

IntelliVision[®] Intelligent Television

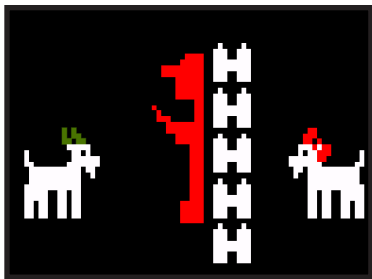
GOATnom

**CARTRIDGE INSTRUCTIONS
(FOR 1 PLAYER)**



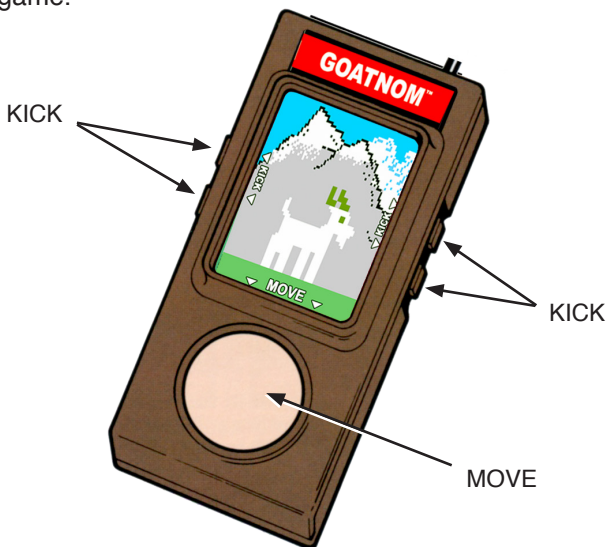
IT'S LOVE AT FIRST SIGHT

A mean ol' farmer stands in the way of a goat's happiness. All year long the farmer throws everything he can at the goat to dissuade him. If the goat can survive all four seasons, true love awaits. Intellivoice™ enhanced!



GETTING STARTED

Insert the game firmly in the Intellivision's cartridge slot. Slide the **GOATNOM** overlay into the Hand Controller frame so it covers the keypad. Press any button or the Disc to start the game.



HOW TO PLAY

As the goat, you must eat as much “good stuff” as you can, avoiding the black objects and kicking them when possible. Move using the Disc, and kick using the controller’s Action Buttons.

Spring – Eat fish, cans, and shirts. Kick or avoid rocks.



Summer – Eat popsicles, hot dogs, and bananas. Kick or avoid old tires.



Fall – Eat pumpkins, apples, and skulls. Kick or avoid the hammers.



Winter – Eat stockings, candy canes, and yellow snowballs. Kick or avoid deadly grenades.

The Nom meter fills up as you eat and kick objects. When objects get past you, though, the meter empties. Fill up the meter to complete one season and move on to the next.



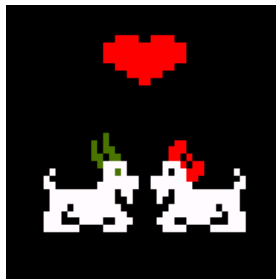
Objects speed up as the meter starts to get full, and the *Farmer’s Almanac* says winter will be brutal, so keep those feet moving!



HOW TO WIN

A full game consists of all four seasons. Your total time will be displayed on the screen when the game is over.

Can you stay alive for a full year and reunite with your sweetheart?



GOATnom

CREDITS

Produced by Gary Magnan

Programming by Gary Magnan

Hardware by Joe Zbiciak

Artwork by Garrett Gilchrist

Overlays by Phil Boland

Manual by Mark Thompson

Testing by Don Switzer and Steve Orth

Programmed in IntyBASIC: nanochess.org/intybasic.html



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