Action Games

ACTION GAMES

Dodge Ball
Heebie-Geebie
Racer
Spool
Mouser
Criss-Cross

HP 86/87
92248 DA

hp **HEWLETT PACKARD**

ACTION GAMES

CRISS-CROSS
DODGE BALL
RACE
HEEBIE-GEEBIES
SPOOLS
MOUSER

by Everett Kaser

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HP Computer Museum
www.hpmuseum.net

For research and education purposes only.

TABLE OF CONTENTS

INTRODUCTION

Computer Museum

ACTION GAMES is designed to turn your desktop into an amusement center. It contains the following six arcade-style games:

- **Criss-Cross**   a target-shoot game that involves you in a fight to the death with enemy space ships.
- **Dodge Ball**   an avoidance game with three speeds to challenge your reflexes.
- **Race**   an obstacle course to test your nerve and navigational skill at fast, faster and disaster!
- **Heebie-Geebies**   a chase game that pits you against constantly increasing waves of Heebies and Geebies.
- **Spools**   a jump game requiring coordination and timing.
- **Mouser**   a 'maneuver-the-maze' game in which you try to find the cheese and avoid the cat and mouse who are tracking you.

The easiest way to learn to play any of the games is to first scan the instructions, then load the game and play it a few times. Once you have a 'feel' for the mechanics of play, go back and read the instructions more carefully for a better understanding of the game's object and method of scoring.

All you have to do to start playing is load the program and select your game. ACTION GAMES is self-loading if the disc is in the default drive when you power up your HP 86/87. If the machine is already on, insert the disc in the default drive, and:

1. Press [SHIFT]/[RESET]
2. Type LOAD "Autost" [END LINE]
3. Press [RUN] or type RUN [END LINE]

CRISS CROSS	RACE	DODGE BALL	HEEBIE	SPOOL	MOUSER	exit

If you select a game immediately, you will bypass the title screen display. Press [KEY LABELS] if you need to redisplay the softkeys while the title screen is running.

To exit all the single-player games, simply press [KEY LABELS], then the 'Other Keys' softkey. To exit Mouser-for-Two, press [SHIFT]/[RESET].

GET READY...GET SET...GO! !

MAKING A BACK-UP COPY

Since you have only one copy of ACTION GAMES, you need to make a back-up copy in case the original Master Disc is lost or damaged. Under copyright laws, you are allowed to make one, *and only one*, copy of the program Master Disc, for your own personal use.

To make a back-up copy you will need:

- **Your ACTION GAMES Master Disc.**
- **A blank disc, initialized for the HP 86/87 (refer to your HP 86/87 manual if you need information about the INITIALIZE command).**
- **The HP 86/87 demo disc, with BACKUP utility (if you have a single disc drive).**

Follow the steps below to make your back-up copy.

WITH A DUAL DISC DRIVE

1. Insert the Master Disc in Drive 0 (the default drive).
2. Insert the initialized blank disc in Drive 1.
3. Type: `COPY''`<source MSUS>`''TO''` <destination MSUS>`''` [END LINE].
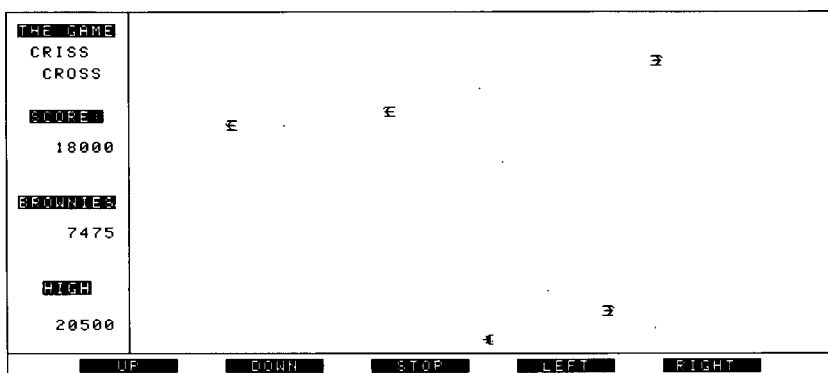   **Example** `COPY '':D700'' TO '':D701''`
4. Press [RUN].

