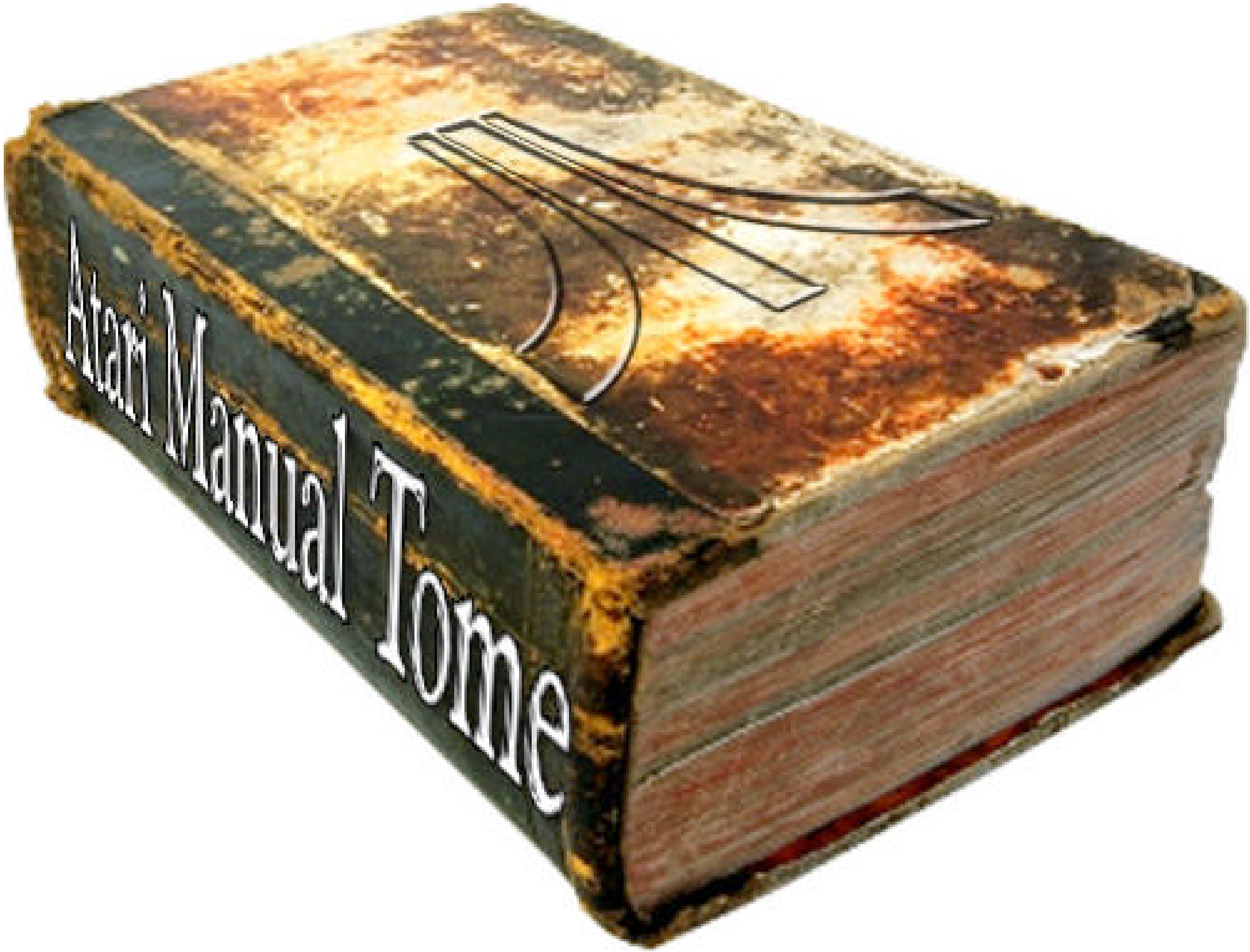


Author’s Comments

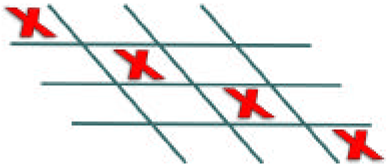
TABLE OF CONTENTS

3D TIC-TAC-TOE

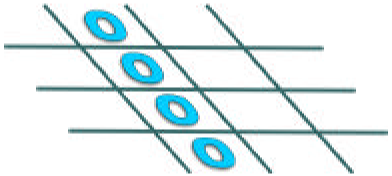
In this game there is a perspective drawing of four square boards or planes displayed on the screen, which is intended to create a three-dimensional effect. Each board is a 4 x 4 grid. The object of the game is to place four X's or four O's in one horizontal, vertical, or diagonal row. To do this you may use one plane or all four planes.

You must place four markers in a row before your opponent does, or before the computer does, to win. There are nine games in all. The first eight games for one player competing against the computer. Each game number (1-8) is a progressively harder skill level. Game 9 is for two players.

