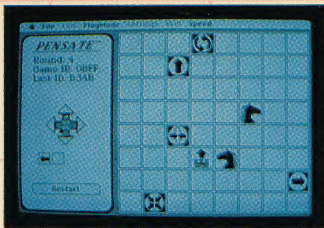






Apple Version



Macintosh Version

How far ahead can you plan your maneuvers against the computer-controlled pieces? Each type moves in its own set pattern, relentlessly, while you attempt to move your single piece to the top of the board. Each successful round brings on another opposing piece and the task gets more difficult. Hundreds of levels of play, from easy with only the next move planned, to very difficult with planning your moves four turns in advance.

Pensate was designed by John Besnard, programmed on the Apple II by John Besnard, and programmed on the Macintosh, Commodore 64, and Atari by Robert Hardy.

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software**TM
the graphics people

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YOUR DISK IS NOT COPYABLE.
PLEASE DO NOT TRY TO COPY IT.
YOU MAY HARM YOUR DISK.

TO USE YOUR MACINTOSH DISK,
EJECT ANY OTHER DISKS, TURN THE
POWER OFF AND WAIT 5 SECONDS.
TURN THE POWER BACK ON AND
INSERT THE MACINTOSH DISK.

PENSATE™

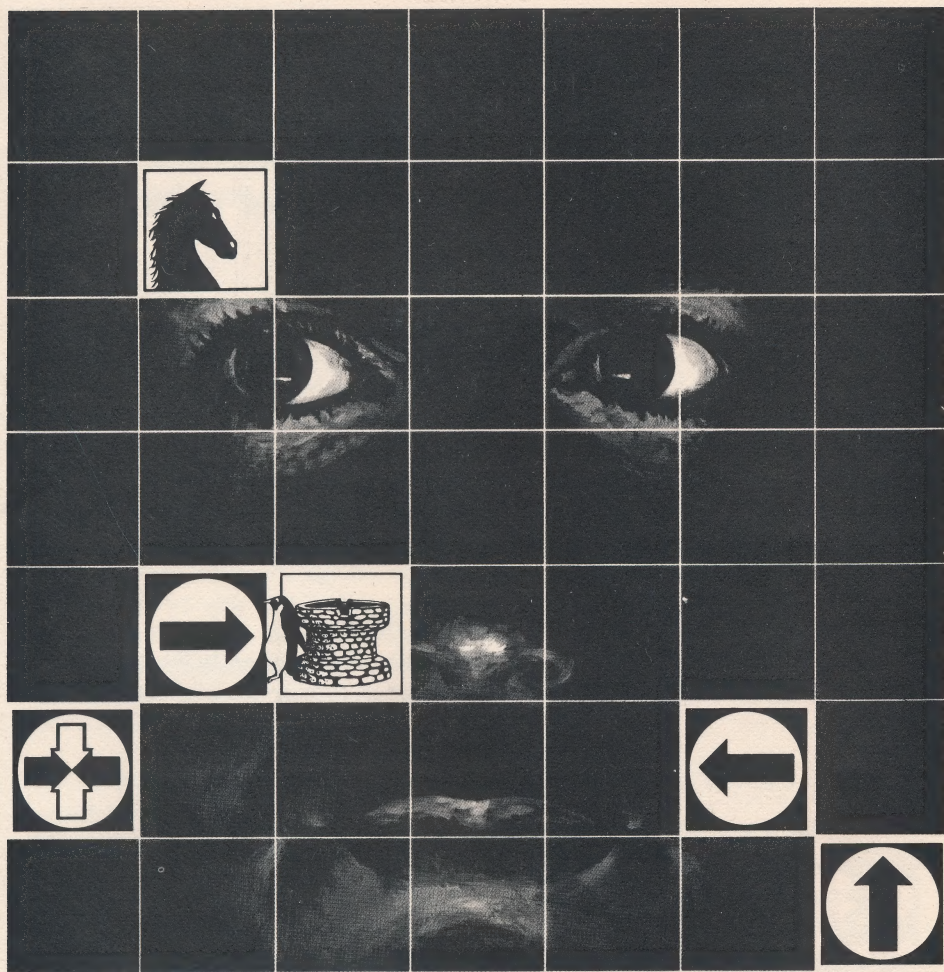
by John Besnard

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Macintosh Version by Robert Hardy



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P E N S A T E™

The thinking game by John Besnard and Robert Hardy


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PENSATE

The thinking game by John Besnard

*Macintosh, Commodore 64, and Atari
versions*

by Robert Hardy



Pensate is a game carved from a classic tradition. It takes only a few minutes to learn, but may require penguin intelligence to master. This game has been used for generations in Antarctica as a training aid for preschool penguins. Until penguin chicks can compete in the most complex Pensate games, they are not allowed to receive formal school training. It is not until the chicks finish formal schooling that they are permitted to doff their student grays and wear tuxedos, the sign of a formal education.

How To Play

The object of the game is to maneuver your playing piece to the top of the screen without running into any of the computer pieces, or allowing them to run into you.