When the copy process completes, remove your back-up disc from the drive and store it in a safe place.

WITH A SINGLE DISC DRIVE

1. Insert your HP 86/87 demo disc in the default drive.
2. Type: `LOAD ''BACKUP''` [END LINE].
3. Press [RUN].
4. When prompted by the system, remove the demo disc from the drive and insert the program Master Disc.
5. Press any key to start the back-up process.
6. When prompted by the system, remove the Master Disc from the drive and insert a new disc (it does not have to be initialized).
7. Press any key to complete the back-up process.

When the copy process completes, remove your new back-up disc from the drive and store it in a safe place.

CRISS-CROSS

```
┌──────────────────────────────────────────────────────────┐
│ THE  GAME                                                 │
│   CRISS                                           ⇥        │
│   CROSS                                                    │
│                                                           │
│ SCORE:              ⇤           ⇤                          │
│   18000                                                   │
│                                                           │
│ BROWNIES                                                  │
│   7475                                                    │
│                                                           │
│ HIGH                                              ⇥        │
│                                                           │
│   20500                                    ⇤              │
├──────────────────────────────────────────────────────────┤
│    UP         DOWN         STOP        LEFT       RIGHT    │
└──────────────────────────────────────────────────────────┘
```

This is a space game, a shoot- 'em-up game, a game of
nimble fingers and quick reflexes. It requires a little bit
of strategy and a whole lot of fast, furious and fancy
finger flexing.

You control a space ship that can move up and down in
the center of the screen and can fire to the left or right.
Your opponents are old, decrepit rust-buckets that have
a tendency to dive at you, from the left and the right,
in a suicidal run. Your score increases when you shoot
down an opponent.

5

GET READY...

The first display you see contains a brief description of the game. Press the 'CRISS-CROSS' softkey to move on to the game display. (If you press any key other than a softkey in the first display, you will stop the game. You can begin again by pressing [RUN].)

OTHER GAME			CRISS CROSS			

The left side of the display contains information about the current game, and your previous high score during this session of play. The rest of the display is the playfield, where you will be fending off up to four enemies at the same time as they move up, down, left and right.

GET SET! !

The scoreboard at the left of the screen keeps track of the action, displaying a running count of your current Score and Brownie Points. It also shows your previous high score for this session of CRISS-CROSS.

You score points by hitting enemy craft with your shots. You earn 500 points for each enemy you destroy.

Each game begins with a zero score and 1000 Brownie Points. Your score never decreases, but your Brownie Points do. Each time you destroy an enemy ship the 500 points is added to both your score and your Brownie Points. However, **you lose five Brownie Points each time you fire, and 2000 Brownie Points each time your ship is destroyed.** Run out of Brownie Points and the game is over.

At the start of the game you must shoot at least three of the enemy before they hit you, or the game ends immediately. Since you start with 1000 Brownie Points, it takes only two enemy ships to get up to 2000 — except

6

that you have to fire at least twice at a cost of five points a shot in order to down those. Hence, it takes three enemies destroyed to provide a "safety buffer".

After the first three enemies, you have to average a little over four enemies destroyed for each time they destroy your ship to make up for the five-point loss each time you fire a shot.

GO!

You control a ship that can move up and down in the middle of the playfield, and can fire to the left and right. Your attackers are shooting back at you, and might crash into you as they dodge left and right.

Use the softkeys to fire shots and control the movement of your ship. Your control panel at the bottom of the playfield looks like this:

| UP | DOWN | STOP | LEFT | RIGHT |

These control keys correspond with softkeys K2–K6 as follows:

UP	(K2)	moves the ship UP
DOWN	(K3)	moves the ship DOWN
STOP	(K4)	makes ship motion STOP
LEFT	(K5)	*fire* to the LEFT
RIGHT	(K6)	*fire* to the RIGHT

If may take a bit of practice to teach your fingers which key performs which operation, but in time — you'll be shot down anyway!

