

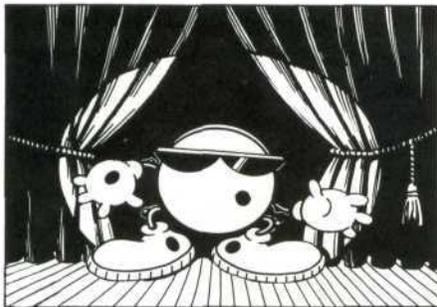


**THE COMPUTER GAME!**



**INSTRUCTION BOOKLET**

## SPOTLIGHT ON SPOT



Who is Spot? He's that ultra-cool, wild and unpredictable 7UP character whose crazy antics have been stirring up excitement on television screens throughout America.

Prepare yourself to get down and boogie with those mischievous and totally fun-loving characters because now Spot has party-hopped to your very own computer screen.

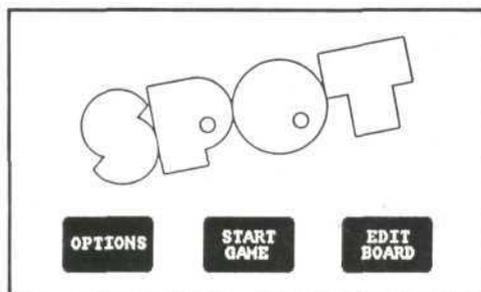
See Spot as he travels across a play board that you can custom-design.

Now, see if you can outwit these little pranksters with some slick moves of your own!



## GETTING STARTED

After you have installed the SPOT on your computer (please see the reference card for your computer), you will see the following screen:



1. If you are alone and want to play the computer, you can use the QUICK START OPTION.

**QUICK START:** To skip the Option and Edit menus and start the game, move the hand to Begin Game and press FIRE. The game begins and you are automatically in control of the red game pieces and your opponent is a level 1 computer player in charge of the green game pieces.

2. To play on the full 49-square play board, you don't need to go into the Edit Board menu. Move the hand in front of either OPTIONS or START GAME and press FIRE.



## EDIT BOARD INSTRUCTIONS

To change the board layout, move the hand to Edit Board and press FIRE.

**COMPUTER-EDIT A SCREEN:** When you see the play board, move the hand to SHAKE and press FIRE or press S, to cycle through the 512 pre-programmed play boards. You don't need to cycle through all the play boards if you don't want to—when you have found the play board you want, stop pressing FIRE or S.

**CUSTOM-EDIT A SCREEN:** Move the hand into the square(s) you wish to add or delete and press FIRE. Except for a circular area in the center of the play screen and the four corner squares, any square may be added or eliminated by moving the hand into the square you want to alter and pressing FIRE.

If you would like to custom-edit a board that is evenly balanced on all sides, move the hand to SYMMETRICAL and press FIRE.

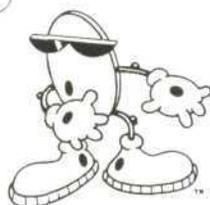
To undo your changes and return to the original 49-square play board, move the hand to UNDO CHANGES and press FIRE.

When you have chosen the play board you want, move the hand to EXIT and press FIRE.

## SELECT OPTIONS



To go into the option menu, you must move the hand to OPTIONS and press FIRE. Once the Options menu is displayed, you can move the hand around the screen by moving the mouse, arrow keys or joystick in the appropriate directions.



## OPTION SCREEN INSTRUCTIONS

1. **SPOTS OR PIECES:** If you move the hand to the drawing of Spot in the center of the Options menu and press FIRE, you can choose to play with Spot or just the regular game pieces. When the background in the drawing is dark, Spot is deactivated and when the background is light, Spot plays. Don't worry about hurting Spot's feelings—he won't mind a little vacation. Gameplay is exactly the same whether you use Spot or not.
2. **PLAYER TIME LIMIT:** This selects the length of time allowed for a player to complete a move.

Choosing the player time limit requires the same method for all four of the player selection squares. Change the timer by moving the hand to the "No Timer" area of the player selection squares.

Press FIRE to cycle through the following choices:

No timer  
5 seconds  
10 seconds  
20 seconds  
30 seconds  
40 seconds

Stop on the time limit you want. Move the hand to another option or return to the opening screen by moving the hand to EXIT and pressing FIRE.

How about an example of how this option effects gameplay? No problem. If, for instance, you select the 5 second clock and fail to complete a move in that time, you forfeit your turn.

