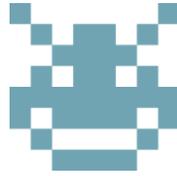


Munchkin 64



Original game by Ed Averett
C64 version by Fredrik Blom - Graphics by Mikael Dunker
Released by Pretzel Logic 2022

Disk loader: Sparkle 2 by Sparta

History

Munchkin (also known as K.C. Munchkin) was released for the video game console Magnavox Odyssey 2, also known as Philips Videopac G7000.

This release is a port of the original game to the Commodore 64 computer and intended for play on original hardware or most emulators. The game also includes some additional game modes not available in the original game.

Munchkin 64 is released free of charge, but any donation to cancer research or other similar cause is highly appreciated.

Versions

The game is available as both a one file program (.prg) and as a disk image (.d64). Both games play identical and have identical features, the only difference is that the disk version saves high score and user edited mazes on disk.

Loading the disk version

To load the disk game, attach the .d64-file to Your Commodore 64 or emulator.

Type:

```
LOAD "*" , 8 , 1
```

Followed by

```
RUN
```

The game will load and start after a short time. It is also possible to autorun the disk using either an emulator or using other hardware but may not work in all circumstances.

The game

The game is controlled by joystick in port #2, with some extra input and functions using the keyboard.

Generic Keys

F1

Toggles music on/off – this can almost always be used but is disabled in some instances.

F3

Toggles sound effects on/off – this can almost always be used but is disabled in some instances.

Q

Get back to the Main screen. Can be used during gameplay, on the Selection screen and in the Level editor.

S

Get back to the Selection screen / Start level screen. Can be used in game or in the Level editor.

Loading screen



Press fire on joystick in port #2 or **Space bar** to continue.

Main screen



The Main screen plays a short intro, and then the user can select between:

Play Original version: Plays the game like the original (including the Level editor), but also contains the possibility to play the game with user edited mazes.

Play Arcade version: Plays the game more like an arcade game with more than one life, different levels with different mazes and other challenges.

Game settings: Opens a menu where the player can select to reset the user mazes and high score list (disk version only).

Original version

Selection screen

The Original version starts by showing a screen where the player can select one of the mazes from the original game, to edit mazes or to play the ten user designed mazes in a continuous way.



Use joystick to highlight the desired option and press fire to select, or use keys:

0-3 and 5-8: Selects the mazes from the original game (5-8 as blinking¹ levels).

4 or 9: Randomly generated maze (9 makes it blink).

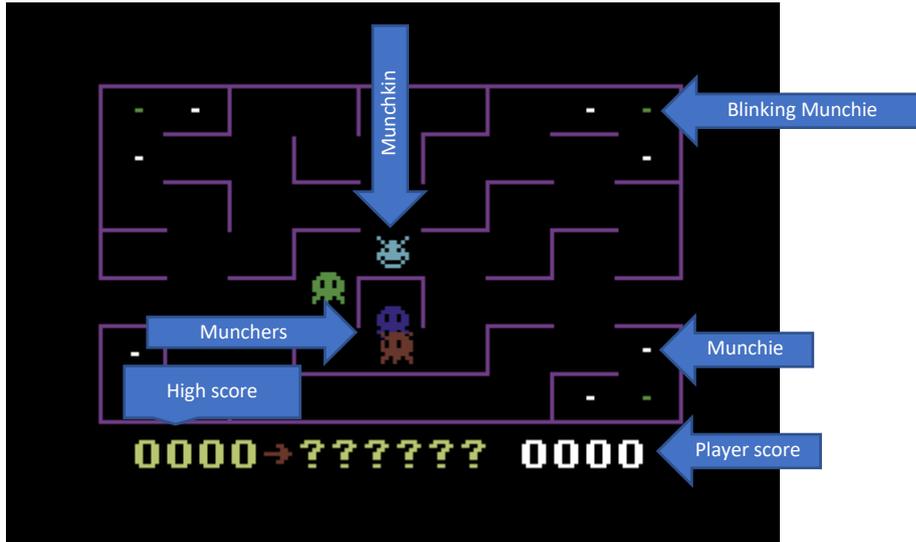
P: Select the program mode (Level editor).

U: Play through the ten user defined mazes in a loop (every maze is played as both normal and as blinking before moving on to the next maze).

Q: Go back to the Main screen.

¹ A blinking level means that inner walls of the maze become invisible whenever Munchkin moves.

Game play



The player controls Munchkin with the joystick. The goal is to eat all the Munchies that moves around the maze at an increasing speed the fewer there are left.

There are also three Munchers in the maze that tries to catch Munchkin.

If Munchkin eats one of the blinking Munchies, the Munchers turn purple and can be eaten for a short period of time. When the Munchers starts blinking, they are about to become dangerous again.

An eaten Muncher turns white and tries to get to the center to become a Muncher again.

A white Muncher is harmless and cannot be eaten.