STRATEGY AND FIRST AID...

Try not to cross the enemy's line of fire. Move up or down just enough to let off some shots, then go back in the direction you came from — fast!

DODGE BALL


```
DODGE BALL                    ✗
                         o
                       o           o   o
                              o  o
                  o                  o  o
  BALLS     22                   o         ▪  o
                                    o          o
  SCORE    686                        o
                                 o              o
  HIGH     686                o                o
                          o    o        o  o
                                o
```
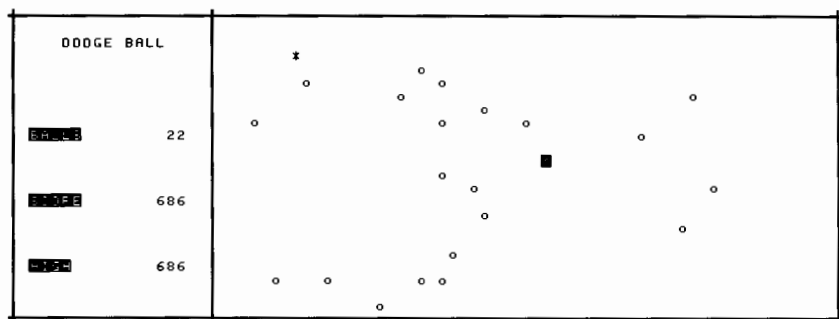
If you have ever wondered what it might feel like to be
the cue ball on a pool table (and who hasn't) you are
about to find out!

In your life as a cue ball you can move around freely
on a large rectangular playfield. Your goal is to avoid
being tagged by another ball. Seems simple enough.
After all, only one of those silly balls is bouncing
around, right? Wait a minute — there's another
one. . . and another. . . and another. . .

GET READY...

The first display you see contains a brief description of
DODGE BALL, and the game plan softkeys. (If you
press any key other than a softkey in the first display,
you will stop the game. You can start again by pressing
[RUN].)

8

You move to the game display, and start the game, by pressing one of these softkeys:

BEGINNER   (K1)   for a slow game
INTERMED   (K4)   for a faster game
ADVANCED   (K7)   for a top speed game

There are three other softkeys available, and we'll talk about those later. The left side of the display shows current game and scoring information, and the rest of the display is your playfield. Your "cue ball" is represented by one of these characters:

<center>< ∧ > ∨</center>

The character used at any given time indicates the direction your cue ball will travel when moved.

You control your cue ball with three keys. You can turn it left or right, and start or stop its forward motion in any one of four directions. However (heh heh heh), the other balls can move in *eight* directions.

GET SET!

The scoreboard at the left of the screen keeps track of the number of balls you lead to destruction. It also displays a running count of your current Score and your highest score during this session of DODGE BALL.

You score one point each time one of the other balls (not your cue ball) bounces off a wall or each other. You also score one point each time your cue ball moves one "position". A position is equal to the height or width of a character on the display, and is the minimum distance anything can traverse in this game.

After twenty balls are on the display, an asterisk (*) appears on the playfield. The * represents a block of chalk, and when it appears your cue ball becomes

9

highlighted to alert you that the chalk is present. If you reach the chalk and collide with it, all the balls currently on the playfield disappear, giving you a breather. You retain your score, and more balls start appearing. If you reach another twenty balls, a new chalk appears.

When you collide with another ball (oh, yes you will!) the softkey labels reappear at the bottom of the display. To start a new game, press 'BEGINNER', 'INTERMED' or 'ADVANCED'.

GO! !

DODGE BALL comes to you with [4], [5] and [6] keys on the numeric keypad acting as LEFT, START/STOP and RIGHT control keys.

- **The LEFT key** rotates you to the left and starts you moving if you are stopped.
- **The RIGHT key** rotates you to the right and starts you moving if you are stopped.
- **The START/STOP** stops you if you are moving, and, if you are stopped, starts you moving in the direction you are pointing.

