

DEBBA'S BIRTHDAY

On November 24 I tried to bake a birthday cake for Debba but it didn't turn out and so did the second one, so I made the computer eat them. So "DEBBA'S BIRTHDAY 1.0 C3" was born.

Two or four players can play this game.* Each team tries to destroy the other teams's birthday cake by firing its candle at the other cake. It takes four hits to destroy a cake. (I think I overdid the molasses.....or maybe I baked it too long).

* If 4 people play one should control the candle and one the cake for each team.

Here is how the keyboard controls the cake and candles.

<u>KEY</u>	<u>FUNCTION</u>
CR	start over
l	shift top cake into neutral
Q	shift top cake into next gear
A	steer top cake left
Z	steer top cake right
X	turn top candle left
C	turn top candle right
D	fire top candle
V	elevate top candle
B	lower top candle
M	shift bottom cake into neutral
,	shift bottom cake into next gear
.	steer bottom cake left
/	steer bottom cake right
XMIT	turn bottom candle left
5 (function)	turn bottom candle right
PAGE XMIT	fire bottom candle
4 (function)	elevate bottom candle
TAB	lower bottom candle

DEBBA'S BIRTHDAY CONTINUED

The data switches also offest the game.

<u>BITS</u>	<u>SETTING</u>	<u>RESULT</u>
0	0	PDS-1 sleeps after big meal
	1	PDS-1 plays
1-2	0	candle loader has bad hangover
	1	candle loader ate to much
	2	candle loader O.K.
	3	ace candle loader
3-4	0	ace candle controller
	1	candle controller O.K.
	2	candle controller is new
	3	candle controller was at same party as candle loader
5-6	0	cake running on watered down Mother Bay State gas
	1	regular gas
	2	Super Shell
	3	Wagner tinkered with cake engine and Parsons slipped a little something under the icing
7-9	0 7	increasing cake steering increment
10-12	0 7	decreasing candle elevating lowering factor
13-15	0 7	increasing candle pointing increment

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