

# Crazy Painter

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## *Become a "Crazy Painter" and create a masterpiece*

### *...if you can*

A mischievous dog, snakes and poisonous turpentine buckets force changes in your painting. In higher skill levels, "paint eaters" start chewing up your work. Suddenly, everyone's a critic. Can you overcome them? And on top of it all, in the Exclusive Challenge Mode, you have to catch an army of run-away dogs. Crazy Painter is joystick compatible.

**Object of game:** To paint the screen white. Hit the <SPACE BAR> or joystick fire button to register full screen. A Bonus is awarded for a good paint job. Hit all you can in the Challenge stage before time reaches zero. Press <CLEAR><BREAK> to end game. Respond with <Q> to "How many players?" to return to DOS

**How to control paint brush:** **UP:** up arrow, A key, or up joystick; **DOWN:** down arrow, Z key, or down joystick; **RIGHT:** right arrow, P key, or right joystick; **LEFT:** left arrow, O key, or left joystick

**Obstacles:** **DOG:** worth 500 points if painted over. Must be stopped before crossing screen. **DOG with TURPENTINE BUCKET:** Be carefull not to touch. Will drop BUCKET while walking. **TURPENTINE BUCKET:** Loose one brush when hit while flashing (poisonous). Paint over it when not flashing. **PAINT BRUSH:** Move the brush to paint the screen. Press <SPACE BAR> when screen is full. **SNAKE:** watch out for snakes, they try to eat brushes. If it sees you, try to run it into a TURPENTINE BUCKET for 1000 points. **CRAZY PAINT EATER:** loves to eat your good paint job. Paint over them to stop them for 300 points.

**Note:** This disk boots up on a Model I, III, or 4 (in III mode). It transfers the file(s) to TRSDOS 2.3 or TRSDOS 1.3. If you are using LDOS, DOSPLUS, or other compatible DOS, just do a DIR and then COPY the file(s) over to a diskette formatted by your DOS. For NEWDOS80, first generate a TRSDOS disk, then use normal methods employed by NEWDOS for converting files from TRSDOS disks.