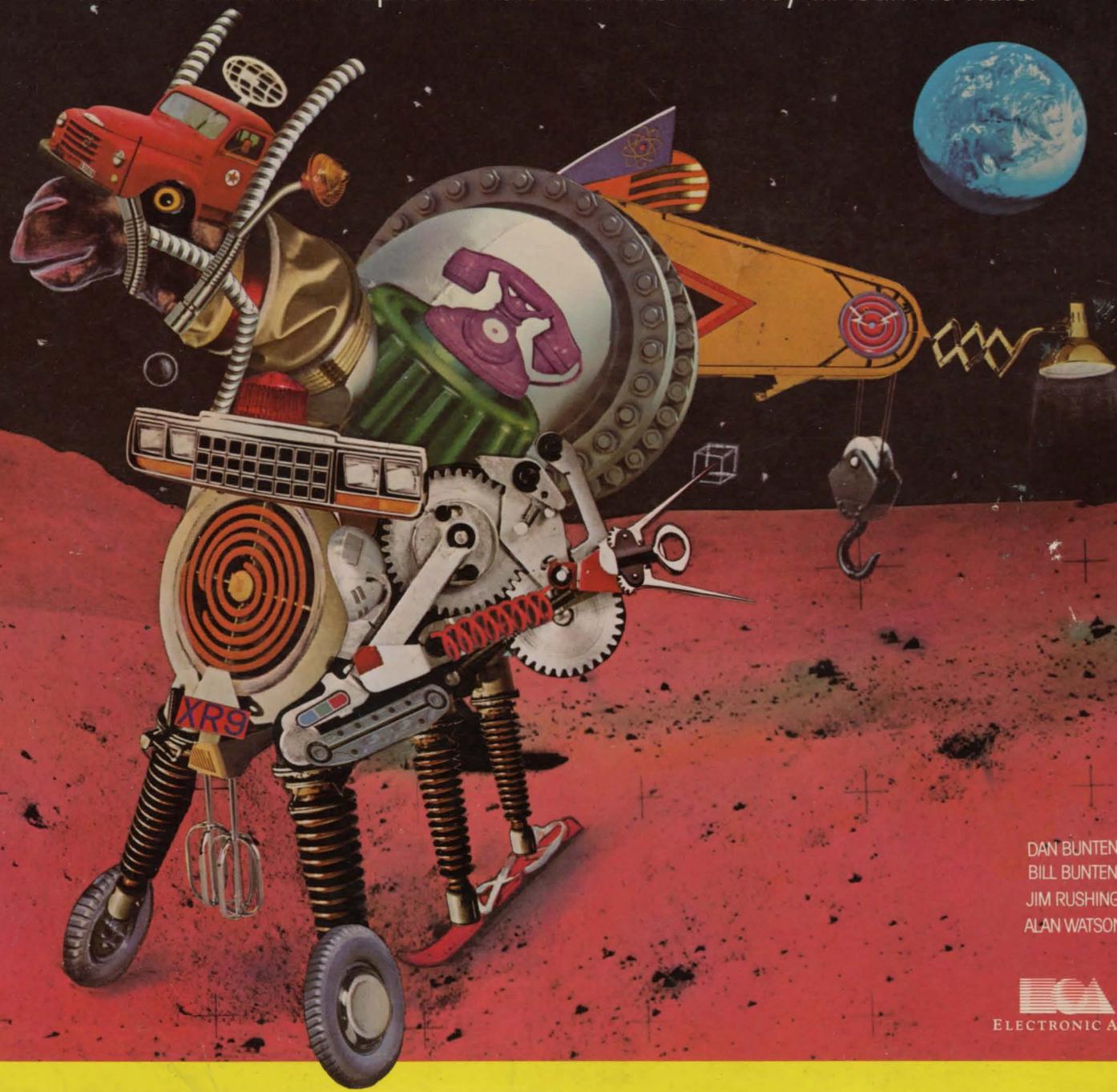


# M. U. L. L. E.™

A game in which up to four players attempt to settle a distant planet with the so-called help of a mule-like machine they all learn to hate.



DAN BUNTEN  
BILL BUNTEN  
JIM RUSHING  
ALAN WATSON

  
ELECTRONIC ARTS

# YOU HATE HIM.

It means something, M.U.L.E. Multiple Use Labor Element.

Everyone expected him to be perfect for planet pioneering. Mining, farming, and general hauling capabilities – he could do it all.

It was the unexpected stuff, however, that made a M.U.L.E. a M.U.L.E.

He was born – if you can call it that – in an underground lab in the Pacific Northwest. A major defense contractor had gone out of its way to get

the job and they were stoked.

Stoked, that is, until the detailing robots went out on strike. Costs ran over. Senators screamed. And when the dust had cleared, the job was finished by a restaurant supply firm, a maker of pre-school furniture, and the manufacturers of a popular electric toaster.

