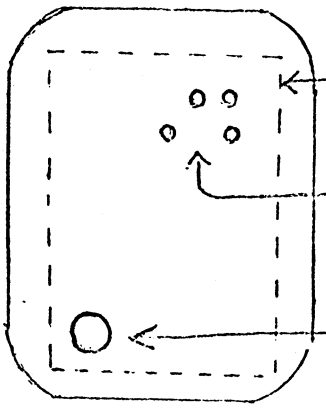
SNARF

START AT 1700!

SET DATA SWITCHES AT 144444
SET ADDRESS SWITCHES AT 000000
PRESS START.....STOP BY FLIPPING DATA SWITCH 0



IF THE TIGER IS POSITIONED OVER (OR A SPECK TO THE LOWER LEFT OF) THE PREY, THE PREY DISAPPEARS & THE TIGER ABSORBS ITS MOMENTUM.

THE CURSOR CONTROL ARROWS ← ↑ → ↓ CONTROL THE VELOCITY OF THE TIGER.

EACH ADDS A CONSTANT AMOUNT TO THE VELOCITY IN ITS OWN DIRECTION. AFTER BOUNCING OFF THE INVISIBLE BOUNDARY THE TIGER IS STUNNED. FOR ABOUT TWO SECONDS THESE ARROWS ARE COMPLETELY INEFFECTIVE, FOR THE NEXT TWO SECONDS THEY CAUSE ONLY VERY WEAK ACCELERATIONS, THEN FULL IMPULSE STRENGTH IS RESTORED. THE SPACE BAR FUNCTIONS AS A BRAKE AND IS UNAFFECTED BY BOUNCING. A CR HALTS ALL MOTION AND REINCARNATES DEVOURED PREY.

THE PREY ALWAYS ACCELERATE STRAIGHT AWAY FROM THE TIGER, THE ACCELERATION IS NEGLIGIBLE UNTIL THE TIGER COMES QUITE NEAR.

THE PROPORTIONALITY CONSTANTS FOR ELASTICITY OF THE BOUNDARY, STRENGTH OF BRAKES, MAXIMUM VELOCITY OF PREY, REPULSIVENESS OF THE TIGER, AND IMPULSE STRENGTH OF THE CURSOR CONTROL ARROWS, ARE READ FROM THE DATA SWITCHES TAKEN IN GROUPS OF THREE.

DATA SWITCHES

1 2 3 ELASTICITY	4 5 6 BRAKES	7 8 9 MAXIMUM VELOCITY OF PREY	10 11 12 REPULSION OF TIGER	13 14 15 MAGNITUDE OF CHANGE IN VELOCITY (IMPULSE STRENGTH)	GAME
Contents of 1,2,3 divided by 4 equals elasticity Set elasticity at 1, by setting these switches at 4	Contents of 4,5,6 divided by 8 equals fraction of velocity lost per space hit Any non zero value	1 or 2	4	NON ZERO	QUICK KILL
		7	7 Change to zero after prey are moving fast	NON ZERO	BLIND PREY
		1 or 2	4 - 7	1 - 4	SLOW & SMOOTH PATH
		7	7	7	FAST ACTION *
		7	7	NON ZERO	MAXIMUM DIFFICULTY *
	NON ZERO	1 or 2	4 - 7	0	CAUTION, NO IMPULSE AFTER BOUNCE
	0	1 or 2	4 - 7	0	EXTRA CAUTION, NO BRAKES

* In the fast games, the only way to make capture is to come up from behind. Wait in a corner until tiger is behind a prey. Come up fast try to get identical trajectory. A chance for a capture is worth a bounce in these games.