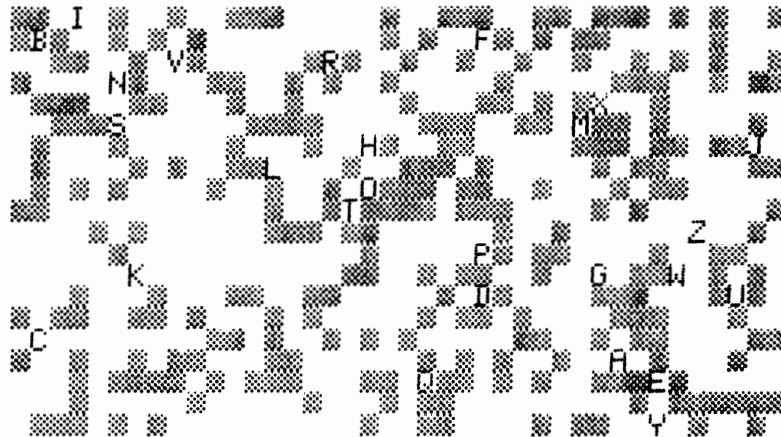


Capture

by Mac Oglesby

(A Game for One or Two Players)

The drama of *Capture* takes place on a playing field.



HOW MANY HUMAN PLAYERS (1 OR 2)?

This field changes randomly with each game*. Your objective is to capture more of the playing field than your opponent, not counting the blank spaces. The limit of the space you can capture during each turn is a field shaped like this:

GOING IN TURN, THE PLAYERS (# AND *)
CAPTURE ANY LETTER ON THE BOARD. NOT
COUNTING SPACES, ALL CHARACTERS WITHIN
THIS SHAPE FIELD:



ARE ALSO CAPTURED AND CHANGE TO THAT
PLAYER'S SYMBOL.

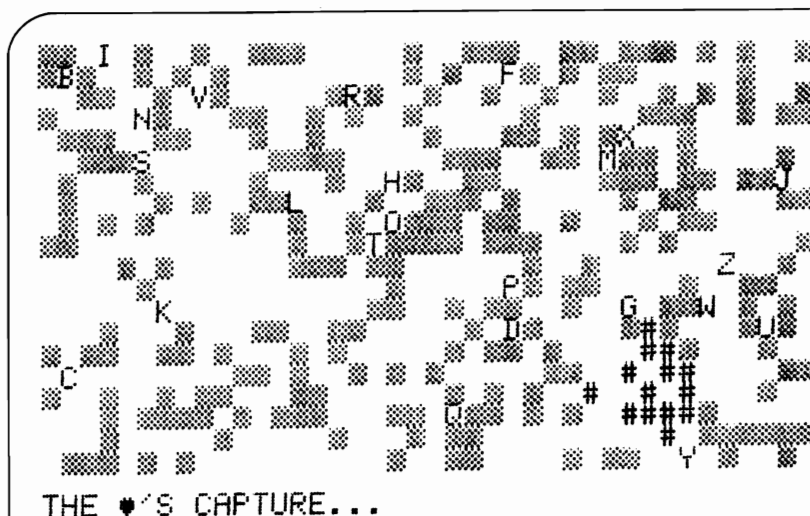
THE GAME ENDS WHEN ALL LETTERS ARE
GONE. THE PLAYER WITH THE MOST
CAPTIVES WINS.

TO CAPTURE, JUST TYPE THE LETTER.

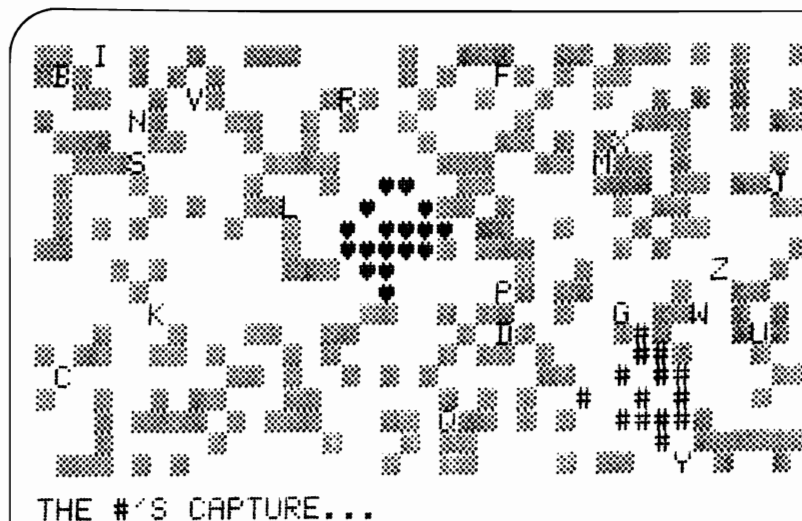
TYPE * TO CALL THESE INSTRUCTIONS AGAIN.
PRESS RETURN WHEN YOU'RE READY...

*The REMarks at lines 8754-8758 will tell you how you can try again
with the same playing field setup.

Each player in turn selects a letter from A to Z, corresponding to its spot on the screen. When you type in the letter you've selected, all symbols within its capture field change to *your* symbol (not counting the blank spaces). You've made a capture! For example, you choose the letter A on the playing field displayed in the illustration, and your symbol is #. The area you've captured is:



Letters are eliminated as the game progresses, and the game ends when all the letters have been used up. Your PET then counts the score and announces the winner.



The key to winning is to always keep in mind the shape of the field that shows the area in which you can take captives. A smart move will either capture more than one letter for you or convert some of your opponent's symbols into your own. (Owners of *PET 8K* computers may want to eliminate REM lines from their listing in order to save memory.) This is a B-level game. Good luck!

