



GRAY GAMES



## Hozer Video Games Destruction Instructions



*What is with this "Randy"?  
Is he villain or saint?  
He makes some people cheer  
and some people faint!*  
-SANDMOUNTAINSLIM



Your name is Thomas and you are angry. After Jah Fish stole your 700 Euros, you've decided to strike back at the source. And in your mind, the source of bootleg carts is Randy at Hozer Video Games.

You have journeyed from Germany to the U.S.A. to the Dungeon Lair of Hozer. You have seen Randy's strange transformation from human to Hozer head. In Hozer's lair, you have discovered Hozer is ready to put tens of thousands of bootleg and pirated Hozer Video Games carts on Ebay and you must stop him.

Your only way to stop Hozer is to gather Hozer carts from the lowest level of Hozer's Lair and bring them to Hozer's Computer Terminal. Here you must seal Hozer in a prison of his own carts, before he gets the internet connection he needs to post his armada of Bootleg and pirate carts on Ebay. Barricade Hozer in a tomb of his own carts, so he can never make another new Hozer Video Games cart again. To succeed you will have to be

faster than the autobahn, avoiding your old not-friend Jah Fish, Living Hozer Cartridges, and Ghosts of the Hole. Complete the job and Atari Age will be grateful.

### **Hozer Hozing Objective**

You must build a barrier around Hozer before he posts his tens of thousands of Hozer carts on Ebay.

Player - Player must collect Hozer Bootleg and Pirate carts from the depth of Hozer's Lair and bring them to the Hozer's Computer Terminal, where he must construct the barrier around Hozer.

Hozer - A man named Randy transformed from Human to Giant Head, from Randy to Hozer he has become. Once the internet connection is fully functional, Hozer will post tens of thousands of Ebay auctions to sell his Hozer Video Games Cartridges.

Circuit Cross - This device serves as a router that charges to eventually give Hozer internet access.

### **Randy's Rejects to Avoid**

Ghost of the Hole - Whether real or a mystic vision, these characters are equally terrifying. Contact one of them and you'll become spellbound for a short time.

Living Hozer Video Games Cartridge - These cartridges made of dung slide smoothly throughout the lair. Avoid them or their stench will temporarily immobilize you. Shawn Sr.'s theory was right!

Jah Fish - The depth of the Hozer's lair are infested with Jah Fish. Without warning they'll drop upon you from the cracks in the stone ceiling. Jah Fish seem determined to drive you into the deadly pool of hot liquid solder and

steal your Eurodollars.

Drywall Hammer - Living in the dark corners by Hozer's Computer Terminal are scores of crazed Drywall Hammers who will pound you as you make your final assault on Hozer.

## **How to Stop Hozer**

1. Hook up your video game system according to the manufacturer's instructions.

2. With game console off, firmly insert your Hozer Video Games game cartridge.

3. Turn game console power on. The game scene should appear. It will be in a standby mode. If no picture appears, check to make sure your game unit is hooked correctly to your TV, then try steps 1 through 3 again.

4. Adjust the "Brightness" control on your TV for best contrast.

5. Plug your joystick controller into the left receptacle of your console. For two players, use both joystick controllers. Player 1 uses the left controller and Player 2 uses the right controller.

6. Depress "GAME SELECT" switch for one or two player option. The number of players will appear on the top of your screen.

7. Select your level of difficulty by positioning the "DIFFICULTY" switch at either Level A (for Advanced) or Level B (for Beginners).

8. Depress the GAME RESET switch, then press the red fire control button on your joystick controller to start game play. Ebay Lighting will periodically flash across

the screen toward the Circuit Cross which in turn will start to connect Hozer to the internet. As Hozer starts to connect to the internet he will slowly turn a green color. When he is completely green he will connect to the internet, post his tens of thousands Hozer Video Games Cartridges on Ebay and then come for you. Your objective is to prevent this from happening by constructing a wall of carts around Hozer.

If your difficulty switch is set for beginners you will have 8 1/2 minutes to finish the wall of carts. In the advanced level you will only have 5 minutes.

9. Use your joystick controller and make your way to the lower level of Hozer's lair and pick up the cartridge shown at the lower right hand corner of your screen. Avoid falling through trapdoors or contacting Ghosts of the Hole and Jah Fish. They will steal your Euros and slow you down. You can either avoid them or use your fire control button to jump over the. NOTE: You cannot jump over the Ghost of the Hole.

Once you have retrieved the Hozer cartridge, you must make your way back to the top of Hozer's lair. To climb up through a trap door, press the red fire control button while holding the joystick in the forward position. When you reach the top of Hozer's Lair, you must make your way behind the green-colored wall. At this point Scene 2 will appear and you will be swarmed by Drywall Hammers. Continue through the pounding hammers towards Hozer. At each side of Hozer, there will be a small footing where you must place your cartridge. If you succeed the screen will change back to Scene 1, which will show the beginnings of a wall on both sides of Hozer. To finish the wall you must repeat the above process 6 times. Each time will be more difficult.