When all Munchies are eaten, the maze is done, and the game continues after a short pause.

The speed will increase and the time the Munchers can be eaten (or healed in the center) gets shorter throughout the game.

Munchkin dies if caught by the Munchers and the game ends. If a new high score is set, the player can enter a name using the keyboard. If no keys are pressed or the return key is pressed, the game will restart after a few seconds.

Revolving gate

Near the center of the maze is a rotating gate that can be used to reach different areas of some mazes that would otherwise be impossible to reach.

Portals

There is a portal to the left and to the right that can be used to warp from one side to the other.

The portal can be used by Munchkin, Munchies and Munchers alike, so beware.

Also note that the split second the warp occurs, the object warping is in another dimension and cannot be reached by other objects.

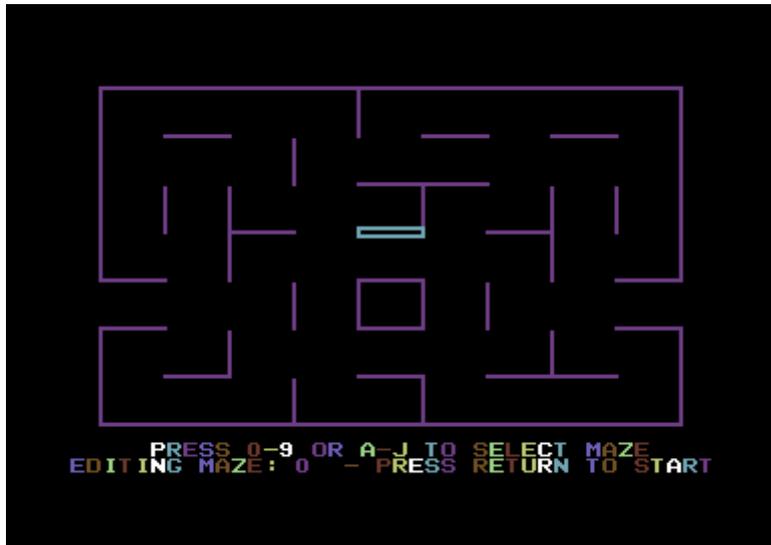
Scoring

Munchie: 1 point.

Blinking munchie: 3 points.

Muncher: 5 points for first, 10 points for second and 20 points for third (if consumed during the same eatable period).

Level editor (program)



Use the joystick to highlight a vertical or horizontal position and press fire to toggle a wall or an empty place.

Note that the gate near the center, and the walls near the portals are not possible to edit.

However, it is possible to make an impossible maze by cutting off the Munchies (that always start in the corners).

Keys

0-3, 5-8: Select one of the original mazes to use as a base for Your maze. 5-8 will play the maze in blinking mode.

Note that these mazes only serve as a starting point for the maze to edit and will not be changed when editing.

4 or 9: Creates a random maze to start editing. 9 will play the maze in blinking mode.

A-J: Edit user mazes. Changes to these mazes are preserved during game play and (and saved to disk in the disk version when pressing return to start playing).

Return: Start playing the edited maze. If one of the user mazes are being edited, the game will play through all the user mazes, starting with the maze currently being edited (every maze once steady and once blinking before moving on to the next maze). For the disk version, the user mazes are saved to disk at this point.

S: Go back to the Selection screen. Edited user mazes will remain in memory (but not saved to disk for the disk version).

Q: Go to the Main screen. Edited user mazes will remain in memory (but not saved to disk for the disk version).

Arcade version

The Arcade version builds on the original version with some altered graphics, more arcade like game play with different levels and challenges along the way.

Highest level reached

The Arcade version keeps track of the highest level reached (saved to disk in the disk version after Game Over). When selecting the Arcade version from the Main screen, the player can select which level to use as starting level (up to, and including, the highest level reached) if above level one.

Use joystick to change start level, up/down or left/right.

During game play, the user can press:

+: Skip to the next level (up to, and including, the highest level reached)

↑: Skip directly to the highest reached level (in emulators, the corresponding key depends on key mapping, page down is a common mapping).

S: Go to Start level screen.

Game play

The basic game play is the same as the Original version. The differences are:

- Three lives to begin with, new life (up to five lives maximum) is gained every 100 points.
- Eating all the Munchies moves the player to a new level with a new maze and other challenges.
- Every eight level is an all-Munchers level where there are no blinking Munchies.
- Portals can be more than one on each side, placed at various places and sometimes not warp the player as expected.
- Blinking Munchies are not always eatable.
- Sometimes parts of the maze are locked, and the right keys must be used to unlock them.
- There might be ticking bombs appearing in the mazes that needs to be eaten before the go BOOOM!
- Some Munchers moves around the maze invisible but sometimes show up for a short period of time. During this time, they hunt Munchkin and can never be eaten.

For the disk version, the high score list is saved to disk whenever a new high score is achieved, and name has been entered.

Happy playing!