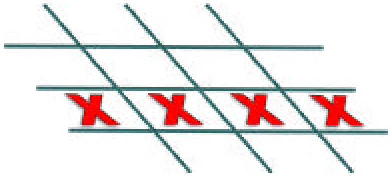
The following examples show some of the ways to win using only one of the four planes



Diagonally

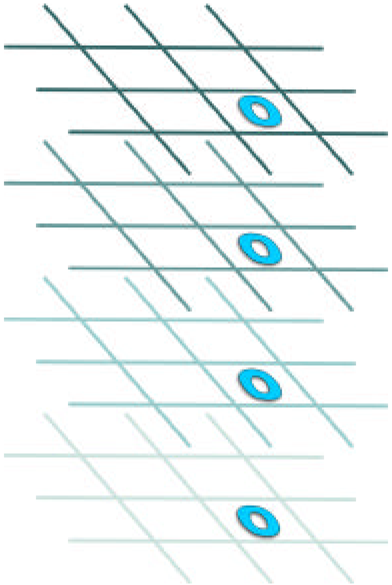


Vertically

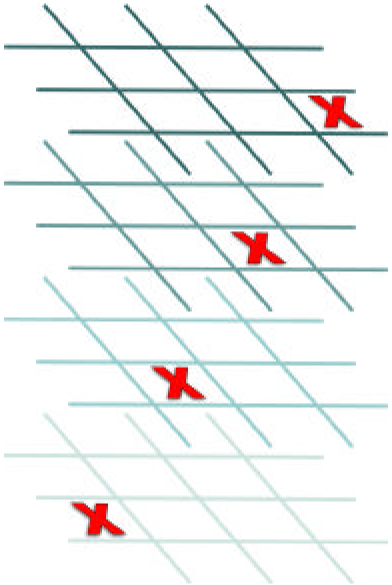


Horizontally

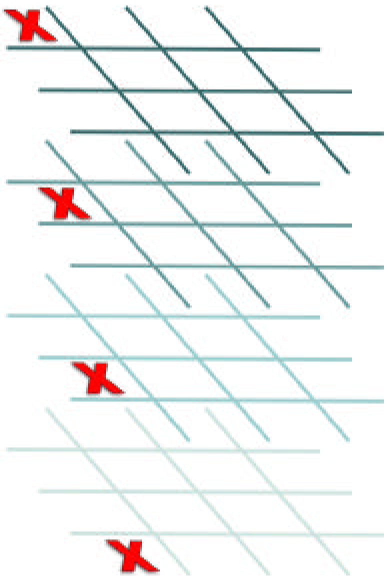
The only other way to win is by using all four planes. Some examples follow:



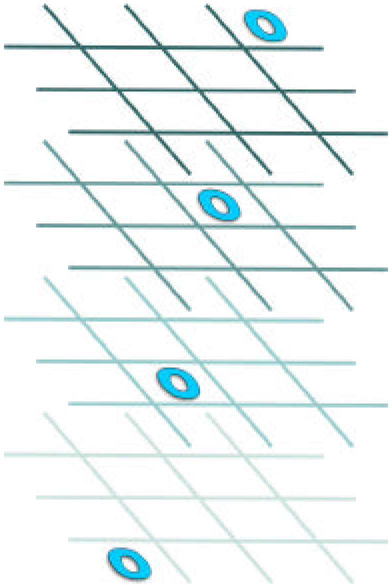
3D Stacked



3D Horizontal



3D Vertical



3D Diagonal

In total, there are 76 possible ways to win. It is not possible to win by using two or three planes, you must use one or all four.