10. If you fall into the pool of hot liquid solder, you will lose one turn. If in a single player mode, the game will automatically move onto your next turn. The timer does

not stop. If there are two players, the game will automatically shift to player two's turn at which time his timer will start. When a player loses three turns the game will be over. Depress the RESET button and start a new game.

In this game you will start with 500 Euros. Each time you run into a Ghost of the Hole or a Jah Fish, they will steal 20 Euros. Each time a Drywall Hammer hits you, you will lose 10 Euros. Falling through a trapdoor will cost you 100 Euros. If you are unfortunate enough to fall into the pool of hot liquid solder, you will lose 200 Euros and one of your three lives.

For each cartridge you place around Hozer, you will gain a bonus of 500 Euros. Finally, if you finish the job before your time runs out, you will gain a bonus of 100 Euros for each unit of time saved. NOTE: It takes 30 units of time for Hozer to connect to the internet and Ebay.

### **Additional Hozer Horribles Strategies**

The primary objective in this game is to beat the timer and enclose Hozer. A secondary objective is to complete the primary objective with the most Eurodollars.

If you are beginning to run out of time, you can take short cuts by jumping through the trap doors to the platform floating in the hot liquid solder. This will cost you 100 Euros, but it will save time.

When jumping over the pool of hot liquid solder, watch closely for the Jah Fish. They will give you about a one-second warning before they drop into your path to steal your money. It is best to make your jump immediately after the Jah Fish has completed his descent.

Remember! This game gets more difficult with each

cartridge you collect. Move as quickly as possible to save the time you will need later when you face additional trapdoors, even larger Living Video Game Cartridges, and movable platforms floating on the pool of hot liquid solder. Be prepared for even more surprises as you get closer to completing the barrier.

## **What various people did to Hozer Video**

Now and then, people ask me what happened to Hozer Video Games. I mean, I used to sell games (I started making them in 1984!) by the thousands and now I am difficult to even find, since I don't advertise. Well, the short version of my story is that some very greedy and dishonest people made up a lot of lies and started a whispering campaign against me. They seeded a lot of decades long friendships with suspicion and mistrust. The motive is money; I continue to make games for less than they do and anyone who does this is a threat to them. What they want is total monopoly of the hobby market and whatever it takes to get that they are very willing to do. Even those who have taken a neutral stance have been attacked by them, so most of my true friends pay lip service to them while they happily continue to buy games from me. I make games for fun, these liars make games for money. With them, it is ALL about the money.

One of their favorite lies is that I make games that I am not allowed to make. I have never knowingly done this, and am still unaware when I ever have. I had a certain stock of games here on hand when these lies started, and the authors who asked me to stop making their games allowed me to sell off what I had left until it was gone. Years later I still have some of these, and why not? I don't advertise or anything. Yet if I sell one now they claim I am still "making them" when in actuality I am not. This is a lie, but they don't see that as such.



Another favorite lie is that I made some game that a particular game author forbade me to make, Missile Command TB. Pray tell who bought this from me? Since I never made one, this is again obviously a lie. This is one of my favorites, because this lie and some others were quoted in an email that I never sent. We're talking about liars here, remember? What's a little misquoting of Randy among friends? (smile!)

I've been accused of collecting a bunch of money for some game release and then not delivering. Thomas has a friend who I made Thrust carts for and never paid me in full, but happily sold them all and kept all the money. I never got my game yoke, either. But hey, in this upside down world I am the one at fault somehow. Boggles the mind!

I have heard that because my list includes more recent games that it's an indication that I make these games for general sale. Since I don't make *\*any\** games for general sale on my site, that is simply not true. There is no crime in having a game on my list, and if someone would ask me to make one of these games I would tell them no. I flatly refuse to make games that the author is selling for profit somewhere else - this has always been my policy and when these folks claim I am "making them" for sale, again without a single person ever having *\*bought\** one, it is a lie.

I have given many games away for free, some of the above mentioned left over stock I decided against selling and just included along with other orders as a bonus. I have also been told this is an indication that I am "back to my old tricks" of selling games I am not allowed to. It is difficult to say I sold something I gave away, but again that doesn't stop these liars.

I am not always sure what *\*is\** selling on other sites, so I often do a google to see if I can turn anything up. However, if someone sends me a rom then they got that

rom somewhere, and that is not my problem. I am not the rom police. And for the record, if you hack a game and release the rom you do not own it. I agree you did some little bit of bit-twiddling there, but if I take Atari's rom image of pacman and change the ghosts to hozer faces I do not suddenly own the rom - Atari still does. Further, if I freely give it out to everyone, then I should fully expect folks to take it and \*gasp\* actually play it. If that means they put it on a cart, so what? I gave it away for free. At that moment it became public domain. I can't come along later and say "everyone can have a copy of it except Joe." As much as you might not like Joe, it's out of your hands bud. If you don't want Joe to have it, then don't give it away to anyone. Duh.

