

When the first wave of robots hit the bridge you were having lunch. By the time you climbed into your chopper and reached the gorge, the damage was done: The bridge was shattered. That was about the time the radio started squawking about incoming enemy craft.

Your silos are empty, awaiting three interceptor missiles that had just been prepared for launching. They are loaded on trains on the other side of the gorge, unable to get across the damaged bridge. Your job is to repair the damage and set the launch computer.

Simultaneously, the enemy's robots have penetrated the building complex in an attempt to sabotage the computer. If you don't stop them, saving the bridge would be pointless!

Minit Man requires a joystick to play.

Animation created
with
The Graphics Magician™



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830 4th Ave.
Geneva, IL 60134
(312) 232-1984

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MINIT

Designed and programmed for
the Apple by Greg Malone

MANTM

Commodore 64 version
by Tom Becklund



APPLE VERSION

Controls

Minit Man must be played with a joystick.

ESC—Pauses the game.

S—Toggles the sound.

CRTL-R—Restarts the game.

Pushing either joystick button will start a new game after the previous one is over.

During helicopter flight, the controls are:

Joystick—Controls movement of helicopter.

Button 0—Fires cannons on helicopter.

Button 1—Rotates helicopter for direction changes.

Buttons 0 & 1 (simultaneously)—Releases any bridge piece you are carrying.

The controls outside of the helicopter are:

Joystick—Controls the movement of Minit Man, and also makes him duck if pulled downwards. Ducking is useful for avoiding enemy fire. To move up or down the elevators at the end of each corridor, you must push the joystick diagonally.

Button 0—Fires pistol in the direction that you last moved.

Button 1—Makes Minit Man jump. Useful in avoiding mines left by destroyed robots.

Scoring

Each hit on a robot scores 2 points, and causes it to mutate to a new form. Destroying a robot scores a 4 point bonus, for a total of 10 points per robot.

Replacing a bridge part scores 10 points.

Successfully launching a missile scores 50 points.

THE MISSION

Your objective as Minit Man is to load and launch three missiles before time runs out — or you are destroyed by enemy robots. The missiles will be automatically loaded one at a time, once the bridge has been repaired. A train will carry the missile across a gorge to the silos. When a missile has been loaded into a silo, you must leave the helicopter, enter the building, and reach the launch computer on the ground floor in order to fire a missile. Should you manage to launch three missiles, you will then move on to the next level. But remember, there is a limited amount of time to accomplish your goals, and if time runs out . . .

BUILDING THE BRIDGE

To pick up the trusses (angled bridge pieces) or beams (straight bridge pieces), you must fly your helicopter to the rightmost screen, where the parts supply is located. Once you are low enough to pick up a spare part, your electro-magnetic winch will automatically lower. To pick up a bridge piece, simply touch it in the center with the winch. You will hear a beep when the piece is secured. You must then take that piece to the leftmost screen and place it on the bridge. When you have the piece properly positioned, release it. If it is in exactly the right place, it will remain on the bridge, otherwise it will plummet into the chasm!

Once the train has crossed the bridge and a missile has been successfully loaded into one of the silos, you must land your helicopter either on top of the building in the middle screen, or on the landing pad on the lower part of the building shown on the rightmost screen. After you have landed, moving the joystick will bring your man out of the helicopter.

ROBOTS & MINES

The enemies in Minit Man are robots. They enter in the middle screen and then decide whether to attempt to reach the launch computer in the building, or go to the bridge and knock off a piece. There are two ways that you can defend your computer — either by shooting them through the windows, or by landing your helicopter and entering the building yourself. At first they will focus on the computer, but once the bridge has been repaired they will head for it instead.

A maximum of three robots can be on the screen at once. You can shoot the robots, but they don't die easily. Each time you hit one, it mutates to another form. Three hits will take care of them, but even then they can cause trouble. Destroying a robot in the building leaves a mine in the hallways. This mine will explode on contact, causing a robot to mutate, or destroying you!

(over)

POWER PILLS

Should your Minit Man be destroyed by a robot inside of the building, he will leave a green Power Pill on the spot. If another Minit Man runs over the pill, his speed will temporarily be increased. Should a robot hit the pill, it will lose its ability to shoot at you and will turn blue.

TIMER

There is a timer located at the bottom portion of the screen. This tells you how much time you have, in minutes, before the enemy's craft arrives and you are destroyed. To avoid this unpleasant occurrence, load and launch a missile before the timer runs out.