Moves

On the Macintosh, moves are made by clicking the mouse on the compass in the direction you want to move. On all other computers, moves are made using the I,J,K,M keys to indicate Up, Left, Right, and Down, respectively. With the Apple IIe or Apple IIc the arrow keys will also work. You cannot move diagonally. If your piece comes in contact with any other piece, the game is over.



Once your piece moves, each of the other pieces on the board will move. The direction in which the other pieces move depends on two factors:

1. The type of piece;
2. The direction in which your piece moved.

Should the computer's piece land on another of its own pieces, it makes its own move again, in effect jumping over the piece it lands on.



Wrap Around



The computer's pieces can wrap around the screen (i.e. if a piece moving to the right hits the edge of the screen, it will go off the edge and reenter on the left). Your piece, however, will not wrap around. If you enter a move which would take your piece off the edge of the playing area, it will count as a move, but your piece will stay in the same position.

Restart

On the Macintosh version, the option to restart a game will appear on the bottom left side of the screen when applicable. On the Commodore 64, press RUN/STOP. With any other computer, pressing ESC will let you start again. Please note that choosing Restart on the Macintosh will permit access to the game parameter menu bars at the top of the screen, which are normally locked out during play.

Sound

On the Macintosh, use the mouse to get the Control Panel Desk Accessory, which allows you to turn the volume up or down. Toggle the sound on or off with the f7 key on the Commodore 64. On other computers, to toggle the sound off and on, press CTRL-S.

To Start

Turn off your computer, then insert your Pensate disk and turn the power back on.

With the Macintosh, be extra careful to shut off your computer for a few seconds first. If you attempt to use Pensate after another application without shutting off the power, Macintosh may attempt to change the Finder on Pensate and accidentally harm the disk. You may have to double-click on the Preston Penguin icon to start the game. Once the title page appears, click the mouse on it to start into the game.



To load the Commodore 64 version, type:

LOAD "PENSATE",8,1 then press Return, then type:

RUN and press Return.

All versions except the Macintosh will start in a demo mode. Pressing "P" will pause the demo. Press the space bar to continue. To get out of the demo mode, press ESC.

You will then see the options below.



Options

With the Macintosh, your options will be available on pull-down menus. See the special Macintosh notes at the end of the explanation of all the options.

With all other versions, you enter your choices for play-options through the keyboard. After you enter a choice, press Return. If you do not want to change an option, pressing Return will enter the option shown on the screen and advance you to the next choice. When you are ready to play, press ESC, or the RUN/STOP key on the Commodore.



Mode: Practice or Tournament

In the Practice mode, you choose both the type and position of the opposing pieces. The computer will ignore the values entered for the Round and Level options.

In Tournament mode, the computer selects the pieces you play against and their initial positions on the board.

With Macintosh, choose from the PlayMode menu. With all others, enter either "P" or "T".

Round

You can choose to start at Round 1-9. The higher the number entered, the greater the number of opposing pieces on the board. Round 1 starts with four pieces. One additional piece is added as you win each round. However, no more than 25 pieces will be placed on any one board. This option is unavailable in the Practice mode. Round number on the Macintosh is chosen by pointing to the round number with the mouse and clicking on it. The round number you want can then be entered through the keyboard.



Skill Level

The skill level determines the complexity of the playing pieces selected for play in the Tournament mode, and can be from 1 to 9. This option is unavailable in Practice mode.



Speed

This is the speed at which the pieces make their moves. When entering through keyboard with all computers but the Macintosh, 1 is the fastest, and 9 is the slowest. Should a player wish to follow the moves in detail, a slower speed is recommended. Once a player has mastered the moves, a faster speed will allow victory to come swiftly.

Retrace

Retrace refers to the ability to land on a square that has been occupied previously by a player's piece. Select through keyboard by pressing Y for Yes, or N for No. On the Macintosh menu, a checkmark means "No" Retracing is allowed.



If you choose "No", once a player lands on a particular square, that square cannot be occupied again by ANY piece, computer or player. These squares will be marked with a symbol as the game progresses. Should a player's piece land on such a symbol, the player loses. If a computer piece lands on one, it will make its move again, according to its set pattern. In a two-player game, judicious use of the Retrace option will let you block an opponent's progress across the board.

If you choose "Yes", any of the squares on the board may be crossed at will.

Moves Ahead

This is the number of moves you choose before you get the opportunity to pick another set of moves. You can choose from 1 to 4. Thus the game can be played on a move-by-move basis (in the Practice mode only -- Tournament mode requires at least two moves ahead), or by having to figure out all of your



moves up to 4 turns in advance. During play, first your piece moves, then all of the computer pieces move in sequence, then your piece moves again and the computer follows. In the two-player mode, the computer's pieces will move after each player's piece moves, i.e., the sequence would be: Player 1 moves, computer pieces move, Player 2 moves, computer pieces move, etc.