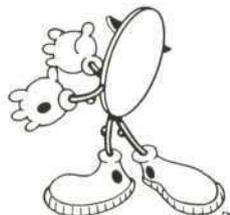
### 3. GAME TIME LIMIT:

Unlike the player time limit, this option allows you to select total game time; that is, to select how much time the entire game will take to complete.

To select the game time limit, you must move the hand to the time clock square (in the center of the Options menu, to the left of the word EXIT).

Press FIRE to cycle through the following choices:

No clock      5 minutes  
1 minute      7 minutes  
2 minutes      9 minutes  
3 minutes



Stop on the time limit you want. Move the hand to another option or return to the opening screen by moving to EXIT and pressing FIRE.

#### 4. CHOOSING PLAYERS:

Choose 1 to 4 players, human or computer or a mixture of both. When you first enter the option screen, it will be set up for one human player vs. one computer player. The four corner boxes correspond to the four starting corners on the playing board.

The human player is represented by a picture of a man. The computer player is represented by a computer circuit board.

#### PLAYER 1

Move the hand to top left corner player selection square. This square is automatically set on human player as indicated by the picture of a man. Press FIRE to cycle through choices to select a computer player (shown by a computer circuit board picture).

**HUMAN PLAYERS:** Human players must select which control device they will be playing with in the square directly beside the picture of the man. Press FIRE to cycle through choices of joystick, mouse or keyboard controls. Stop pressing FIRE once a picture of the control device you plan to use is displayed. **NOTE:** Commodore 64 users must always select a joystick.

**COMPUTER PLAYERS:** If you select a computer player in the top left corner square, you must also select a skill level of 1-5 for the computer player, 1 being the least difficult and 5 being the toughest. You do this by moving into the square directly beside the picture of the computer circuit board.

Press FIRE to cycle through levels 1 - 5 of difficulty.

Whether you have selected a human or computer player in the top left corner, the game piece in this corner will always be red.

#### PLAYER 2

Next, move the hand to the top right corner player selection square. This square is automatically set on a computer player. Press FIRE to cycle through choices to choose either a human player or a computer player.

To select the control device for a human player, please see information listed under HUMAN PLAYER in the PLAYER 1 instructions.



To select the skill level for a computer player, please see information listed under COMPUTER PLAYER in the PLAYER 1 instructions.

The game pieces for the player (human or computer) in the top right corner are always green.

## PLAYER 3 OR 4

To activate the players in the lower right and lower left corners, move the hand into the player selection squares and press the FIRE 2\* button and then press the regular FIRE button to cycle through choices for human or computer player as described under PLAYER 1 and 2.

Player 3 is responsible for the blue game pieces in the lower right corner and Player 4 is in charge of the purple game pieces in the lower left corner.

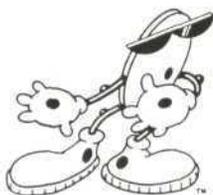
**\*NOTE FOR COMMODORE 64 USERS:** Instead of using FIRE 2 button, just move to the edges of the lower corner squares and press the regular FIRE button. Pressing one FIRE button will allow you to cycle through choices of human, computer (with skill levels of 1-5) or no player.

## 5. EXTRAS

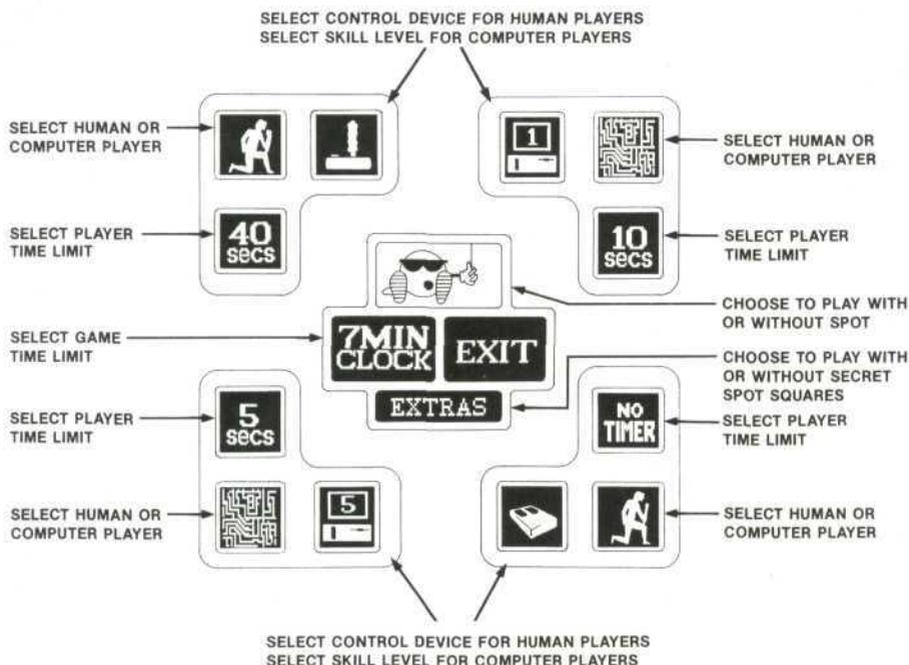
The EXTRAS square allows you to switch Secret Spot Squares off or on (Please see section marked SECRET SPOT SQUARES in the following pages).