The control keys can be changed easily by using the 'NEW KEYS' softkey, as described in MORE ABOUT GAME PLAY.

MORE ABOUT GAME PLAY

Whenever the softkeys appear you may turn the noise signal on or off, re-define the control keys, or save your high score and key definitions.

The noise signal is no big deal, since the only noise in the game is a "beep" when you lose. However, you may not want to advertise this fact to your friends. To lose discreetly, change the (K10) softkey label from 'NOISE' to 'NO NOISE'.

'NEW KEYS' (K12) will prompt you for the new LEFT, RIGHT and START/STOP keys. Just press the key you want for each function — it isn't necessary to press [END LINE].

The 'SAVE' softkey (K13) will save your high score and any new control key definitions you have made, and these will be ready for you at the start of your next game.

STRATEGY AND FIRST AID...

The quickest way to accumulate points is to keep that cue ball *moving!*
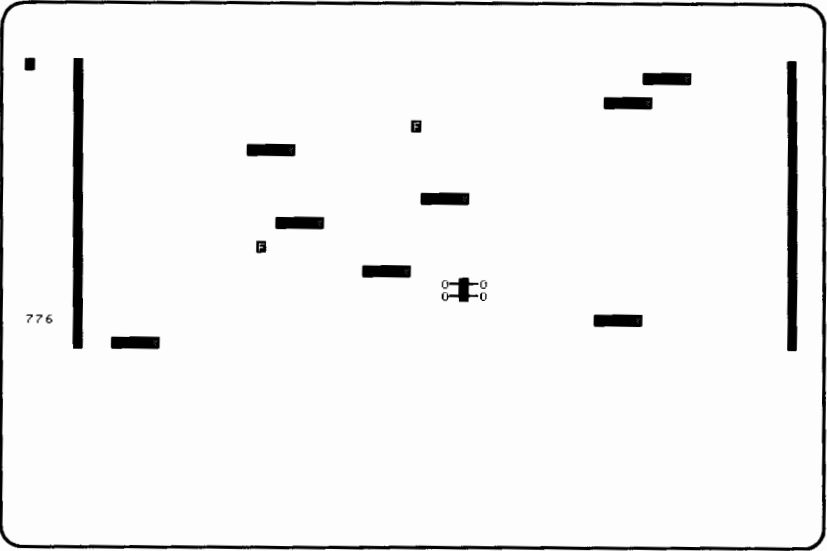
There you are, at the controls of a dangerously power-ful pedal-powered race car. Suddenly, your legs seem to take on a life of their own. They keep pumping and pumping, flinging you forward into strange little brick walls that serve no other rational purpose than to block your path. With each onslaught, the mass of brick walls increases in density. As you fight for control, a fuel cannister appears on the scene. You know your stomach may not keep the fuel down, but you rush to pick it

up. There comes another one! Quick! You swerve to pick it up and — oh no! ! Your wheel hit it first; the flames are everywhere — jump! jump! jump!

Uh oh. . . too late. . .

GET READY...

The first display contains a brief description of the game. Press 'PLAY' to move to the main status/control screen, showing the current high score for each of the seven race speeds, as well as the on/off status of the noise signal and the score for the last race. (If you press any key other than a softkey in the first display, the game stops. Begin again by pressing [RUN].)

NOISE			OTHER GAME			CLEAR SCOR
KIDDIES	GRANNY	MOM	JR.	DAD	INDY 500	SUICIDAL

Press any unshifted softkey to start a race. 'KIDDIES' (K1) is the slowest race and 'SUICIDAL' (K7) is the fastest. There are two other softkeys available, and we'll talk about these later.

You control the left/right motion of the car, which is always placed at the middle of the lower portion of the raceway. You cannot control the speed of the car — that is determined by the speed of the race you select ('KIDDIES' through 'SUICIDAL').

Dodge the Barriers moving toward you from the top of the display. If you run into a Barrier with any part of the front of your car, the race is over. However, you can destroy the Barriers by moving your car *sideways* into them. Also, new Barriers are being added constantly, so any that you can destroy will make the driving less hazardous later.

