M.U.L.E.™   **COMMODORE 64**

<u>Number of Players</u> – One to Four

<u>To Load</u> – Turn on the disk drive, turn on the computer, insert the
M.U.L.E. disk, then type: LOAD "EA", 8, 1 followed by a RETURN . (See
your Disk Drive User's Manual if you need additional instructions.)

<u>To Start</u> – Note: Press any joystick button to skip the opening cartoon.

f3 – To select Beginner's, Standard, or Tournament version.

f5 – To change the number of human players from 0 to 4. (If it is 0
humans, the computer plays a demonstration game).

f7 – To start playing.

<u>Other Commands</u>

f1 – To pause or resume play after the game has started. During the
cartoon or "Choosing Your Character" the **f1** key will restart the
cartoon from the beginning.

<u>Joystick Button</u> – to speed up the computer players.

YOUR GAME MANUAL IS LOCATED INSIDE THE FRONT PANEL OF THIS PACKAGE.

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Special Instructions:

– At least one joystick must be used to play M.U.L.E. If two or more players are playing, up to two players may use the keyboard instead of a joystick during the action rounds. The keys are:

LEFT Keyboard Player

Move "UP": **Q** key

Move "Down": **C** key

RIGHT Keyboard Player

Move "Up": **↑** key

Move "Down": **=** key

Joystick Button (Either Player): Press Both keys at the same time.

During the "Development" round players may use any available joystick. To choose a character using the keyboard press your "MOVE UP" key to rotate clockwise. Press your "MOVE DOWN" key to rotate counter-clockwise. Press both keys to select the character you wish to use.

– During the "Player Status" round, each product you store for next turn will be subject to spoilage. Food spoilage is 50% (one-half) of the remainder in storage. Energy spoilage is 25% (one-quarter) of the remainder. Smithore and Crystite will only spoil if there are more than 50 units in storage. Any ore in excess of 50 units will go away due to spoilage.

The music in M.U.L.E. was written by Roy Glover.

Note: Commodore is a registered trademark of Commodore Business Machines, Inc.

Additional Help for Keyboard Players:

– During the "Land Grant" phase, you may press either your "Move Up" or "Move Down" key to select a plot of land.

– To increase your bid during the "auction" rounds, press and hold your "Move Up" key. To decrease your bid, press and hold your "Move Down" key. Your character will automatically stop moving if no keys are pressed.

– To enter "Collusion" in the Tournament game, press and hold both the "Move Up" and the "Move Down" key at the same time. If you are "colluding" with another keyboard player, both sets of keys must be pushed at the same time. If you are "colluding" with a joystick player, both of your movement keys and the joystick player's joystick button must be pressed at the same time. Timing is very critical in "collusion", so you may want to practice the technique a few times before you get into a "cutthroat" game.

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