TO BEGIN PLAY

After inserting the cartridge, turn your television on and then flip the console power switch on. The display will show the four square boards or planes and the number 1 will appear on each side of the top of the screen. The left number 1 represents the game number (or skill level), and may be changed by depressing the game select switch on the console.

The right number 1 corresponds to the number of players for each game. This number changes automatically to 2 when the ninth game is selected.

Depress the game reset switch to begin a new game. The game number remains the same when the game reset switch is depressed. The game number only changes when the game select switch is used, or when the power is turned on and off.

USING THE CONTROLLERS

To move your "cursor" (the blinking X or O) right or left, move the Joystick right or left. Your cursor will wrap around (disappear on one side of the level or plane and appear on the other side). Move the Joystick forward to move your cursor up from square to square or to a new level as it reaches the top of a plane. To move the cursor down in the same manner, move the Joystick back or toward yourself. Put the Joystick in a diagonal position and the cursor moves diagonally on the screen, and also moves from level to level.

To place an X or an O on the screen, press the controller button when the cursor is in the square you wish to occupy. The last move made is indicated by a blinking X or in the appropriate square.

The computer will not allow a move to an occupied square. It will sound an error message when a player presses the controller button in an attempt to move into a square which is already occupied.

SKILL LEVELS

Each game number represents a progressively harder skill level. The game numbers and skill levels therefore are interchangeable. The only exception to this is Game 9. Game 9 is for two players, and the skill level is not applicable.

Game 1 is the least difficult to play against, Game 8 is the most difficult.

At level 1 the computer moves quickly and is fairly easy to beat. At level 8, the computer may think or "compute" for as long as 20 minutes before making its move and is very difficult to beat. Check the Game Matrix for the number of moves the computer looks ahead during each skill level, as well as the compute or move time for each level.

When the computer is working on its next move, the TIC-TAC-TOE boards are not displayed. Instead, various colors appear on the screen. Depressing the game reset switch or moving the difficulty switches when this is happening has no effect on the game. However, depressing the game select switch will cause the computer to move almost immediately, without changing the game number.

If the computer is NOT computing its next move, the skill or game may be changed during a game by depressing the game select switch.

DIFFICULTY SWITCHES

The right difficulty switch determines who will began a game. For one-player games, when the switch is in the a position, you start; when the switch is in the b position, the computer starts. In two-player games the right difficulty switch determines whether X or O starts. In the a position, the X player, or the player using the Joystick plugged into the LEFT CONTROLLER jack starts. In the b position, the O player (using the RIGHT CONTROLLER jack) starts.

The left difficulty switch may be used to create a "set up" mode on the screen. To do this, put the switch in the a position. You may then use the Joystick plugged into the LEFT CONTROLLER jack to place X's or O's anywhere on the screen. Press the controller button to place markers. Hold the button down and the cursor alternates between X's, O's and blanks on the screen so that you may place whichever you wish in the desired square.

Whenever you place the left difficult switch in the b position, TIC-TAC-TOE is ready for normal game play. After using the set up mode, either X or O may play first. This is determined by the position of the right difficulty switch, the same as at the start of the game.

STRATEGY

To beat the computer or another player, you must place two three-in-a-rows so that the opponent cannot block both of them. Occasionally, you may win when an opponent fails to see that you have three-in-a-row, but that method involves more luck than strategy.

At higher skill levels, placing three-in-a-row becomes difficult. One of the secrets to playing winning TIC-TAC-TOE is to play in the 16 "strong" squares at the beginning of a game. The 16 strong squares are the eight outside corner squares, and the eight inside center square.