If you last long enough, Fuel Cannisters will begin appearing. They are represented by a highlighted "F". These, too, will destroy your car if you hit one of them

13

with your tire. As with the Barriers, you can destroy them by moving into them sideways. Best of all, if you can manage to run into them head-on they are worth a lot of points.

GET SET!

You score one point each time your car moves forward (up) one position on the display. If you pick up a Fuel Cannister, you score an additional 100 points. If you run over a Fuel Cannister with your tires, you crash.

A running count of the score of each race appears at the bottom left of the raceway display. Each time you top your current score the "judges" prompt you with:

What's your name, champ?

Type in your name (for that particular race) and press [END LINE]. The status screen returns with the last score of each "racer" and the new current and high score for the latest race.

GO! !

There are two sets of left/right control keys for your race car.

For two-handed play
          Z = LEFT   / = RIGHT

For those who like to eat lunch while they play
   B = LEFT   N = RIGHT

MORE ON GAME PLAY

The status screen and game-plan softkeys will appear at the end of each race. This gives you a chance to turn the noise signal on and off, clear the high scores or start a new game.

| NOISE | | OTHER GAME | | | | CLEAR SCOR |
| KIDDIES | GRANNY | MOM | JR. | DAD | INDY 500 | SUICIDAL |

Press the (K8) softkey to switch between 'NOISE' and 'NO NOISE', and use the 'CLEAR SCOR' (K14) softkey to clear the high scores, which are kept in a file on the disc. Begin a new game by pressing any one of the other softkeys.

There will come a time when the judges will declare the race over, if you last long enough. We won't say exactly how the race ends — but we are pretty sure you will know when you get there!

HEEBIE-GEEBIES
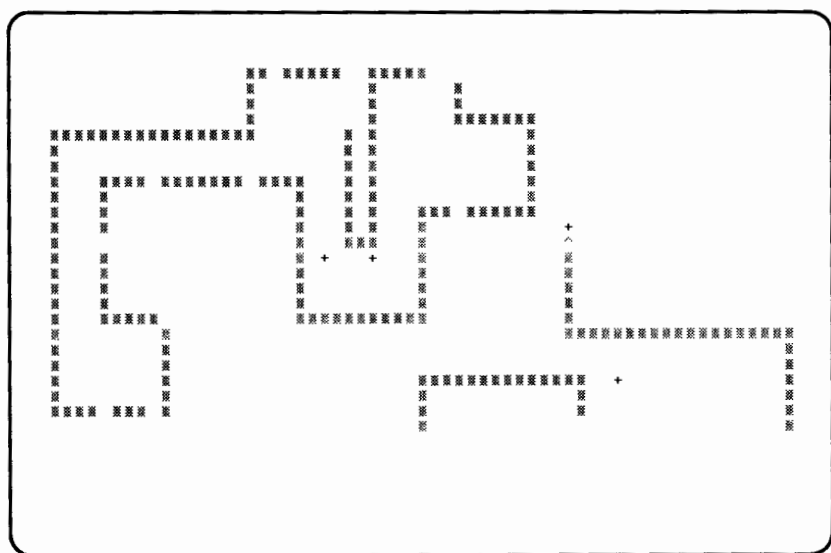
Evasion, blocking, entrapment, the speed of the chase; out-numbered, out-witted, and out of breath; adrenalin flowing, heart pumping, temples pounding; scared, nervous, jittery — got the Heebie-Geebies!

On the run; trying to avoid the Heebies-that-turn-into-Geebies. Look at them — all around you! What can be done? Saved at last — by a Farkle! !

GET READY...

The first display contains a brief description of the game, and the game-plan softkeys. (If you press any key other than a softkey on this display, the game stops. Press [RUN] to restart.)