If you wish to de-activate the square, move the hand to the center of the Options menu to the word EXTRAS and press FIRE until the background is a dark blue. The Secret Spot Squares are activated when the background is green.

When you finish choosing all player selection options and time limit options, move the hand to the word EXIT in the center of the screen and press FIRE. You can exit at any time to return to the opening screen.



## OPTIONS SCREEN SUMMARY



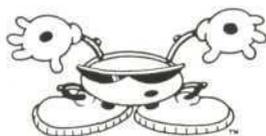
## PLAYING THE GAME

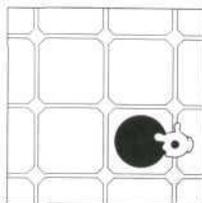
**GOAL (All levels):** Move Spot around the board to fill as many squares with your color game piece as possible. The winner is the player with the most game pieces after the whole board has been filled.

### TAKING A TURN:

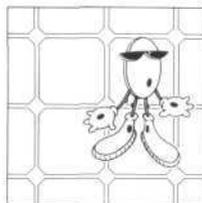
Players take their turns in a clockwise fashion, starting from the top left corner.

Spot won't let human players forget when it's their turn. He stands by the score in the corner of whoever needs to move next. The computer players automatically take their turn without being prompted by Spot.

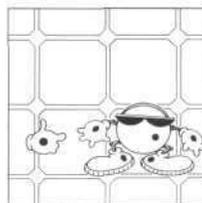




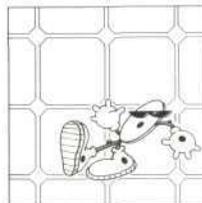
MOVE HAND TO ANY SQUARE OCCUPIED BY ONE OF YOUR PIECES



PRESS FIRE TO ACTIVATE YOUR PIECE



PLACE HAND IN THE SQUARE YOU WANT TO MOVE TO



PRESS FIRE AGAIN TO SEE SPOT MOVE

### MOVING YOUR SPOT:

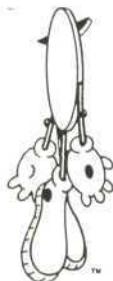
On your first turn, move the hand to any square occupied by one of your pieces. Pressing FIRE activates your piece and now you're ready to move. You can move in any direction: backwards, forwards, sideways or diagonally. You can move to any adjacent empty square or skip a square in any direction. Once you have positioned the hand in the square you want to move to, press FIRE to move your piece.

NOTE: YOU CANNOT MOVE INTO A SQUARE OCCUPIED BY ANOTHER GAME PIECE.

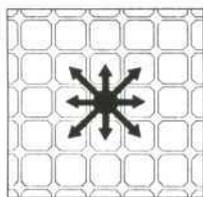
The purpose of the game, aside from having a good old time with the SPOT, is to have your game pieces take over as many squares as possible.

This game is full of hidden strategy. Play a practice game to see what moves are possible and try some of these:

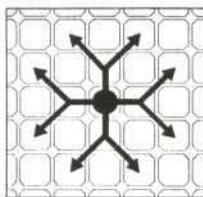
1. CLONE: If you move your piece into an empty adjacent square, you will duplicate your piece by one.
2. CAPTURE: If you move your piece into an empty square that is bordered by any of your opponents' pieces they will change to your color.
3. SKIP: You may skip over one square (empty or occupied) by moving one of your pieces in any direction. But, if you skip over a square you are only moving your piece, not cloning it. This leaves an empty space in the square you started from, so be careful! However, you still capture all your opponents' pieces around the square you skip to.