Try to take over or dominate planes. The four TIC-TAC-TOE boards represent horizontal, vertical, and diagonal planes. When you place three or four markers in one plane and your opponent has none, you can probably win. Continue to force the opponent to block until you have two three-in-a rows which cannot both be blocked in one move.

When planning your moves during a game, don't lose sight of the fact that your opponent is doing the same. Blocking your opponent's markers is equally important to establishing a strategy of your own.

It has been proven that first player to move can always win, provided he or she plays a perfect game. The computer on the other, has a degree of randomness programmed into its play, so it will not always play a perfect game, even at the highest skill level (8). This gives the opponent a chance to win, if he or she is a skill player.

Diificulty Level	Number of Moves Computer Looks Ahead	Computer's Move Time (up to)
1	1	½ sec
2	2	3 secs
3	3	1 min
4	4	3 mins
5	5	10 mins
6	6	10 mins
7	9	10 mins
8	9	20 mins
9	Two Player Version	

ADVENTURE

HOW TO PLAY

An evil magician has stolen the Enchanted Chalice and has hidden it somewhere in the Kingdom. The object of the game is to rescue the Enchanted Chalice and place it inside the Golden Castle where it belongs.

This is no easy task, as the Evil Magician has created three Dragons to hinder you in your quest for the Golden Chalice. There is Yorgie, the Yellow Dragon, who is just plain mean; there is Grundle, the Green Dragon, who is mean and ferocious; and there is Rhindle, the Red Dragon, who is the most ferocious of all. Rhindle is also the fastest Dragon and is the most difficult to outmaneuver.

There are three castles in the Kingdom; the White Castle, the Black Castle, and the Golden Castle. Each castle has a Gate over the entrance. The Gate can be opened with the corresponding colored Key. Inside each Castle are rooms(or dungeons, depending at which Skill Level you are playing).

The Castles are separated by rooms, pathways, and labyrinths. Common to all the Skill Levels is the Blue Labyrinth through which you must find your way to the Black Castle. Skill Levels 2 and 3 have a more complicated Kingdom(see SKILL LEVELS section).

USING THE CONTROLLER

You can move in any of eight directions with the joystick in that direction(see diagram).Each area shown on your television screen will have one or more barriers or walls, through which you CANNOT pass. There are one or more openings. To move from one area to an adjacent area, move "off" the television screen through one of the openings, the adjacent area will be shown on your television screen.

Scattered throughout the Kingdom are certain objects to help you in your search for the Enchanted Chalice. To pick up an object, all that is necessary is to touch it. You will hear a sound that will notify you that you have the object in tow. To drop the object, press the red controller button. You will hear a different sound that will tell you that the object has been released.

To open any Castle, touch the Gate with that Castle's corresponding colored key. The Gate will slide open and you can enter the Castle by moving upward through the Gate. If you are leaving the Castle, it is advisable to push the Key out first or you may inadvertently close the Castle Gate behind you.

CONSOLE CONTROLS

Choose the Skill Level you wish to play by depressing the game select switch. To begin play depress the game reset switch.

If you get "eaten" by one of the Dragons, do not despair! Just depress the game reset switch and you will be "reincarnated" and placed back in front of the Golden Castle. Unfortunately, any Dragons you may have slain (see GOOD MAGIC) will also be reincarnated. If you were carrying any object with you, it will remain where it was.

If you have finished one game and wish to begin another depress either the game reset or the game select switch. The number of the skill level at which you were playing will appear on the television screen. Depress the game reset switch and begin play.

DIFFICULTY SWITCHES

By using the difficulty switches you can increase or decrease the difficulty of the game at each Skill Level.

When the left difficulty switch is in the b position, the Dragons will hesitate before they bite you. Therefore, when the left difficulty switch is in the a position, it is more difficult to escape them.

GOOD MAGIC

While the Evil Magician has created many hazards to slow you in your quest to rescue the Enchanted Chalice, there is some Good Magic on your side:

You have a Sword that you can use to slay the Dragons. To do this, you must touch him with it.

If the right difficulty switch is in the A position all Dragons will run from the Sword.

