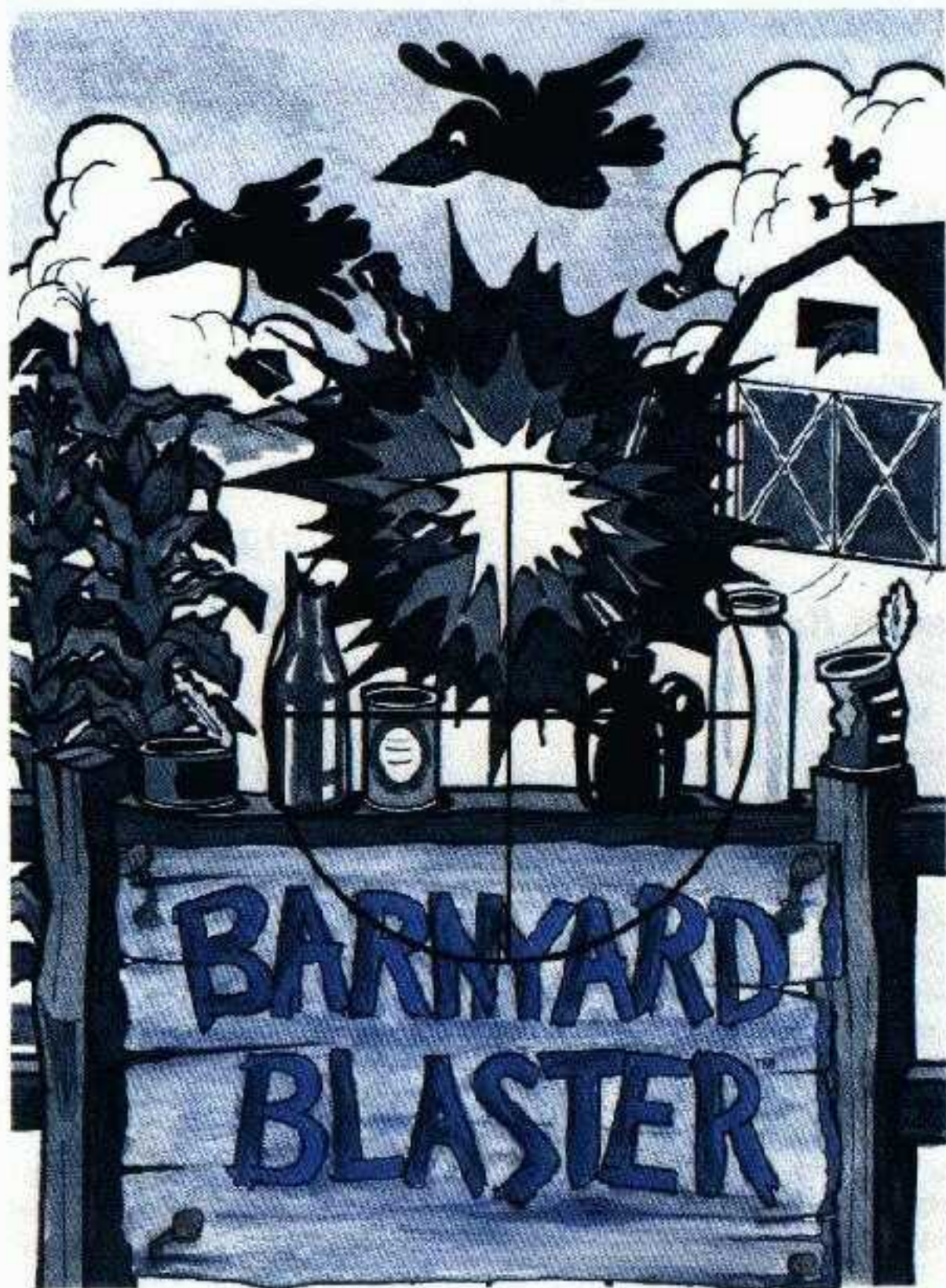


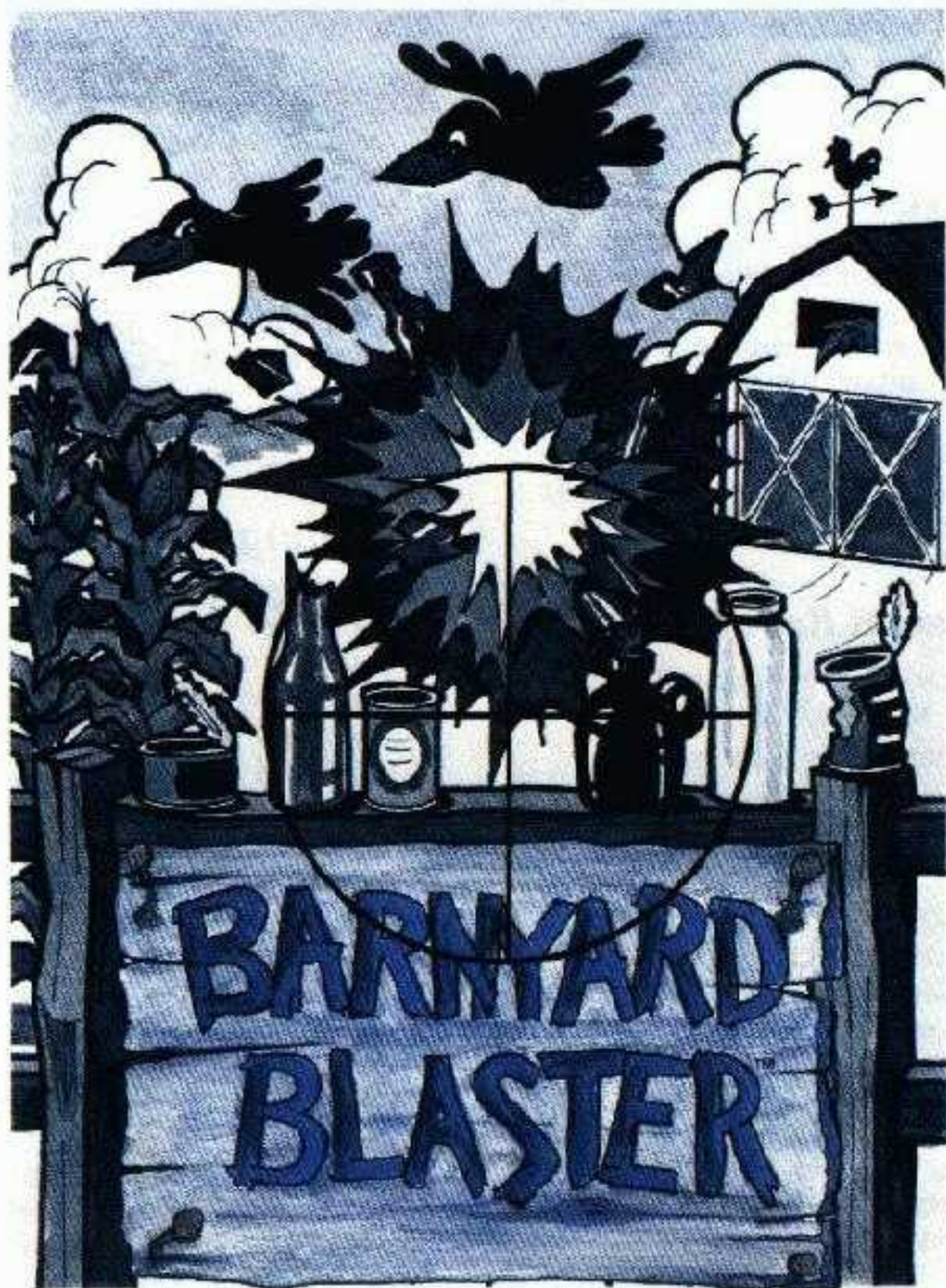
ATARI<sup>®</sup> XE VIDEO  
GAME  
CARTRIDGE

Game Manual



ATARI<sup>®</sup> XE VIDEO  
GAME  
CARTRIDGE

Game Manual



*You and your grandpa just put your life savings into buying a small farm—a few acres for growing vegetables and raising horses, a place to get away from the battle of city life. As the two of you settle in on the back porch, you notice a couple of small critters scurrying across the cornfield. Then you hear squeaks and squawks coming from the barn. Horror of horrors! Your entire farm is infested with vermin, determined to drive you away. It's you or them. With your trusty gun in hand, you head for the barnyard. Gramps backs you all the way. You'll show them you're no city slouch!*

## System Requirements

- Atari XE game system console or XE or XL™ computer
- Color TV or color monitor
- Atari XG-1™ light gun

## Getting Started

1. With your XE game system turned off, insert the Barnyard Blaster cartridge into the slot on the top of your console as explained in your Owner's Manual. Plug the light gun into controller port 1 for either one or two players. (In a two-player game, players share one light gun.)