It shows.





List the important elements in the portrait below and describe their significance. Be specific.

Left to right. Bill Bunten. Jim Rushing. Alan Watson. Dan Bunten. Little Rock. Bill, Jim, Alan, and Dan created this game. Little Rock is the capital of Arkansas. The lady and the dog have requested anonymity.

**Little Rock?**

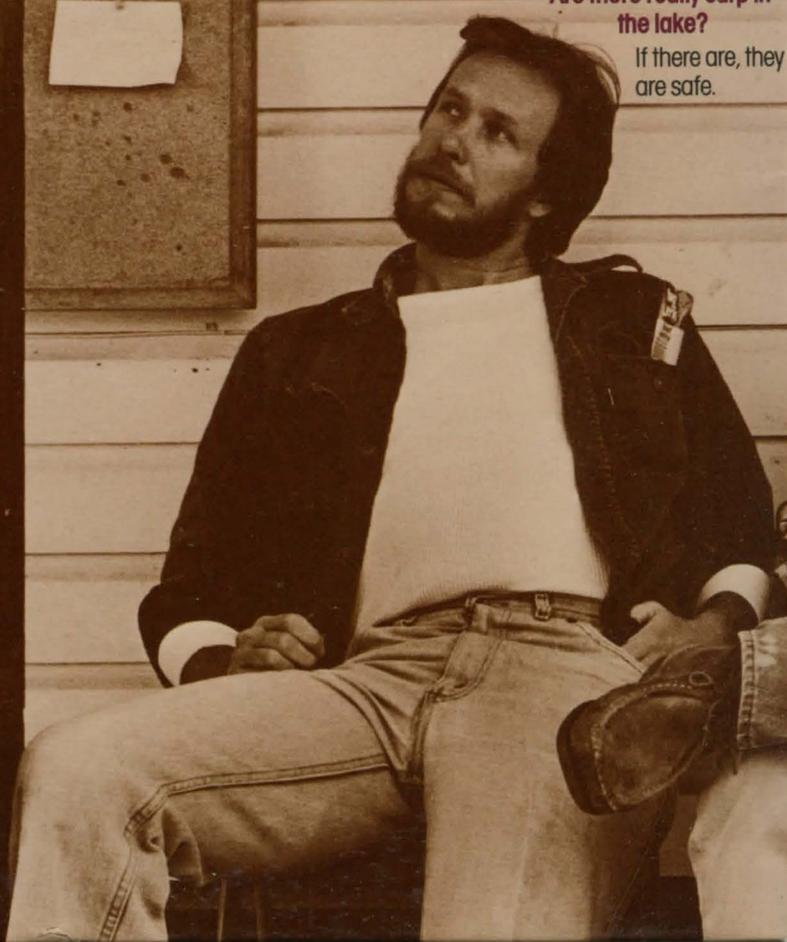
They live there, yes.

**Explain the role of carp in the lives of these men.**

The role is metaphorical. When they are stuck for an idea, they fish in Broadmoor Lake, across the street from their offices. It is said big carp live there. Often, when these men fish, an idea comes to them. The carp do not.

**Are there really carp in the lake?**

If there are, they are safe.



# CUTTHROATS, AND LAST CALL AT SLICK WILLY'S

**Trace the development of M.U.L.E. especially as it relates to earlier ideas.**

First, there was an auction game. Then, an oil exploration game. Then, a real estate game, a commodities game, and a game in which people played the roles of other people and/or things. Bits of these games became M.U.L.E.

**Only bits?**

They died so that M.U.L.E. might live.

**This caused some consternation on the part of the four men. What was it?**

For a while, they feared they had dried the well, burned themselves out. They have since determined that this is not true.

**Is there any proof of that?**

You will buy the proof in a future Electronic Arts publication.

**Do these men play M.U.L.E. themselves and, if so, how?**

Yes. Very well. After all, they made the rules.

**Be more specific.**

Well, Dan for instance was the project leader. When there were changes in the program, only he knew all of them. This gave him a certain advantage which he called the ability to play logically. The others called it cheating.

**What about the others?**

Jim claims he would not condescend to engage in the cutthroat tactics of his cohorts. This meant he usually lost. Besides, as the programmer of the group, he often got nailed while worrying about bugs.

Alan seldom won or lost by a large margin. When he did win, he acted like it was an accident.

Bill? Well, imagine the game being played by Vince Lombardi in a bad mood. Relentless self-interest. The others hated him. There are scars.

**Locate Slick Willy's and discuss its importance to the development of M.U.L.E.**

Slick's. A bar. Little Rock. They hung out there whenever they had to make a trip to the post office. Or maybe it was vice versa. Like the lake, another magical retreat.

**Will these men soon be rich? Keep your answer short.**

Maybe. But then, this is Arkansas. There's nothing to spend it on. Anyway, they know there are more important things.