There is a Bridge that can be used to pass over the walls of any portion of the Kingdom. The Bridge CANNOT be used to pass through any barrier into the next portion, nor can it be used to move from right to left or left to right over a barrier or wall. It also CANNOT be used to get past a locked Castle Gate.

Pick up the Bridge the same way you would any other object. Place the Bridge across the wall that you wish to pass over and release it by pushing the red controller button. The ends of the Bridge must be visible on both sides of the wall for it to work. After releasing the Bridge you can then pass through it to the other side of the wall or barrier.

If you should happen to touch the inside of the Bridge while you are passing over the barrier, the Bridge will close and you may become trapped as well.

To release yourself, press the red controller button. If, for some reason, your magic should fail and you still cannot release yourself, press game reset and "reincarnate". Use reincarnation as a last resort, especially if you have slain one or more Dragons.

In all games, Yorgie, the Yellow Dragon, is afraid of the Gold Key and will run from it. He will also stay away from whatever room or area of the Kingdom in which it may be.

To remove objects that are stuck in a wall and out of reach, there is a Magnet that affects all inanimate objects, including the Bridge. The Magnet can also be used to move objects in an adjacent part of the kingdom by putting it in front of you before entering that part of the Kingdom.

BAD MAGIC

The Evil Magician has cast a spell to make it difficult for you to succeed in rescuing the Enchanted Chalice. Not only do the Dragons rally around and try to stop you from getting the Enchanted Chalice, they guard other objects in the Kingdom:

Grundle, the Green Dragon, guards the Magnet, the Bridge, and the Black Key.

Rhindle, the Red Dragon, guards the White Key.

When not guarding the Enchanted Chalice, Yorkle, the Yellow Dragon, roams freely about the Kingdom. Sometimes he will assist Grundle or Rhindle in guarding whatever it may be that they are guarding.

There is other Black Magic that you must overcome in order to rescue the Enchanted Chalice:

You cannot pick up and carry a slain dragon.

In Skill Levels 2 and 3(see SKILL LEVEL descriptions), besides the Dragons, the Evil Magician has created a Black Bat that carries objects around throughout the Kingdom and trades them for an object that you may be carrying. The Black Bat may trade a live Dragon for the Sword and leave you defenseless, or it may trade you something for the Enchanted Chalice just as you are ready to put it into the Golden Castle.

GOOD OR BAD MAGIC

Some Magic can be good or bad, depending on the situation:

You can catch the Black Bat and carry it and whatever the Black Bat may be carrying. However, sometimes the Black Bat will escape (usually at the most inopportune times).

If there are four or more objects(including the Castle Gates) in your area of the Kingdom, your magic may or may not work. Sometimes you can slay a Dragon, sometimes you can't. However, it is easier to avoid being swallowed by a Dragon.

If you have slain a Dragon, and he is blocking your path, so you cannot get through, you can use this to your advantage by placing one or two objects in the same area and then move through the slain Dragon.

Sometimes the Black Bat can be used to your advantage by getting it to swap for an object you need that may be stuck in a wall.

SKILL LEVELS

Level 1 This is the simplest Skill Level. When you depress the game reset switch to begin play, you will see the Key to the Golden Castle. Unlock the Castle and enter. You will find the Sword inside the Golden Castle. The Key to the Black Castle is being guarded by Grundle, the Green Dragon. Yorgle, the Yellow Dragon is roaming free and mayor may not be found guarding the Enchanted Chalice, which is hidden with the Magnet inside the Black Castle.

Level 2 This Kingdom is much larger than Level 1.There are Catacombs(in which you can see only part way).The Key to the Golden Castle is hidden here. You must pass through the Catacombs to reach the White Castle. The Key to the White Castle is hidden in the Blue Labyrinth. Inside the White Castle is the Red Dungeon. There is a Secret Room in the Red Dungeon where the Key to the Black Castle is hidden. To get to the Secret room you must use the Bridge.

To get to the Black Castle you must pass through the Blue Labyrinth. Behind the first room of the Black Castle is the Grey Dungeon, which is similar to the Catacombs. The Enchanted Chalice is hidden here, guarded by Rhindle, the Red Dragon.