OTHER GAME		NOISE		NEW KEYS		
BEGINNER			INTERMED			ADVANCED

To move to the game display, and start a game, press 'BEGINNER' for a slow game, 'INTERMED' for a faster game, and 'ADVANCED' for a high-speed game. You are represented by one of these characters:

< ∧ > ∨

The character used at any given time shows in which direction you are pointed at the moment, and the direction you will take when you start moving. You can rotate left or right, and you can start or stop your forward motion at any time. As you move, you leave a trail of block characters. **You must not collide with any portion of your trail at any time or the game is over.**

You must survive successive waves of Heebie-Geebies. When a Heebie (#) collides with your trail, that portion of your trail is destroyed and the Heebie turns into a Geebie (.). At the start of the game, there is only one Heebie-Geebie. Each successive "wave" increases by one until there are (good grief!) *sixteen* Heebie-Geebies hot on your trail.

After each wave you survive, a Farkle (+) will appear somewhere on the playfield. If you manage to collide with a Farkle, all Heebie-Geebies currently showing on the screen will disappear and you will score points for them.

GET SET!

You score five (5) points for each Heebie and each Geebie you survive. Since Heebies and Geebies always come in pairs, and there is one more pair on each succeeding wave, your score can increase accordingly. The first wave is worth 10 points, the second is worth 20 points, the third 30 points, and so on, up to a maximum of 160 points for the sixteenth and all succeeding waves (if you last that long!).

GO! !

Heebie-Geebies come to you with the [4], [5] and [6] on the numeric keypad acting as LEFT, START/STOP and RIGHT control keys.
- **The LEFT key** rotates you to the left and starts you moving if you are stopped.
- **The RIGHT key** rotates you to the right and starts you moving if you are stopped.
- **The START/STOP** stops you if you are moving, and, if you are stopped, starts you moving in the direction you are pointing.

MORE ON GAME PLAY

When you "self-destruct", the action on the playfield freezes, your score appears at the top of the screen and the game-plan softkeys at the bottom.

OTHER GAME		NOISE		NEW KEYS		
BEGINNER			INTERMED			ADVANCED

This gives you a chance to turn the noise signal on or off, or select new control keys.

Press softkey (K10) to toggle the noise signal. The key label ('Noise/No Noise') is actually a status indicator that shows you whether the noise is on or off.

When you press 'NEW KEYS' (K10) it will prompt you for each new key. All you have to do is press the three keys you want to use and they are automatically set up. You do not have to press [END LINE].

Start a new game by pressing 'BEGINNER', 'INTER-MED' or 'ADVANCED'.

STRATEGY AND FIRST AID...

- Since only the Heebie-Geebies you can see on the display are destroyed when you collide with a Farkle, it's a good idea to stay as close to a Farkle as possible before moving into it. This allows you to lure many more Heebie-Geebies to their destruction.

- Heebie-Geebies take a little while to "evolve", and become active. So, if you see a Heebie "twinkling" nearby it would be a good idea to seek out a safer position before it starts moving.
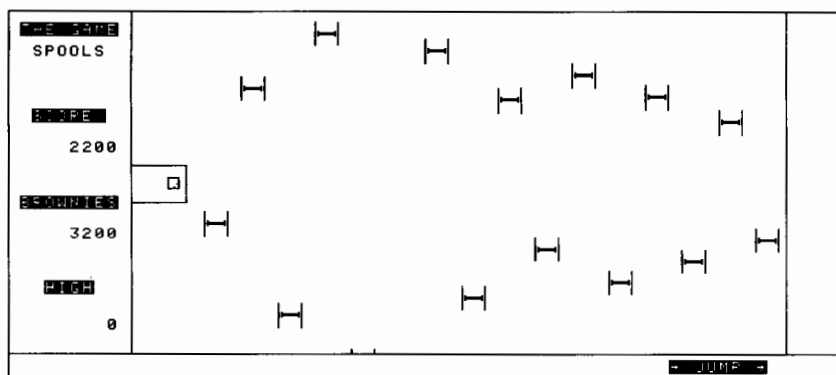
SPOOLS is a game of hand and eye coordination. It takes a good sense of timing and, though it may be difficult at first, a little practice should make you perfect. You can use this game to "hone your reflexes" for some of the faster, more complex games.

