

U.S. games™

VC2004

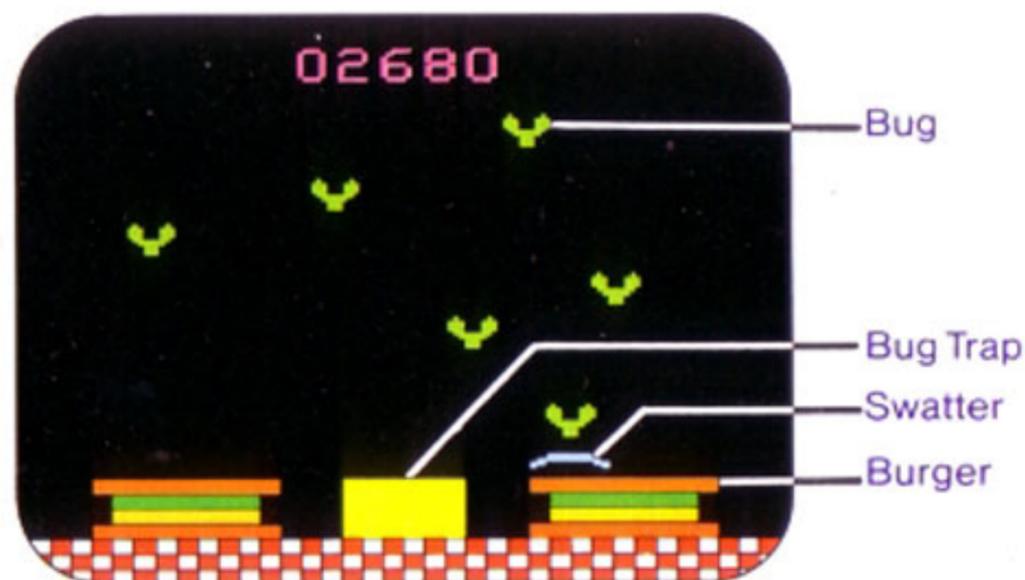


U.S. Games Corporation
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Picnic

Picnic is a one or two player, full color game designed to be played on the Atari® Video Computer System™ or the Sears Video Arcade®.

You call this a picnic!!?? Just when you are ready to sit down and eat your juicy cheeseburgers, a swarm of nasty bugs comes along intent on beating you to the munch. They start eating and you start swatting, and the battle has begun. It's a good thing you brought along your bug zapping trap. Now, swat those critters into the trap, and just maybe there will be something left for you to eat for lunch.



Set-Up Instructions:

1. Connect the Atari® Video Computer System™ or Sears Video Arcade® following manufacturer's instructions.
2. Install the paddle controller in left controller outlet.
3. Insert the cartridge — making sure the power is **OFF**.
4. Move the POWER switch to **ON**.
5. Difficulty switches:
Right difficulty switch Position A = Large swatter
Position B = Small swatter
6. Select the game of your choice.
7. Start game by pushing fire button.
8. Each wave of bugs is followed by a "Super Bug." If you can successfully swat him into your trap, you get a moment's rest. Start the next attack by pushing your fire button.

9. Push the reset switch to start a new game any time.
10. After the game is over, a new game can be started by pressing the fire button.

Controls:

- Turn paddle controller clockwise or counterclockwise to maneuver swatter.
- Push fire button to swat!

Game Variations:

- Game 1 Single player, beginner skill level.
- Game 2 Single player, intermediate skill level.
- Game 3 Single player, advanced skill level.
- Game 4 Two player, beginner skill level.
- Game 5 Two player, intermediate skill level.
- Game 6 Two player, advanced skill level.

NOTE: The two player variations use the left paddle controller only, which can be passed back and forth when turns change. Each player's turn is indicated by different colored scores on the screen. Scores of each player are displayed, flashing alternately when the game is over.

Scoring:

- Swatting a bug = 10 points
- Swatting a bug into trap = 20 points
- Swatting Super Bug = 40 points
- Swatting Super Bug into trap = 1000 points

Playing Hints:

- For starters, you should know some basic (sneaky) attributes of the game; if you haven't already noticed, the bugs can shoot through your paddle and eat your burgers unless you activate it by pressing the "fire" (or "swat" in this case) button at the exact time the bug extends his needlelike tongue. Also, note that you can't *hold* the paddle in swatting position — as it returns to its normal position a split second after activation. This calls for exact timing on the swat! Anticipate the bug's hunger and get him before he eats your lunch!

- The best swatting position is near the center, between trap and burgers on either side. Even though this area puts the most bugs in the jar, you are trying to save your burgers! Therefore, it is good strategy, nay — a *necessity* — to swat bugs even if you don't trap them; otherwise, you may really be out to lunch *without* the food!
- Beware of "Super Bug" as he comes on screen immediately after you complete a wave. He can and will shoot from high altitudes, so home in on him early. When he gets into feeding position, swat away at that two-tongued devil.
- Now, stay cool, don't get bugged, and save those burgers before your *Picnic* turns into a bugfest!!

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