

Getting started

1. Remove all cartridges from computer.
 2. Insert cassette into Atari 410 tape recorder and rewind fully.
 3. While holding down the START button, turn on your Atari computer.
 4. Listen for a "beep," then press PLAY on tape player and press any key on computer.
 5. After loading, rewind tape and return to case.
- (Approximate loading time: three minutes)
- Note:** Ignore any odd screen displays which may occur near the end of the loading process.

Booting instructions

Follow directions enclosed with your Atari computer.

Function keys

- SELECT:** Determines the level of play—1 through 6.
- OPTION:** Selects desired game option:
- Practice
1. No Flash or Recharge
 2. No Killerwatt
 3. Nohms only
 4. No nuisance characters at all
- Standard Play
- All characters

START: Starts or restarts game

ESCAPE: Freezes the action. Press the key a second time to resume play.

Scoring

Adding a square to the circuit	10 points
Contact with Flash or Recharge	300 points
Leading Killerwatt off the board	500 points
Completion of bonus round within allotted time	2000 points

Fast work adds more points to your score. You begin each level with units of time, as follows:

Level one:	1500 units
Level two:	1700 units
Level three:	1900 units
Level four:	2100 units
Level five:	2300 units
Level six:	2500 units

When you complete a circuit and the juice begins to flow, the remaining units of time are translated into points and added to your total.

Things to know

1. There are six levels of difficulty, each one made up of three rounds and one bonus round.
2. You begin with five Edisons. A bonus Edison arrives at 10,000 points.

Playing the game

This is a very simple game. Your job is to complete the circuit boards, quickly, if possible. When you've done so, your screen will light up, the juice will flow and the points will accumulate.

Edison, the kinetic android, does the work for you. Just move him from square to square and he'll make all the right connections.

As we said, this is a very simple game. Simple. And maddening.

From time to time, a collection of cute little characters, called Nohms, will appear out of thin air and start bouncing around.

When this happens, get out of the way. Because if one of the Nohms bumps into Edison, our hero will melt down on the spot. Which is fun to watch, but bad for your score.

After a few seconds, the Nohms will bounce right off the board, leaving behind one lonely capacitor.

This is where the fun begins. Because, after a few seconds, the capacitor evolves into the cunning Killerwatt. Killerwatt bounces around just like a Nohm, except for one thing. He bounces after you. You have to be clever to get rid of him.

And speaking of maddening, Flash, the lightning doll, appears from time to time and disconnects everything in his path.

The only real good guy is Recharge. He's round and cute. Bump into him and good things happen.

Now that you know the players, it's time to get back to work. And there's a lot of work to do. Because each circuit is a little different, a little more challenging and a little more frustrating.

We said this game was simple. We didn't say it was easy.

