## FRUITEE

At the command prompt enter
OLD DSK1.FRUITEE (change DSK1 to DSK2, DSK3 etc. if the FRUITEE file was copied to another floppy disk drive)
RUN

Finalgrom99
Insert the SD card from the Finalgrom99 into your PC.
Copy the FRUITEE.bin file to the HOMEBREW directory
Eject the SD card and place into the Finalgrom99

Start up the TI-99 and select FInalgrom99
Select HOMEBREW and FRUITEE

Please note FRUITEE! requires the 32K RAM memory module

## HOW TO PLAY?

FRUITEE is an arcade style strategy game, where each player navigates their FRUITEE droid to drop their hungry FRUITEE balls through the fruit orchard to reach home. Points are awarded for eating fruit and navigating the obstacles within the orchard to reach home. The player with the most points per level wins the level. FRUITEE has 9 levels with each level becoming more challenging as the game progresses.

## OBSTACLES

Traps stop the FRUITEE ball in its tracks and can be used to block your opponent or give you a delayed bonus score. At the end of the level, when each player has played all their FRUITEE balls a BONUS ROUND is automatically played out. The player with their FRUITEE ball above the trap will gain 70 bonus points plus any of the fruit the FRUITEE ball eats on the way to home.

Tunnels allow a FRUITEE ball to travel randomly from one part of the FRUITEE orchard to another, allowing more fruit to be eaten and more points to be earned.
Arrows change the direction of the FRUITEE ball to travel either left or right. Once an arrow is hit, it is automatically flipped to the opposite direction for the next time the path is played.

Mystery Prizes appear on the higher levels and will randomly reveal themselves to be arrows or fruit. You have to take a chance on the outcome, you might have an arrow sending your FRUITEE into a different direction or you might be eating fruit and scoring lots of points!

PLAYER MODES
FRUITEE features 1 player mode against the TI-99 or 2 player mode against another human opponent. FRUITEE can be played with keyboard and joysticks simultaneously.

**KEYBOARD GAME PLAY**
**S - LEFT**
**D - RIGHT**
**X - DROP**

The default keyboard can be re-programmed from the default keys, by selecting option 3. SELECT KEYS.

JOYSTICK GAME PLAY
Any left - LEFT
Any right - RIGHT
Centre and down - DROP
Fire button - DROP

For 2 player games it is recommended to use the joysticks, one for each player.

AUDIO
FRUITEE has volume and audio control. To turn audio on/off press the 1 key during game play. To decrease the audio volume press the < (less than) key
To increase the audio volume up press the > (greater than) key

SPEECH
FRUITEE uses the additional TI Speech Synthesiser. To turn on/off speech press the 2 key during game play.
Once speech has been turned on, the TI will talk during game play. The speech is primarily used in 1 player mode against the TI.

## GAME TIPS

Always look for the paths with the most fruit which reach home and remember to follow the direction of the arrows to give you the best possible points during game play.

Traps are really great, they give you a delayed bonus score for the bonus round after all the FRUITEE balls have been played.
Play the traps before your opponent does to secure your bonus reward of 70 points and the best opportunity of eating all the fruit beneath the trap! Use the traps to block your opponent and stack as many of your FRUITEE balls onto a trap to give additional chances of reaching home and maximising points scoring.

Tunnels are completely random and will transport your FRUITEE ball from one area of the orchard to the other, potentially bypassing obstacles and giving a different route to reach home and score extra points.

Mystery Prizes appears on the higher levels and can give you a real points boost with random high scoring fruit appearing.

Enjoy FRUITEE!

Comments, feedback and bug reports welcome!

DEVELOPMENT INFORMATION
FRUITEE! Is developed in Extended Basic and complied to machine code using Isabella. The Extended Basic source code is provided in the download for those interested in gaming development.

Please note: 32K RAM memory module required

Many thanks to www.ti99iuc.it for feedbacks and assistance in the development of FRUITEE!