

IntelliVision® Intelligent Television

DESERT BUS

**CARTRIDGE INSTRUCTIONS
(FOR 1 DETERMINED PLAYER)**



FOR COLOR TV VIEWING ONLY

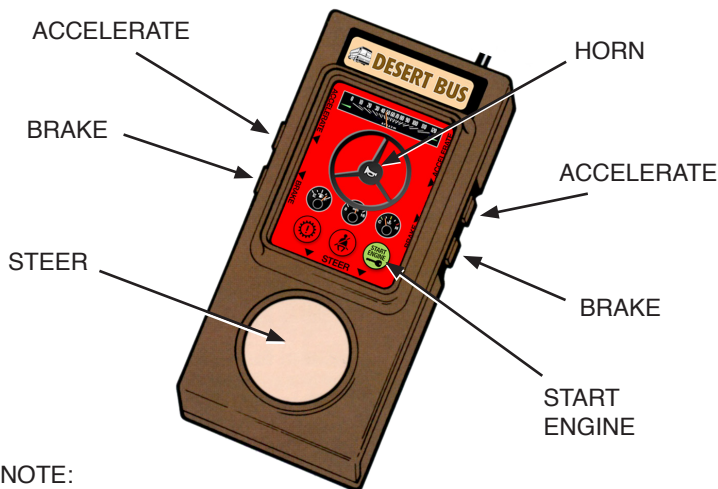
FINALLY, A VIDEO GAME JUST AS MUNDANE AS REAL LIFE



Prepare to subject your nerves, stamina, and endurance to the ultimate test! Desert Bus is the first Verisimulator™ game for Intellivision, which gives you an experience truly similar to the tedium of real life.

GETTING STARTED

Insert the game firmly in the Intellivision's cartridge slot. Slide the DESERT BUS overlay into the Hand Controller frame so it covers the keypad. When the game menu appears on the screen, select DESERT BUS.



NOTE:
There is no pause feature.
Real life doesn't have a pause button.

THE TIME CLOCK

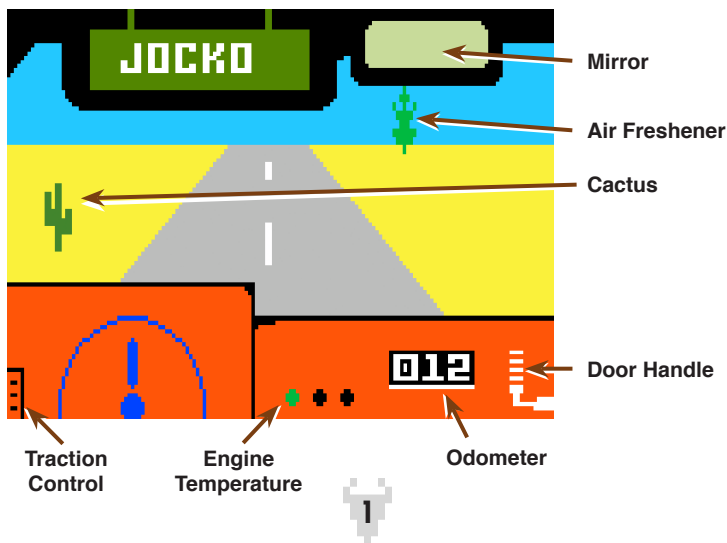
The Time Clock Screen shows your route information, as well as the total time spent on the road and the points you've earned. Your route will always start in Tucson, Arizona and finish in Las Vegas, Nevada, which are 360 miles apart.



Use the Disc to enter your name on your time card. Press any Side Button when you're ready to get behind the wheel.

THE DRIVE

From here on it's just you, your bus, the road, and nature.



ROAD TIPS

- Use the accelerator to drive as fast or as slow as you want, but the bus' maximum speed is 45 mph. At top speed, it takes 8 hours to complete your route. In real time.
- The bus pulls a little bit to one side, so if you let go of the controller for too long, the bus will drift off the road, get stuck, and overheat. You'll need a tow back to town. In real time.
- You can pull over and stop if you want, but don't idle too long. The bus has a tendency to run hot, so keep an eye on that temperature gauge. It's best to keep moving. Once you overheat, you're done.

OVERTIME AND POINT SCORING

When you successfully reach your destination, the Time Clock Screen will show your total road time and current score. Each 360 mile run earns you **1 point**.



You can earn overtime by driving the return route back to Tucson, but you'll have just 12 seconds to decide. Press any Side Button to get back in the driver's seat and continue.



If you decide you've had enough, don't press anything. When the clock runs out, tap the disc and navigate back to the game menu, where you can try one of the two bonus games....

