

SNOUT OF SPOUT



Games to remember from

**INTRIGUE
SOFTWARE**

Object of game

Walk a Snout through Oggie orchards collecting Oggie as he goes. Do not let your Snout get caught by Weavils. Snouts can climb ladders or slide down poles. If your Snout successfully collects all the Oggie before the timer runs out he may leave the orchard by climbing through the exit at the top of the scene. The exit leads to the Drabes caverns where Snout must survive pouncing Spiders and Drabes bombs for a fixed time that gets longer on each successive go. Two chances are given, if successful Snout gets a bonus life. Each time Snout is caught by the weavils he loses a life. The Snout is reborn by a painful injection of serum.

Controls

At the start of the game you may select

KEYBOARD or JOYSTICK 1

JOYSTICK 1

WALK SNOUT RIGHT. RIGHT
WALK SNOUT LEFT LEFT
CLIMB LADDERS FORWARD
JUMP. FIRE

KEYBOARD

WALK SNOUT RIGHT. L
WALK SNOUT LEFT A
JUMP. Q
CLIMB P

Snouts slide down poles by carefully jumping or walking onto them. The game may be ended when Snout is in an orchard by holding down key 5.

Skill levels

Two are offered. There are twice as many creatures to avoid on level 2.

When playing at level 1 if all five orchards and five caverns are successfully negotiated the game continues automatically on level 2.

Hall of Fame

If more than 999 points are scored you may enter the Hall of Fame.

Playing tips.

It may be easier to collect some Oggie or avoid the Weavils by sliding down the poles.

Scoring

Screen * Each Oggie * All Oggie * All Oggie * Completing Cavern
Level 1 * Level 2

1	*	10	*	300	*	400	*	500
2	*	20	*	500	*	600	*	700
3	*	30	*	700	*	800	*	900
4	*	40	*	900	*	1000	*	1100
5	*	50	*	1100	*	1200	*	1300

Loading

Connect a cassette recorder to your TI-99/4A Computer according to the Texas Users Reference Guide.

1. Insert an Extended Basic cartridge into the cartridge slot.
2. For stereo recorders use the left channel.
3. Ensure the tape is fully rewound.
4. Select EXTENDED BASIC mode.
5. Set the volume over half and the treble at maximum.
6. Enter OLD CSI and wait until the program has loaded.
7. If NO DATA FOUND appears on your T.V. monitor Increase the volume setting.
8. If ERROR IN DATA appears on your T.V. monitor Clean the tape head or try the recording on side two of the cassette.
9. When DATA OK appears on your T.V. monitor press ENTER, when the curses flashes type RUN then press ENTER. Set the ALPHA LOCK key UP.



If you are using a pirate copy of any Intrigue game we hope it jams your tape recorder.

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Reworked by:

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