2. Turn on your TV or monitor, and then press **[Power]** to turn on your system. The opening Barnyard Blaster title screen appears. After a few seconds, you'll see the Game Options screen: bales of hay with a one- or two-player game option.
3. Holding the light gun three to five feet from the TV or monitor, aim and shoot at the bale for the option you choose.
4. To pause the game press **[Select]**. To return to the title screen, press **[Reset]**.

**Note:** To turn the music on or off, press **[Option]**.

## Playing the Game

Your goal is to rid your farm of vermin by shooting targets in each of three areas: the barnyard, the cornfield, and the barn. You aim and shoot your light gun to hit static and moving targets on the screen. You have up to 40 bullets per screen, so aim accurately to avoid wasting precious ammunition.

In order to advance through each area, you must achieve a certain percentage of shooting accuracy in that area. Each time you finish one area of the farm, your scores are displayed: your score for that screen, your bonus bullet score based on the number of spares, and your total game score.

# Blast!

A fourth area of the farm—Gramps' Bonus screen—gives you a chance to brush up on your target shooting and earn extra points. This screen appears each time you leave other areas of the farm.

If you make it through all three areas, you'll make the rounds again and again, with each round more challenging than the last one. At the end of the game, you'll be given one of 13 possible target shooting ranks, from Total Dud, the lowest, to Blaster, the highest.

The game ends in one of two ways: your accuracy percentage is too low or you complete screen 36. If you complete screen 36, the critters will give up, and you and Gramps can rest for the night.

Rank	Screens Completed
Total Dud	0
Egg Hunter	1–2
Stable Hand	3–5
Hay Baler	6–8
Cow Milker	9–11
Red Neck	12–14
Farmer	15–17
Harvester	18–20
Husker	21–23
Shootist	24–26
Terminator	27–29
Sniper	30–32
Blaster	33–36

## The Farm Layout

Barnyard Blaster provides four screens on which to prove your shooting skills.

### The Barnyard

In the barnyard, bottles and cans lined up on a fence offer great practice for warming up the old shootin' iron. This is your target practice area. Watch for the gopher, who may appear in the field behind the fence. He's a quick little fellow. (The gopher can appear on all four of the different screens.)

### The Cornfield

In the cornfield, you'll aim at static targets—watermelons and pumpkins—and moving targets—crows and rabbits. You must shoot the veggies before you can get the moving critters.

### The Barn

As you enter the barn, all sorts of critters will skitter across the floor. Occasionally, birds will swoop down.

### Gramps' Bonus Screen

On the bonus screen, Gramps will throw 10 bottles into the air to help you hone your shooting skills. Shoot each bottle before it disappears. But don't shoot poor Gramps. If you do, the bonus round will end.

# Scoring

In each area of the farm, points range from 10 to 250, depending on the target and how quickly you hit it. The smaller and faster the target, the more points it's worth.

Screen	Target	Points
Barnyard	Bottle	10-50
	Can	10-50
	Gopher	50-250
Cornfield	Watermelon	10-50
	Pumpkin	10-50
	Rabbit	30-150
	Crow	30-150
	Gopher	50-250
Barn	Duck	20-100
	Chicken	20-100
	Small Birds	30-150
	Owl	30-150
	Rabbit	30-150
	Mouse	50-250
	Gopher	50-250
Gramps' Bonus	Spinning Bottle	20-100
	Gopher	50-250

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions. Reproduction of this document or any portion of its contents is not allowed without the specific written consent of Atari Corporation.

ATARI, the ATARI logo, Barnyard Blaster, XE, XL, and XG-1 are trademarks or registered trademarks of Atari Corporation.

Copyright © 1987, Atari Corporation, Sunnyvale, CA 94086.  
All rights reserved.

Printed in Taiwan. C300019-086 Rev. A K. I. 3. 1988