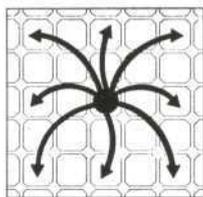
4. **SIDE SKIP:** You can also “Side Skip” by moving two squares. You will leave an empty space behind you. However, any of your opponents' pieces bordering on the square you have just entered will become clones of your game piece.



CLONE



SIDE SKIP

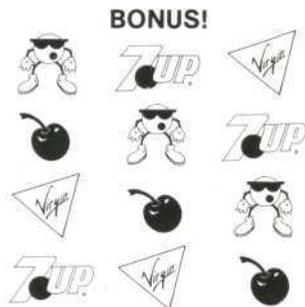


SKIP

### SECRET SPOT SQUARES

Sometimes you may land on a square and the screen will light up with the word “BONUS”. Congratulations! You have found the Secret Spot square.

The BONUS screen looks like this:



The idea is to stop the reels with three of the same pictures along the middle line. It's trickier than it looks.

The first press of the FIRE button will stop the left reel from rolling, the next press of the FIRE button will stop the middle reel and the final press of the FIRE button will stop the right reel.



If you line up three of the same pictures, you win one of the following bonuses:



— A FREE TURN!!!



— 7 EXTRA SECONDS (IF YOU HAVE A TIMER ON)



— A FREE MOVE BY ANY OF YOUR PIECES TO ANY FREE SQUARE



— SWAP PIECES WITH ANOTHER PLAYER!

When you are returned to the playing board, point to one of your opponent's game pieces and press FIRE to swap pieces with that player. Select one of your own pieces and press FIRE if you do not wish to swap.

## STRATEGY OR HOW TO READ SPOT'S MIND:

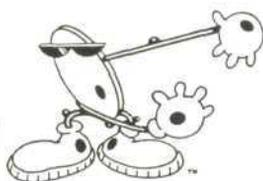
Although moving Spot around the play board is easy enough, learning to plan 2 or 3 steps ahead is a challenge. The game moves fast and furiously and a player who is behind can catch up quickly. It's anyone's game until the last square is taken.

## SUPER SPOT TACTICS:

1. Play defensively by moving to adjacent empty squares instead of skipping over empty or occupied squares. This way you are able to clone your game piece without leaving a gap behind you.
2. Look for gaps left behind by your opponents; move in and capture their game pieces.
3. Your purpose is to capture as many of your opponent's game pieces while losing as few of your own as you can. Although you cannot possibly protect all your pieces from capture, by planning ahead one or more moves, you can build up certain areas and cut down on your losses.

## SPOT STRATEGY NOTES BY THE AUTHOR

Whilst writing Spot, I had the opportunity to play the game a few thousand times. In the notes below, I have tried to pass on some of my ideas on winning at the game.



## START OF THE GAME

In the first few moves, never jump. Instead, I suggest you build up a "power base" you can operate from. This is the most important part of the game in many ways. From the shape of this initial power base, your middle game is determined.

## MIDDLE OF THE GAME

Over the weeks of playing, I have started to realize that much of Spot is shape driven. For example, a 2 x 2 group of pieces is easily defendable, but take away one of those 2 x 2 pieces to form an L shape, and you have something which is quite indefensible. Trying to build up bases of squares is always a good way to get a "power base" all the way across the board.

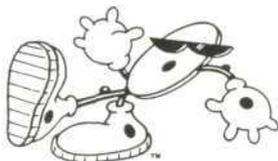
The most obvious point is to "look before you leap." Are you leaving a space wide open for attack? Will your move allow for your opponent to gain even more points than you captured making it? For example, you could make a move in which you capture eight pieces. Not bad, huh? But if you jumped from a square that left eight of your pieces open, then there has been no gain. Even worse, you can often lose from positions like this.

Another point is to watch that you are not being surrounded or closed in. As in Go, Spot is quite territorial. If you lose control over part of the board, the opposing players can force you to forfeit a turn, or worse still, jump into a position that gives many of your pieces away.

## END OF THE GAME

Toward the end of the game, (when less than 10/ of the board is free) one square moves, rather than jumps, are worth more if you are winning. If you are losing, risk everything, jump around the board causing confusion, it's probably your only chance!

Remember. Keep your eye on the Spot!



## CREDITS FOR SPOT

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