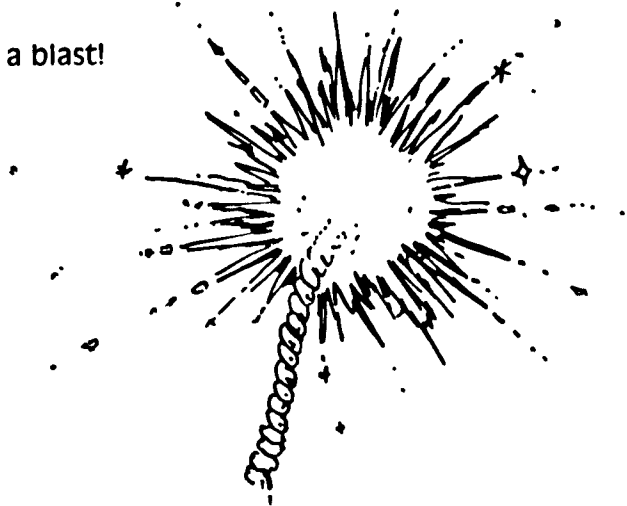


MR. TNT

MR. TNT is an explosive arcade action game. Burning fuses track MR. TNT as he races along the grid attempting to pick up sixteen stockpiles of dynamite. Moving up, down and sideways, MR. TNT maneuvers his way to the caches, but if hit by a burning fuse, MR. TNT is blasted off the screen. For every dynamite dump contacted, MR. TNT earns points.

Advances to higher and more difficult levels of action are yours as you move MR. TNT successfully through the five initial playfields. Subsequent playing areas challenge you, for they are faster and more difficult. The burning fuses never stop chasing MR. TNT—they get faster and faster—the play gets more frantic, and you need every bit of maneuverability to keep from getting blown up.

Try it—it's a blast!



HesWare.

ATTENTION ATARI USERS:

This page replaces the two center pages of the MR. TNT manual. The rest of the manual remains unchanged.

GETTING STARTED

1. Turn on your Atari (TM) Home Computer.
2. Pull the release lever toward you to open the cartridge door (whenever you do this, the computer automatically turns itself off).
3. Insert the MR. TNT cartridge into the cartridge slot (the left slot in the Atari 800) with the label facing you. Press down carefully and firmly.
4. Close the cartridge door and the computer turns on again.
5. Plug a joystick into port 1.

GAME OPTIONS

OPTION Choose 1 or 2 players.

SELECT Choose level of difficulty:

Level 1:	Beginner
Level 2:	Advanced
Level 3:	Expert
Level 4:	Almost Impossible

(continued on back)

GETTING STARTED

1. Turn off your Commodore 64 computer.
2. Insert MR. TNT cartridge into slot on the back of the computer.
3. Turn on the computer. Title will appear on your screen.
4. Plug in the Joystick in Port 2.
5. Remember to turn off the computer before removing the cartridge at the end of play.



GAME OPTIONS

- F1 Choose 1 or 2 players.
- F3 Choose level of difficulty:
Level 1: Beginner
Level 2: Advanced
Level 3: Expert
Level 4: Almost Impossible
- F5 Start the game. The player is allotted five MR. TNT characters.
- F7 Used to pause the game. Playfield is frozen and all sounds cease. Press this key again to resume play.
- RETURN Used to turn the background sounds of the game on and off. Press the RETURN key at the start of each game.
- JOYSTICK BUTTON Resets the game if pressed at the start of a game.

SCREENS

1. Introduction and Game Options
- 2-6 Playing fields
7. High Game Score

SCORING

For crossing grid junctions successfully	10 points
For successful acquisition of dynamite cache	1000 points
Maximum number per player	999,999 points

The five highest scores can be retained and displayed at the end of each game. Use the joystick to select player initials. Lock them in with the fire button.

COPYRIGHT NOTICE

Copyright © 1983 by Human Engineered Software Corporation. All rights reserved. No part of this publication may be reproduced in whole or in part without the prior written permission of HES. Unauthorized copying or transmitting of this copyrighted software on any medium is strictly prohibited.

Although we make every attempt to verify the accuracy of this document, we cannot assume any liability for errors or omissions. No warranty or other guarantee can be given as to the accuracy or suitability of this software for a particular purpose, nor can we be liable for any loss or damage arising from the use of the same.

Mr. TNT is a registered TM of Telko, Inc.

Commodore 64 is a registered TM of Commodore.