GET READY...

The first display is a brief description of the game, with two active softkeys.

OTHER GAME   PLAY

Press 'PLAY' to go directly to the game display. (If you press any key but the softkeys in this display, the game stops. Press [RUN] to begin again.)

The left side of the display is the scoreboard, and the rest is your SPOOLS playfield. The object of the game is to journey from the starting platform on the left to the landing platform on the right. There is nothing in between but a lot of large, rolling spools. The hitch is that you must make your journey by jumping from spool to spool across the playfield.

GET SET!

The scoreboard at the left of the screen displays your current Score and Brownie Point count, as well as the previous high score for this session of SPOOLS.

You score 100 points for each successful jump. You get a bonus of 300 points for successfully crossing to the other side.

If you slip and miss a jump, however, you lose 2000 points from your Brownie Points. Brownie Points are accumulated at the same time as your Score. Your Score never decreases, but your Brownie Points can. If your Brownie Points go below zero, the game is over.

The Score and Brownie Point count are continually updated as you play the game, and the high score is updated at the end of each game. The high score for a group of games is maintained on the display only, and is lost when you use [RESET] or turn off the computer.

GO! !

JUMP

The controls are pretty simple. The only active softkey is (K6), the Jump Key. Press it to jump one column to the right. If you are lucky (or very clever) a spool will be passing by at just that moment for you to land on. You cannot reach the landing on the right on a spool — you must make that last jump from spool to platform. Good luck! !

MOUSER
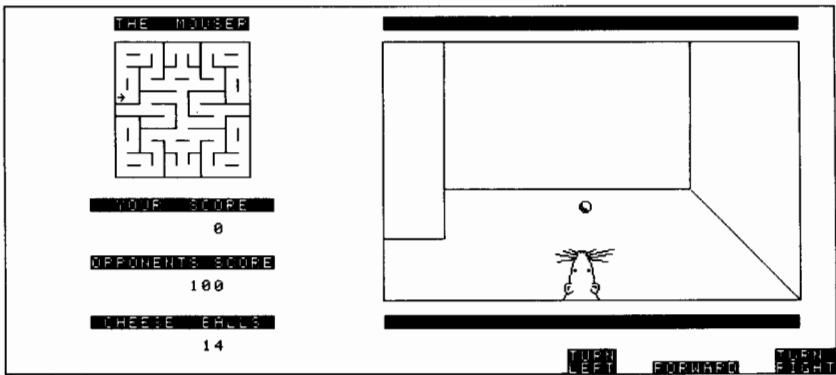
This is a maze game with a touch of the desperate and a taste of the fast life. As Maxie Mouse, you are caught between a hunger for cheese and a fear of cat's breath. Rabid mice and a cunning cat team up against you to make you wish you were born a rat, a bat, a hat — or *anything* but a harried little mouse.

As you roam the corridors of mazes hunting for your daily ration of cheese balls, malicious Meanie Mouse is roaming the same territory. Alas, he is not a friendly mouse. His bite can hurt, and it will stun you for a short period of time. While you are "out", he is free to help himself to the cheese ball supply. Worse yet, Fishcan Fingold, the local alley cat, has discovered where all the mice are hiding out, and is lurking in the maze. His bite can be downright vicious — if not fatal.

GET READY...

The first display shows the game title and copyright notice, and displays the game softkeys.

			NEW KEYS			PLAY

Press 'PLAY' to reach the game display. (If you press any key other than the softkeys in the first display, you will stop the game. You can begin again by pressing [RUN].) If you want to re-define the control keys, press 'NEW KEYS' (K4) *before* you press 'PLAY' (look for more details about the control keys in the GO! ! section).

The game display is divided into three sections: the overview of the maze, in the top left corner; the scores, in the lower left corner and the main viewing window into the maze, occupying the rest of the display on the right.

The object of the game is to find as many cheese balls as you can, to bite Meanie Mouse whenever possible, and to avoid being bitten by either Meanie or Fishcan, who are hot on your trail.