If you complete this mission, you have to launch another missile, and you are given even less time to complete your mission. Each round gives you one minute less than the one before.

Once you have managed to successfully load and launch three missiles, then you will move to level 2. The timer is set back to its maximum value again, but the robots will attack more often. In the Commodore version, you will be awarded an extra Minit Man after completing each Level.

MINIT MAN COUNTER

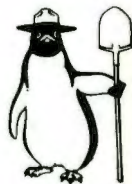
The number of lives you have remaining is shown graphically at the lower left corner of the screen.

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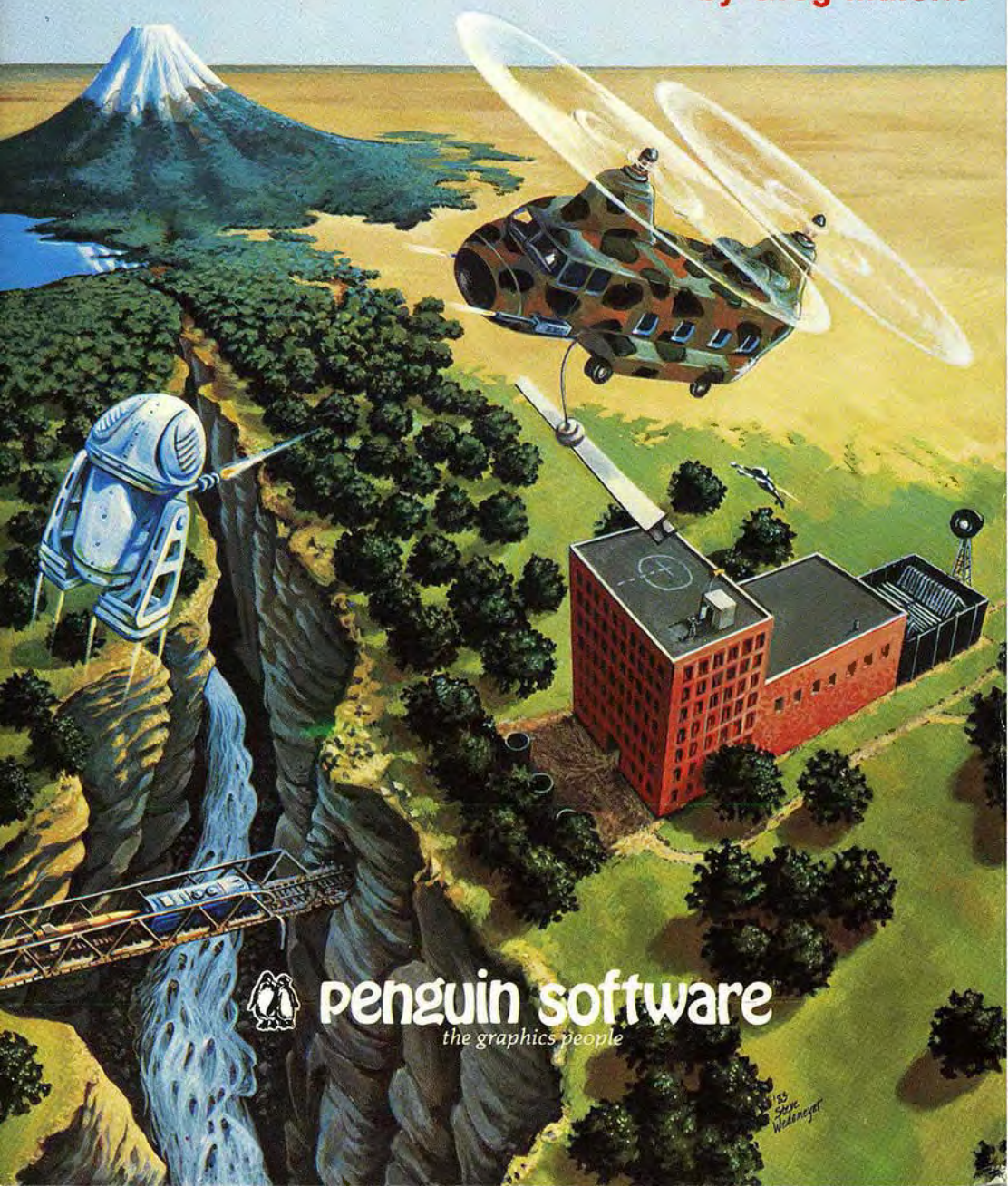
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MINIT MAN™

by Greg Malone



penguin software
the graphics people

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