MINER 2049'R ™

FOR
ATARI 400/800/1200

BIG FIVE SOFTWARE

MINER 2049er™

Programmed by Bill Hogue

Graphics and Audio Visual Displays Designed by
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with
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LOADING INSTRUCTIONS:

First make sure that your system is connected to the television monitor and power supply as directed by your computer's owner's manual. Open the Cartridge Compartment door on your computer console. Firmly insert the "Miner 2049er™" cartridge into the cartridge slot (Atari 800 users use the left cartridge slot). Follow the instructions on the cartridge to position it correctly. Connect a joystick controller to the computer by plugging it into controller jack number one. Close the cartridge door and the game should begin.
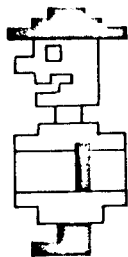
THE STORY OF COUNTY BOB:

The cleaning woman was diligently dusting the Hall of Fame wall in the office of Headmaster Mounty Monty. Monty was quietly doing the boring paperwork that all mounties must attend to. "Excuse me Sir, but why is there a big black wreath around this one picture?" inquired the cleaning woman. Slowly removing his glasses, he looked up and studied the picture she was referring to. "That is the famous mounty 'Bounty Bob'" answered Monty. "Bounty Bob was considered by all to be the most loyal, heroic, and charismatic mounty that our province has ever known."
The cleaning woman was entranced. "Well, if he was so

wonderful, then what is that bloomin' black wreath doin' there?"
Monty reclined back in his chair as he said, "We sent Bounty out one wintery day to find Yukon Yohan, a ruthle and conniving fur trapper from Sweden."
The cleaning woman gulped. Nervously, she asked "Wh was this evil slime of a man wanted for?"
A blank stare appeared on Mounty Monty's face. Ir whisper he muttered, "Murder".
The cleaning woman was horrified. "Did Bounty Bob ev find this Yohan fellow?" she wondered.
"Apparently he did" replied the headmaster. "We fou his dogsled stopped outside an abandoned uranium m once owned by Nuclear Ned. Two sets of tracks led into t mine. We followed them into the dark passages of the m when suddenly there was a massive explosion. A huge ca in occurred. We were barely able to escape with our live
"Whatever happened to Mr. Bob? Was he ever foun asked the mystified cleaning woman.
"No" answered Monty. He's still in there looking Yukon Yohan. Old Nuclear Ned was a survivalist a stocked up on supplies so Bounty Bob won't have to wo about food . . . if he survives the radiation."
You control Bounty Bob in his travels throughout t mine as he attempts to capture Yukon Yohan. You mu "claim" all of the various mine stations. Cute but dea mutant organisms prance casually throughout the mi Any contact with them is fatal. To avoid contact sim stay away from them, or hop over them if you're fe Scattered throughout the mine are various articles th have been lost by previous miners. Capture them touching them and you will be awarded points. Additiona the mutants will turn into green happy creatures that a now edible. Quickly run into them before they return to th deadly forms and you will eliminate them and score poir
Whenever you walk along sections of framework in t mine the sections immediately under your feet will tu

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solid. To advance to the next station you must "claim" all sections of the framework. Missing even one section will prevent you from advancing to the next station.

At the top center of your display is the "Miner Timer". This timer indicates how much time you have remaining to finish the station. When it counts down below a safe level, it will warn you by flashing and beeping. If it reaches zero, your miner dies instantly. If you finish the station before it reaches zero you then receive the number of points that it shows.

DISPLAY MODES:

TITLE SCREEN DISPLAY

This screen is initially displayed when the game is started. It shows "Bounty Bob" in a typical mine shaft. Bounty Bob then unveils the name of the game, the programmer's name, and the publisher's name. The game then performs for you by playing the theme song.

HIGH SCORE DISPLAY

This colorful screen displays the top ten scores obtained during previous games, along with the names of the players who achieved them.

ALERT MODE

This display informs you of which station in the mine you are about to enter. It also reports to you the difficulty factor of this mine. The least difficult mine is Zone 1 while the hardest is Zone 255.

GAME PLAY MODE

This is where you are in control of Bounty Bob in his attempt to "claim" the mine. At the top of the display you will find the current scores of both players. The small circles next to each score represent the number of extra

up you are now under lift control. Push the joystick in any direction and the lift will move accordingly. Press either the red joystick button or the spacebar to cancel lift control. Note: the lift will move slow going upward because Bounty Bob is such a fatso! Hint: you must put the lift all the way up before you can climb the ladder in the center.

THE CANNON (Station 10)

In this station the only way to get to the top is by blasting yourself out of a cannon. (Geeez! Is this Safe?) Firing the cannon is a simple matter. First you must load the cannon with enough TNT to get you to the level you want. Do this by going into the TNT hut and touching the TNT cannisters that you want loaded into the cannon. Each cannister is equal to ten tons of TNT. You need ten tons for each level you wish to be shot to. (Example: to reach level 3, load the cannon with 30 tons or 3 cannisters). The digital TNT indicator at the top will tell you how much TNT has already been loaded. Once the cannon is loaded climb the ladder and walk off the left of the framework to fall in the cannon. Now push the joystick right or left to aim the cannon. Press the red button and POW! You're on your way up! WARNING: Don't overload the cannon or the explosion could be fatal!

STATION DESCRIPTIONS

STATION 1: THE MINE SHAFT

Sharpen your Miner's skill in this easy beginner's station. Four mutant organisms will challenge you in this station. There are six possessions left by previous explorers in this station with the possibility of adding 1100 points to your score!

miners you have in reserve. Centered at the top is yo "Miner Timer" which reminds you of how much time y have left to complete this station.