GET SET!

You score 500 points each time you bite old Meanie Mouse and 100 points for every cheese ball you find and devour (by moving into it). The other mouse (opponent Meanie) scores the same way. You never lose points, but you can lose time if you are bitten by mouse or cat — allowing the mouse to gather cheese balls while you are "unconscious".

Your score, Meanie's score, and the number of cheese balls still left in the current maze are all displayed on the left side of the screen, below the overview of the maze. They are all updated automatically as things happen during the game.

At the beginning of each maze there are 15 cheese balls placed randomly around the maze. The cat is also positioned randomly around the maze. You always start in the upper left corner, according to the overview, and the other mouse always starts in the lower right corner. You begin every game with a zero (0) in each score box and a 15 in the cheese ball box.

When you are bitten by the other mouse, or by the cat, your view of the maze is replaced by a maddening message and a countdown showing the number of moves the villains will have until you "revive" (10 for a mouse-bite, 30 for a cat-bite).

When all the cheese balls in a given maze have been found, you see the message:

NEW MAZE, PRESS A KEY

The game will wait indefinitely until you press a key. After you have played through all eight mazes, they will start cycling in the same sequence. Theoretically, Maxie could wander through mazes endlessly!

GO! !

Three keys are used to control your movement about the mazes.

TURN LEFT	(K5)	= go left in your current cell
FORWARD	(K6)	= move forward one cell
TURN RIGHT	(K7)	= go right in your current cell

You can define any other three keys on the keyboard to serve the same functions. Or, if you wish, you can re-define the existing programmed softkeys (K5–K7), or select any others (K1–K14) for this purpose.

The optional keys must be defined before you press 'PLAY' to start a game. Use 'NEW KEYS' and follow the prompts to select your custom control keys. You can pick a set that is most comfortable for your hand, or one that is convenient for two-handed play.

MORE ABOUT GAME PLAY

Before plunging in to satisfy your lust for cheese, note the following key details about the display:

- There are eight different mazes in the game, and an overview of each one is displayed when you begin a new maze.
- The maze overview remains on the screen until you have (a) made 16 moves, or (b) until the cat or the other mouse gets you. It then disappears until you revive, and the other mouse eats a piece of cheese.
- Each time Meanie Mouse eats a piece of cheese, the overview displays again for another 16 moves. Sixteen is the maximum number of moves you can make before the overview disappears.
- There are no entrances or exits in the mazes. This is because the object of the game is not to run through the maze, but to score as many points as possible by finding cheese balls.
- The main part of the display is your actual view from within it. It changes with your every move to reflect your current position. You not only see the walls and corners of the maze but the following clues and signs of "cat"-astrophe:

    ◌   Outlines of mouseprints indicating that you have been to that cell of the maze before.

    ▮   Solid mouseprints indicating that Meanie Mouse has been to that cell before.

    ◎   Little round cheese balls you can "eat" by moving into them.

    →   ← ↑ or ↓   Meanie Mouse — depending on which direction he is pointing.

    ٧ ٧ ٧ or ٧   Fishcan Fingold's face — depending on how close he is.

If the arrow representing Meanie Mouse is pointing away from you, that means he isn't looking at you (this is a good time to chase him and bite him!). If it's pointing at you, beware! This means he can "see" you, too. Remember, though, you can see in only one direction at a time, so you never know when the cat or the other mouse is sneaking up on you.

STRATEGY AND FIRST AID...

- The first time you play, spend some time on the first maze just getting used to the display, and seeing what turning left and right actually do in relation to the display. Watching both the overview and your view from within the maze as you slowly turn left and right should give you a good understanding of what's going on.
- Maxie Mouse is quick, sneaky and unscrupulous. Unless you make your first move immediately he may snatch up a cheese ball or two and rack up points before you even get started!
- If you are bitten by the cat or the other mouse, and you press one of the directional control keys, you are penalized one wait count (i.e., the wait count will go up, to a maximum of 99).

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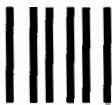
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