Bonus Game #1

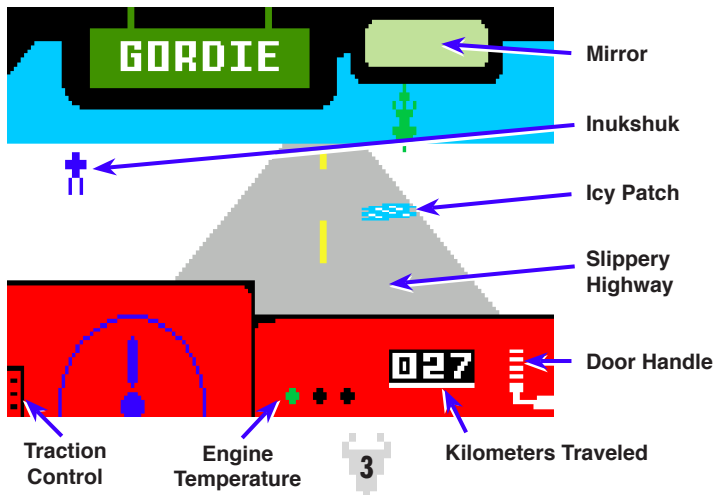
ARCTIC BUS

If you find desert travel too monotonous, test your winter driving skills on an icy Canadian highway. Choose Arctic Bus from the game menu and enjoy the

frozen landscape on the trip between Whitehorse and Dawson City in the Yukon Territory.

Confused by the odometer, eh? They use kilometers in Canada. The roads are pretty dicey, so you have to go a little slower. But no worries – you can still make it in 8 hours.

This bus is almost identical to the one from Arizona, so the wheels are still out of alignment. And icy patches on a slippery highway make driving a real adventure.



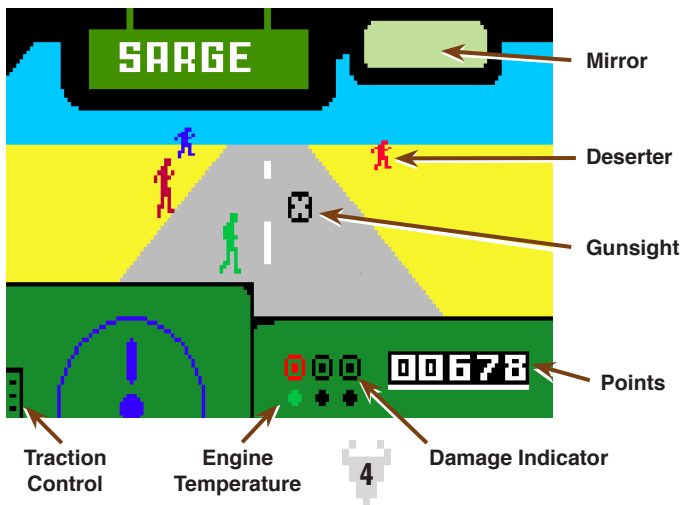
Bonus Game #2

DESERTER BUS

Deserting soldiers are on the loose, and your orders are to chase them down and bring them to swift justice. As you know, desertion is a capital offense, so these shirkers are to be shot on sight.

The vehicle you've been issued is a bus with a machine gun mounted on the hood. Since you're alone, you'll have to use the bus itself to aim. But you'll get the hang of it.

If you try to go off road, you'll likely get stuck and overheat, and that'll be the end of the mission. You'll end up on report, and you don't want that.



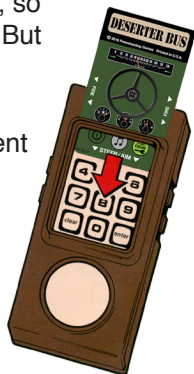
TIPS WHILE ON PATROL

- This bus' transmission is stuck in first gear, so deserters in reasonable shape can outrun it. But they can't outrun bullets!

- Tempting as it is to chase these runaways across the desert, if you stray off the pavement you'll get stuck. Watch the traction control indicator to see when you're pushing it.

- The battlefield can get awfully noisy. You can turn off the music if you think it'll help.

- Some of these traitors are armed with grenades. If they manage to do enough damage to your bus, it's game over.



SCORING

Each deserter you manage to pick off scores points. Deserters who escape cost you points. The more that get away, the less of a hero you are.



Shooting a grenade earns you points and saves the bus.

You've got unlimited ammo and enough fuel to keep you running all day. The mission ends when the bus either gets stuck and overheats or when it

sustains sufficient damage to disable it. Good luck, soldier.

DESERT BUS

CREDITS

Produced by Gary Magnan

Programming by Gary Magnan

Desert Bus Artwork by Timothy Giuliani • timothygiuliani.com

Hardware by Joe Zbiciak

Box, Overlays, and Manual by Mark Thompson

Testing & Encouragement: Don Switzer, Brad Dillon, David Jolly, Mark Thompson, Steve Orth

Special Thanks: Jonathan Hershberger, Phil Boland, Oliver Puschatzki, Michael Biel, Óscar Toledo Gutiérrez, James Rolfe

Programmed in IntyBASIC: nanochess.org/intybasic.html

Inspired by Penn & Teller's *Smoke and Mirrors*

Other Verisimulator™ games coming soon:

- *Toll Collector™*
- *Portrait Sitter™*
- *Bird Watcher™*



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