I also have a flat service where if you send me a rom I will put it on a cart for you. So if Joe Schmoe downloads something very current or "forbidden" he could if he was able put it on a cart himself and no one would care. If the rom is out there for free what is to stop him? But not everyone knows how to do that. So some folks come to me and ask me to do it. They email me the rom they want and I put it on a cart. I don't "sell" them anything more than the service. I could send them a board, a case, and all the other parts. They could find some friend with an eeprom burner to drop the rom on there, who perhaps knows nothing about making atari games but does know how to burn a rom. So all I really provide them is that assembly step. I do not think this is illegal in any way, BUT. If it's a game I know darn well someone is selling somewhere else I don't make it. I don't want to put up with the whining and the crying (and the LIES). If someone has an issue with Joe getting the rom image off some random web site and putting it on a cart, they should hassle Joe not me. Again, I don't advertise such carts for sale and I don't sell them aggressively. I don't really sell \*anything\* except my service. But if Joe gets a rom of some game because the author released it for free, and asks me to put it on a cart for him, and then brags to his friends that such a thing came about my

lying friends are only too happy to pat him on the back and claim I sell yet another homebrew without permission. In other words, it's yet another lie.

And finally, I know someone bought some cart from me and sold it on ebay for a LOT of money. This amused me greatly. Everyone was so upset that somehow the old Hozer was cheating out someone, in some way, all this money. Well, I was paid \$16 for the cart. I didn't even have the ROM image until the fellow sent it to me and asked I put it on a cart for him. Then he went and got all that money for it - HE got all that money. Everyone was very angry at me, until they realized he got the money and not I. Then suddenly it was OK after all. Funny how that is. Demonstrates quite a bit of hate and dishonesty, and not from me!

I would note that now several resellers buy carts from me regularly, one of them very careful to only buy carts that he can get the rom images from in the public domain. Again, THEY are the one making the profit, not me. I have warned each of them I will not make games that are sold by someone else actively. One of them buys them "unlabeled" so you all have no idea what the source is, and so far no one has complained. Another is a friend who sells whatever I send him from my left over box of pre-lies inventory, and whatever I kick up to send his way. Sort of like my "outlet" store. My leftovers of Gunfight, Marble Craze, etc are running quite low. I usually just give these away as I mentioned above, which shows just how few orders I make.

I did consider making games again when someone from Ohio approached me. They wanted to make hacks of horror games and were not sure how it was done. They asked me for help. I sent them some free samples, and encouraged them. Soon I was making carts for them, of their rom images, and printing labels/docs from their stuff. Now everything was fine and fun until someone noticed that I was the one making the carts - and a

particular pair of people who run a large web site were not getting a cut of the money! Suddenly the nice guy from Ohio was told he had best stop immediately using my services or no one would ever buy one of his carts again. He was actually told how to run his business in no uncertain terms. Now, I can't think of a single thing I was doing "illegal" there but once again folks felt compelled to threaten him and give him a good talking down to, until he knuckled under. They told him many of the above lies, and he got a good dose of hozer-hate.

Personally, I am flattered by so many who drop me a line now and then and tell me they don't believe the bunk. They feel it's all a big misunderstanding, and I agree. But some folks misunderstand things by accident, and some on purpose - especially when there's a buck in there for them. It certainly hasn't hurt those folks who are most venomous about these lies, they sell a lot of carts and make a lot of money. There is a solid core of people who buy from me now and then, and encourage me to just hold on until they round out their collections. They know once I am gone there won't be a good source for quality \$10 games, which I discount all the way down to \$7-8 if you buy in bulk. Those who lie can't compete at this price - and that's why they lie. There is the greed. With them, it's all about the money.

I don't make that many games, and the ones I sell to those who are resellers I get \$6-7 for the 4K and \$12 for the larger ones. Whoop de do. Every so often someone wants a batch of something or other made, or snags up all my remaining inventory of pre-liar carts. The fact is, aside from these very occasional larger orders I have even LESS occasional mini orders of a game or two. I probably make about 10 carts a month for the bulk of my friends. So get over it.

Perhaps you think I am too harsh, and likely I am. I have been treated quite harshly by some, and my friends who dared to defend me shouted down or made fun of. I wish

sincerely this was all just a big misunderstanding, and that those who I call liars were not doing it from a greedy, self-serving position. I would that they might consider their reflection carefully in a mirror and offer me a public apology. I won't treat them poorly, or "punish" them out of vengeance by trying to inflict some kind of shame on them. I would be happy to just shake hands and be friendly again, if only they would come clean. My reputation they have trashed, and I would expect them to do something about that. I don't believe they will ever step up and admit their fault, but I would be happy to be disappointed.

Randy

## Credits

**Game design: Unknown Data Age Programmer  
and Charles F. Gray**

**Graphics: Charles F. Gray**

**Manufacture: Randy Crihfield**

**Manual: Charles F. Gray and Randy Crihfield**

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