PAPERBOY 2

Paperboy 2

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You may also reach The Software Toolworks Technical Support Department via fax, 415/883-0367.

Le vieux Manuel

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Introduction

It's early morning and the birds are singing. That familiar "TWAP!" could only mean one thing—look out the Paperboy is back! Paperboy 2 is a daredevil stunt rider with a new look, he's a boy or she's a girl! The neighborhood has changed too! The houses are more varied and there are more obstacles, such as gargoyles, ghosts, and sewer monsters. Luckily, Paperboy 2 has improved steering ability and can deliver to both sides of the street. Nonetheless, Paperboy 2 still needs help (and skill) to survive the hazards of the suburban jungle!

When the game begins, you'll see a screen that shows all the houses. The houses that belong to Paperboy 2's subscribers are white. Your score, lives remaining, and papers are shown in the upper left corner of the screen.

Score points by getting Paperboy 2 to deliver papers to subscribers' houses—those with paperboxes in front. Make sure they get their paper delivered or they'll drop their subscriptions! You also get points when Paperboy 2 breaks non-subscribers' windows. Collect bonus points by breaking non-subscribers' windows, watering the sunbather, and hassling the garbage man.

At the end of each day, beware! Paperboy 2's boss reviews his (or her) performance. If Paperboy 2 does well, he (or she) gets to wake up bright and early the next morning and make the rounds again. If Paperboy 2 doesn't make the grade, maybe she (or he) can get a job at the local fast-food joint.

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System Requirements and Installation

Paperboy 2 requires these system components:

- IBM PC XT/AT, Personal System/2, or 100% IBM compatible PC with 512 K of memory.
- A hard drive, OR one floppy drive (720 K, 1.2 Mb, or 1.44 Mb); OR two floppy drives (360 K).
- Tandy, EGA or VGA graphics adaptor.

  These adaptor resolution color graphics modes are supported:

Tandy/EGA/VGA	640 x 350, 16 colors
VGA	320 x 200, 256 colors

Paperboy 2 will support the AdLib® and Sound Blaster sound cards. If a sound card is installed in your system, Paperboy 2 takes advantge of it. If there is insufficient free memory to load the sound drivers, then you have the option of turning the sound off.

To install Paperboy 2:

1. Put Distribution Disk 1 in your floppy drive, such as **A:**.
2. Change to that drive, for example, type **A:** and press E.
3. Type **Install** and press E.
4. Follow the onscreen instructions to insert other disks in your floppy drive.

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Starting the Game

To start the game:

1. Turn on your PC.
2. Change to the directory where the program is installed, such as C:\PB.

   For example, type **CD\PB** and press E.
3. Type **PB** and press E.
4. At the title screen, either press E or a joystick button.
5. Accept the default Route or select another as follows:

   - Player 1: Press +[to highlight the field, then press =- to change Route number.
   - Player 2: Press W or X to highlight the field, then press A or D to change the Route number.
6. Accept the default action figure, Paperboy, or select Papergirl as follows

   - Player 1: Press +[.
   - Player 2: Press W or X.

   Note: You can also rotate the joystick to select the above options.
7. Press E or a joystick button to begin the game.

Two Player Option

In the two player option, Player 1 takes the first turn until he (or she) gets to the bonus round or loses all his (or her) lives, then Player 2 tries. The first player to reach the bonus round obstacle course waits there for the other player. When the other player arrives, both players appear on the screen and complete the bonus round together. Note that both players always play in the same day of the week, but on different sides of the keyboard.

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Game Controls

Keyboard

To move the Paperboy or Papergirl, use the keyboard as shown:

Action	Player 1	Player 2
Speed up the bike.	+	W
Slow down the bike.	[	X
Move the bike left.	=	A
Move the bike right.	'	D
Throw papers left.	<	1
Throw papers right.	>	2
Exit to DOS	Q C	
Toggle music on or off.	1	
Toggle sound on or off.	2	
Start the game, pause, and continue.	Pause	Pause*

*The system pause key on your PC; this varies with the keyboard.

Joystick

To move the Paperboy or Papergirl, use the joystick as shown:

Speed up the bike.	Push the joystick up.
Slow down the bike.	Push the joystick down.
Move the bike right.	Push the joystick right.
Move the bike left.	Push the joystick left.
Throw papers right and left.	Press buttons 1 or 2.

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Levels

The game has three "weeks" of seven days each (Monday through Sunday). Each week has 20 houses: 10 subscribers and 10 non-subscribers. If Paperboy 2 misses a subscriber's house, that house becomes a non-subscriber. If Paperboy 2 delivers to all of the subscribers, he (or she) can regain a former subscriber. This is called a Perfect Delivery.

Week 1: 20 small houses, a gas station, and a market.

Week 2: 10 small and 10 medium houses, a gas station, a market, a carnival, and a park.

Week 3: 10 medium and 10 big houses, a gas station, a market, a carnival, a park, a car dealer, and a mall.

In addition, there is a bonus round obstacle course at the end of each day. The obstacle course grows longer with each week. If the Paperboy (or Papergirl) crashes in the bonus round, you do not lose a life.

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Scoring

The score indicator appears in the upper left hand corner for Player 1 and in the upper right hand corner for Player 2. Line 1 shows the number of papers and lives remaining. Line 2 shows the game score. Line 3 is the breakage bonus that is added to the score while time remains in the bonus round.

The High Score Screen

If you make it into the Top Ten, you'll get a chance to put your initials on the High Score Screen. Press the Control Pad to scroll through the alphabet, and press A or B to select a letter.

Players Score

Players score points as shown below by hitting objects with newspapers.

Object	Points
Kid running across street	1000
Baby Stroller	1000
Burglars	1000
Mailbox	500
Graffiti Guy	500
Sewer Monster	500
Fat Lady	250
Bottles 250	
Subscriber's doorstep	200
Skateboarder	200
Cars and Trucks	100
Clown 100	
Vacant Lot Kids	100
Zombie 50	
Ghost 50	
Gargoyle	50
Mummy	50
Bird	50
Dogs	50
Scarecrow	50

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Breakage Bonus

Players score bonus points as shown below by hitting objects with newspapers.

Object	Points
Open car hood	300
Lawn Mower	300
Pig Roaster	300
Non-subscriber's window	200
Men with glass	200
Men with couch	200
Garbage Man	200
Old People	100
Sunbather	100
Baseball Players	100
Waiter	100

The Daily Report

After the training course, the Daily Report screen appears. If Paperboy missed any subscribers' houses (or broke their windows!), those houses flash on the screen, meaning they cancelled their subscriptions. If Paperboy made all deliveries, she (or he) keeps existing subscribers and gains additional subscribers (to a maximum of 10). When Paperboy gets through an entire week of daring deliveries, he (or she) makes the headlines of The Daily Sun and earns a promotion! Along with the promotion, the next Route Number appears. Paperboy begins the next game on that route.

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