HIGH SCORE INITIAL MODE

This screen appears after a game is over and you ha achieved a high enough score to record in the high sco display. You have approximately one minute to enter yo name or initials on the keyboard.

DEMO MODE

This mode self-activates when the game is left alone fo while. It rotates through the title display, the high sco display, and a sample game of Station One.

CONTROLLING THE SPECIAL EQUIPMENT

THE TRANSPORTERS (Stations 3 & 7)

These unique devices allow you to "beam up" to whatev level of framework you choose. First you must enter one the transporter doors and stop moving. Make sure th you are all the way in or they will not function. Now use t keyboard and press 1, 2, 3, or 4 to begin transporting. Aft a successful operation the transporters will turn red wh the energy level recharges. You may not transport ag until they turn green, indicating a full charge. Note: you m not transport to the same level you are at! Caution: t mutants can kill you during transportation.

THE LIFT (Station 8)

This device is essential to completion of the station. activate the lift you must first jump onto it. Now press t spacebar on the keyboard. As the whir of the engines sta

STATION 2: THE SLIDES

Another easy station but this time there is an adde challenge: the slides! Walking along the framework where slide starts going down starts up the fun as you sta sliding! Five mutant organisms guard this station. The are seven possessions totaling 1500 points that can l added to your score!

STATION 3: THE TRANSPORTERS

You can almost hear Bounty Bob say "Beam me up!" the futuristic transporters start to function. Use t number keys to select the level you wish to "beam" to. S deadly mutant organisms guard this station. Six posse sions in this station will add 1200 points to your score!

STATION 4: THE LILLIPADS

There's plenty of jumping in this station! Precise hoppi is required to keep Bounty Bob from falling. Seven muta organisms guard this station, so watch your step!! A to of eight possessions in this station can add 2400 points your score!

STATION 5: ADVANCED LILLIPADS

Another fun round with loads of jumping for Bounty B Watch out for the slides at the top, they can be a nuisanc A new challenge has been added on this station. The movi pieces! Jump onto one and give Bounty Bob a rest! F mutant organisms have made this station their home total of seven possessions will add 2400 points if you them all. Note: Bounty Bob has been known to have aller reaction to some mixes of martinis.

STATION 6: THE RADIOACTIVE WASTE

Looks deadly, and it is!! Should Bounty Bob slip into t tank of Waste, death is certain! Only four mutant orga isms have inhabited this station, but they are as mean ever! Seven possessions will help you finish this round, give you 1200 points too!

STATION 7: ADVANCED TRANSPORTERS

This round has got it all! Transporters, Slides, and Moving Pieces make this station one to remember! Seven possessions worth 2300 points will help you munch up the four deadly mutants. Get the "BF" at the top to rack up BIG points!

STATION 8: THE LIFT

Jump onto the lift to "hoist" Bounty Bob to anywhere in the station you want! Five mutant aliens guard this station, but getting the six possessions totaling 1500 points can help you to extinguish them!

STATION 9: THE PULVERIZERS

Another tough station for Bounty Bob to finish! Step onto one of the "parked" moving pieces and start it moving to the other side. But watch out for the slide that stands between you and the platforms that you have to make it to! Go down the slide to the bottom and prepare to walk through the deadly pulverizers! A total of eight aliens loom around this station, but there are also eight possessions adding up to 1600 points for you to use against them!

STATION 10: THE CANNON

Go into the TNT hut and load the cannon with as much TNT as you need to shoot yourself to any level of the station you want! Six aliens await you on this station. With no possessions but the TNT to get, munching the aliens is impossible! One last warning: do not overload the cannon!!

SPECIAL HINTS

1) If you think you have claimed all of the sections of framework, yet you did not advance to the next station, then check the framework under the slides because this is the most commonly missed area.

2) Bounty Bob can only survive short falls. The distance

SCORING

Each framework piece: 5 points
Aliens when edible: 80 or 90
Possessions: 100-1100
At the end of each station you will receive the "Miner Timer" bonus. A bonus Bounty Bob is awarded at 10,000 points.

USING THE JOYSTICK CONTROLLER

The joystick controller is used to move Bounty Bob throughout the mines. Moving the joystick right or left makes him walk right or left. Pushing up or down makes him climb and descend ladders. Pressing the red button makes him jump in the direction the joystick is being pushed in.

PAUSE MODE

Game play may be paused by depressing the ESC key on the keyboard. Pause may be cancelled by again depressing the ESC key.

WARNING!

Once pause is activated it will remain until it is deactivated. Color Shifting is not performed during pause so burns on your television may result if pause is left on for an extended period of time. If pause is intended to be left on for a while, shut off your television until the game is ready to be resumed.

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he can survive is always the same. Memorize which falls will kill him and do not do them again!

3) When using the Transporters, time your transporting to avoid materializing on top of one of the mutants!

4) If you really are having trouble and can't even get pa station one, then leave the computer alone and let it go in the demo mode. This will show you a sample play of stati one and you can pick up some pointers from it.

5) Some rounds have areas that you can get into, but y can't get out of. Go everywhere else first and then finish t station.

CONTROL KEYS

Key Name	Function	Used In Mode
START	Begins a new game at previously selected difficulty level	Title, High Scor Demo, & Game
0-9	Change difficulty level start game (0 = Zone 0)	Title, High Scor Demo
START	Returns to High Scores	High Score Init
SELECT	Toggles between 1 player and 2 player games	High Score
OPTION	Returns to High Scores	Game, Title, & Demo
ESCAPE	Freezes/Unfreezes Game Play	Game
SPACEBAR	Turns Lift On/Off	Game Station
RESET	Returns to Title Screen (Does not reset high scores)	All Modes
1,2,3,4	Transports you to new level	Game Station 3 & 7