place the diskette in DSK1 and from EXTENDED BASIC enter RUN "DSK1.JOYSTICK" or RUN "DSK1.KEYBOARD" for the version that you wish to play. Leave the diskette in the drive during play and it will automatically store your HIGH SCORE!

PLEASE NOTE: When operating with a DISK MEMORY SYSTEM and you DO NOT have EXTRA MEMORY, you MUST first enter CALL FILES(1) and NEW before running this program. Refer to the DISK SYSTEM operating manual for more information.

YOUR CONTROLS

JOYSTICK VERSION: Using Joystick #1, push the joystick lever to move the Garbage Belly around the screen. Use the Fire Button on Screen 2 to make him eat the letters.

KEYBOARD VERSION: Use the four Arrow Keys to move the Garbage Belly around the screen. Use the Period Key [99/4A] or the Enter Key [99/4] to make him eat the letters on Screen 2.

PLAYING THE GAME

A Garbage Belly is a lovable creature that will eat anything (if you let him). Make him eat the right things and score well as you lead him through various perils while satisfying his endless appetite. There are three different screens of fast paced action!

SCREEN ONE

There are rows of Garbage moving up and down the screen. Your job is to move the Garbage Belly around the screen, and when he gets close enough to a piece of Garbage he will gobble it up.

However, only the RED garbage is ripe, and if the Garbage Belly eats a RAW GREEN piece of garbage he will DIE! The garbage will ripen one at a time, and when the Garbage Belly eats that piece, another will ripen. If your Garbage Belly eats all of the garbage on Screen One, as it turns ripe, he will advance to Screen Two.

SCREEN TWO

Move the Garbage Belly around the screen, up and down ladders, while avoiding the arrows. To advance to Screen Three, you must make the Garbage Belly eat the letters of the word G-A-R-B-A-G-E in their proper sequence.

If the Garbage Belly gets pierced by an arrow, or if he eats a letter out of sequence, he will die, and if you have any Bellies left, return to Screen One to start all over again. Don't forget, to eat a letter you must press FIRE on the Joystick version, or the PERIOD KEY [99/4A] or ENTER KEY [99/4] on the Keyboard Version.



SCREEN THREE

Move the Garbage Belly left and right to catch the falling bombs before any one of them hits the ground. There are three separate waves of bombs for the little creature to gobble up. However, if any bomb hits the ground, the entire screen explodes and the Garbage Belly dies.

SCORING & BONUSES

On Screen One each piece of ripe garbage is worth 50 points, increasing by a value of 10 points each time you come back to this screen, to a maximum of 100 points each. A bonus will be awarded on this screen, depending on how long you take to eat all of the ripe garbage.

On Scree Two each Letter eaten in sequence is worth 50 points, increasing by a value of 10 points each time you come back to this screen, to a maximum of 90 points each. A bonus of between 2 to 500 points will be rewarded if you eat all the letters, depending on how long you take.

On Screen Three each bomb eaten is worth 10 points. If all the bombs are eaten, there will be a bonus of between 3 to 500 points, depending on how long you take.

Bonus Garbage Bellies are awarded at 3000 points, 10,000 points, and every 10,000 points thereafter, to a maximum of 3 spare Bellies.

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ACCIDENTAL ERASURE

If you happen to accidentally erase your program, return it to MOONBEAM SOFTWARE in its original package with a copy of your bill of sale and it will be rerecorded and returned to you FREE OF CHARGE.