**Examples?**

Crystite.

**Your time is up.**

Slick's.

**Thank you.**

And carp.



# YOU NEED HIM.

No one quite knows how it is that a M.U.L.E. is able to record intergalactic phone messages. Or why he can be used to cook simple dinners. Or how he pulls in any ballgame broadcast, anywhere in the universe.

Above all, no one ever dreamed that he would go beserk and run away if treated carelessly.

No one expected any of that, to be sure. But you've got a planet to settle. And for now, he's all you've got. Good luck. You'll need it.

Game Design and execution: Ozark Softscape - Don Buntin, Bill Buntin, Jim Rushing, Alan Watson    Package Design: Dennis McVey    Liner Notes: Jeffrey Goodby  
Photography: Allen Say    Package Art: Lou Beach    Producer: Joe Ybarra

M.U.L.E. is an Ozark Softscape game.    Software © 1983 Ozark Softscape    Package Design © 1983 Electronic Arts    Simultaneously published in USA and Canada.  
Screen shots represent Atari 800 version only. Other versions may vary.    Atari is a registered trademark of Atari, Inc.

# A TYPICAL FRIENDLY EVENING OF M.U.L.E.

We pick up our players during their sixth development. They will play twelve. If their colony isn't successful by then, they face the prospect of a long, cold trip back to Mother Earth. Which is fine for 11-year-old Charlie. But Mom and Dad have to go to work tomorrow.

**DAD:**  
The Honest Pigeon.



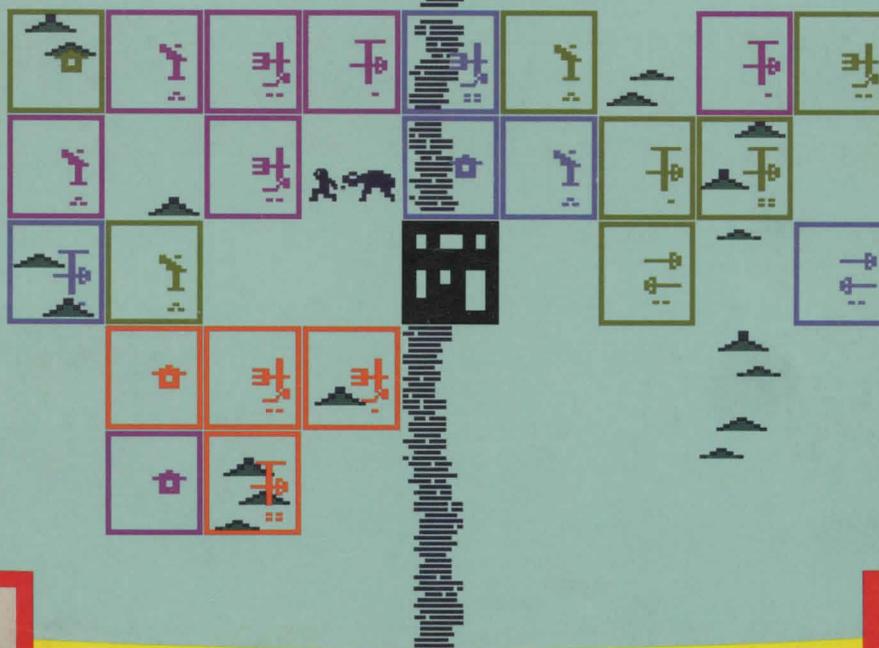
**CHARLIE:**  
The Stalker.



Playing the blue, he's about to install a second M.U.L.E. to farm his river land. (That's the M.U.L.E. - viewed from the back - with the long legs, just northwest of the black town grid.) This will give him an overwhelming surplus of food - if pest attacks don't get to it first.

Playing the green, he suspects Dad's got secret intentions of getting into mining. But Charlie's ready for him. Before Dad has a chance to make his move, Charlie's going to cripple him by letting lots of M.U.L.E.s loose, driving up the price of Smithore. Guess who owns all the Smithore.

## EXPLOITATION #6



Playing the orange, he's making mistakes left and right. He's unfortunately forgotten that food doesn't grow in the mountains. He's obviously a little slow during land auctions. And even with 48K of memory, he isn't smart enough to catch the Wampus. Maybe he's just trying to get his new family to like him.

Playing the red, she's about to get out of mining and into energy development. She will tell the others she just wants to provide everyone with lots of nice energy to keep the game lively. Silently, she's planning to quadruple the price per kilowatt and bring them all to their knees.



**MOM:**  
The Stalker of the Stalker.



**THE COMPUTER:**  
Well, he's new to this.



**About our company:** We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for success. Our products, like this game, are evidence of our intent. If you'd like to get involved, please write us at: Electronic Arts, 2755 Campus Drive, San Mateo 94403.

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