Players

You can choose 1 or 2 players. In the one-player mode, your piece must avoid the computer's pieces and reach the top of the board. In the two-player mode, you must also avoid your opponent's piece. In the two-player version moves may not be deleted. Once entered, they stand. The two-player game can be played cooperatively (you collectively win if either player reaches the goal) or competitively (the first person across wins).



Game ID

The four-digit ID code on the left represents the last game played and the one on the right (or below on the Macintosh) indicates the current game. You may enter virtually any sequence of 0-9 or A-F as ID codes, with two exceptions: You cannot use 0000 or have 00 as either the first two or last two digits of an ID code. To enter a game ID code on the Macintosh, click the mouse cursor on top of the current game ID, then type in the value desired.

Tournament games can be replayed at a later date if you make a note of the Round, Level, and ID code.

To Practice

Macintosh: The Macintosh version automatically begins in Practice mode. To set up the board, use the mouse to select up to 25 pieces and place them where you want. Point the mouse at the desired piece on the left side of the board and click on it. Then point at the square on the board where you'd like that piece positioned, and click again. The piece will appear on that square. You may put that same piece on as many squares as you like before selecting another piece. You may also remove a piece from the board by clicking on that piece's square.

When you are ready, point and click on the "Play" box in the lower-left corner. You will then see an inverse square flashing along the bottom row of squares. Point and click on the square where you want your piece to start. Your piece will appear there. Then use the compass to enter your moves.

You may also click on "Restart" to set up a brand-new board. After a game, you can choose to play again with the "Same Board", or even to see an "Instant Replay" of the game.

All Other Computers: Choose Practice mode on the options menu.

Once all the other options have been entered, press ESC, or RUN/STOP on the Commodore 64. You will be shown the board and asked for an ID number. Refer to this manual for the correct ID of each playing piece.

Enter the ID of the piece you wish to place on the board and use the I,J,K,M keys to position it on the board. Once it is in the correct place, press RETURN to go on to the next piece. After you have the board set up to your liking (1-25 pieces), press ESC or RUN/STOP to begin play. You will be asked to enter 1-8 for your starting position. At this point, if you do not like the board setup, you may enter "N" to clear the board and start over.



In Practice mode with only one player and more than one move ahead selected, the "/" key (or DELETE on the Commodore 64, Apple IIe, or IIc) allows one or more moves to be erased. However, if you have entered all of the moves, you will not be able to erase the last move; at that point the computer has already begun to calculate and process its moves.

During move selection, pressing "?" (or f1 on the Commodore 64) allows you to review the options you have selected. Press any key to return to the game. If you lose the game, pressing "I" will show you an "Instant Replay" of the game, or pressing "R" will let you restart with the same board setup.

To Play In Tournament Mode

In Tournament mode you must choose at least two moves ahead. After you have entered your options, point and click on the "Play" button of the Macintosh or press ESC or RUN/STOP on other computers to begin play. If you want to use a different board setup, click on the "New Board" button on the Macintosh, press "N" for New with others. Proceed with the game as you did in Practice mode.

In the two-player mode, players alternate choosing moves, one move at a time. The computer pieces will move according to the chart in this manual, after each player's piece takes a single move.

During move selection, pressing "?" (f1 on the Commodore) allows a review of the options selected. Press any key to return to the game. With Macintosh, just point at the menu bar desired.

With all computers except Macintosh, if you lose, the game will go back to the Demo mode. Press ESC to begin another game, Press "R" to Replay the last game with the same board setup, or press "I" to see an instant replay.

With Macintosh you can click on "Same Board", "Restart", or "Instant Replay".

With all versions, when you win you are moved up to the next round.



ID#	Computer Piece	You Move	Piece Moves	ID#	Computer Piece	You Move	Piece Moves
1		Up Down Right Left	Left Left Left Left	7		Up	1 square Right, 1 square Up
2		Up Down Right Left	Right Right Right Right			Down	1 square Left, 1 square Down
3		Up Down Right Left	Up Up Up Up			Right	1 square Right, 1 square Down
			8		Left Right Up Down		
4		Up Down Right Left			Down Down Down Down	9	
5		Up Down Right Left	Down Up Left Right	Down	2 squares Right, 1 square Up		
				Left	2 squares Up, 1 square Left		
6		Up Down Right Left	1 square Left, 1 square Down 1 square Right, 1 square Up 1 square Left, 1 square Up 1 square Right, 1 square Down			2 squares Down, 1 square Left	
			0		Up Down Right Left	2 squares Up, 1 square Right	

Disk Replacement

If your disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with \$5 and we'll rush a new one to you right away. We feel this is a fair replacement policy for Entertainment software. Please help us by not making any copies of this program.

In addition to our Entertainment software, Penguin also produces a line of Utility and Applications software. Because these types of programs are used by people in their work or in other programs, they are not copy-protected. We feel it is important that the people using such programs be able to make backup copies or modify the programs to suit individual needs. If you decide to purchase one of these programs, please do not make any copies except for your own use as backups.

Preston Penguin says:
Remember, only **you** can prevent
software piracy.

