

## POGO JOE

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### LOADING POGO JOE:

Commodore 64 disk: Turn on computer and disk drive. Insert POGO JOE diskette in 1541 disk drive. Type: LOAD "POGO JOE",8  
When READY returns, type RUN.

Commodore 64 cassette: Insert cassette into tape player. Turn on the computer. When READY appears, type: LOAD. The computer will instruct you to press PLAY on the recorder. When READY returns, type SYS2304.

### PLAYING POGO JOE:

POGO JOE is played with the Commodore joysticks. He moves by bouncing from cylinder to cylinder. POGO JOE can jump in four diagonal directions, but not directly north, south, east or west. Push the joystick in the direction you want him to go. POGO JOE cannot hop off of the cylinders. If you direct him to a place where there is no accessible cylinder, he will not move. By pressing the FIRE button on the joystick along with a direction, POGO JOE can jump two cylinders.

The object is for POGO JOE to change the colors of the tops of the cylinders. When all tops on a screen are changed, a new screen appears. This includes flash squares.

Sharing the screen with POGO JOE are creatures. They explode onto the screen as eggs, which POGO JOE can catch. The eggs will hatch into various toy monsters. Some will run away from POGO JOE, and he gets points for catching them. Others will pursue him, and he will explode if they catch him. Still others can be caught by POGO JOE, but will change cylinder tops back to the original color as they jump around.

Transport tubes (black cylinder tops) will teleport POGO JOE to another transport tube and back. If more than two tubes exist, the destination is random. Flash squares (green flashing tops) will vaporize all toy monsters on the screen when POGO JOE jumps on them.

All monsters and eggs are worth 250 points. This includes monsters killed by the use of flash squares. Bonus POGO JOE is given for every 5000 points.

The first screen of Pogo Joe allows you to structure the game. The following options are available:

Number of Players	1 or 2
Number of Joysticks	1 or 2
Standard Game	Yes or No
Screen Tour	Yes or No      Allows you to see all 64 screens
Starting Wave	Choose any screen, 1-64
Pogo Speed	0-6 (0 is fastest)
Monster Speed	0-6 (6 is slowest)
Monster Double Jump	Yes or No      'Yes' allows monsters to jump two cylinders

You can change Pogo's speed during a game by typing a number, 0-6, between waves. To pause the game, press the R/S key. Hitting the key again will continue the game. To restart the game, hold down the R/S key and then press the RESTORE key.

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