All objects, the Dragons, and the Black Bat will start in the same place in the Kingdom each time you play the game at Level 2.

Level 3 The Kingdom is the same as Level 2, but is more difficult to play as the Evil Magician has placed all the objects and the Dragons randomly within the Kingdom. You will never know for sure what is in the next area of the Kingdom until you enter it, nor will you know for sure where the Enchanted Chalice may be hidden. The Dragons could be inside any of the Castles.

ADVENTURES OF TRON

The object of the game is to keep your man, TRON, alive and scoring points. Keep him moving from side-to-side and floor-to-floor. Send him up the elevators. Jump him down a floor. Or slide him down the center INPUT/ OUTPUT beam. Wave after wave of Master Control Program attackers must be avoided - deadly Recognizers and Grid Bugs, even cannon-firing tanks. At the start, TRON has 4 lives, 1 on the screen, 3 in reserve.

THE GAME

You'll play one man at a time. Alone, your man TRON must avoid attackers on a grid with four floors. Keep him moving, keep him healthy - riding up the elevators, jumping down floors. Have TRON hitch a ride on a Solar Sailer! Points are scored my maneuvering TRON into position to intercept flying "bits" floating by overhead. Top floor points count extra. Stay alert! There’s no place to hide.

THE CONTROLS

Use your joystick controllers with this game. Be sure the controller cables are securely plugged into the back of your game console. Each player holds the controller so that the red FIRING BUTTON is to the UPPER LEFT.

Push joystick LEFT to make man run toward screen left. Push joystick RIGHT to make man run toward screen right. Press RED BUTTON to... make man jump. make man drop off the Solar Sailer.

Push joystick FORWARD to... move man up the elevator to slow down his fall on the INPUT/OUTPUT BEAM.

Pull joystick BACK to... to SLOW elevator's upward move to fall FASTER on the INPUT/OUTPUT BEAM. to JUMP down a floor. (hold down LONGER & jump down more than one floor.)

IMPORTANT: Elevators will NOT work unless TRON CROSSES the I/O BEAM at the center of your screen. On the ground floor just walk him across. On the upper floors you must make him JUMP across the center I/O BEAM. (Try to walk him across and TRON will FALL DOWN the INPUT/ OUTPUT BEAM!)

DIFFICULTY SWITCHES

Only the LEFT Difficulty Switch makes any difference in game play. In "B" position, all the various levels of play go SLOWER.(Game gets harder - cannon-firing tanks appear as more points are scored.)

"A" Difficulty position is for experienced players ONLY. Everything speeds up dramatically in position "A".(Tanks appear at once and everything comes in from different sides.) SELECT DIFFICULTY ("A" OR "B" SETTING) BEFORE GAME STARTS.

HOW TO PLAY

Push either JOYSTICK and PLAY BEGINS! Use RED button to jump. Use JOYSTICK to maneuver.

When game starts, you have FOUR lives to lose. One man on your screen at a time. The grid has FOUR floors.

All it takes is ONE enemy contact and your man is eliminated. (Until ALL four lives are lost, man is automatically replaced.) You must avoid 3 KINDS of MCP attackers: RECOGNIZERS, GRID BUGS and CANNON-FIRING TANKS (in the more difficult levels.)

MCP attackers appear on the TOP FLOOR first. They move across the screen horizontally until they reach an edge. They then Dropdown one FLOOR and move horizontally in the OPPOSITE direction. Attackers snake their way downward until they exit on the GROUND FLOOR.(In harder game levels, attackers alternate the side they enter by.)

ELEVATORS UP or the I/O (INPUT/OUTPUT) BEAM DOWN are good ways to dodge enemy action. Elevators go up one floor only. And you must CROSS the center I/O BEAM before they work. You CAN CONTROL how fast your man moves up or down the elevator or I/O Beam busing the Joystick. Sliding down the I/O Beam also activates the elevators for a trip back up.

You can jump your man down any number of floors, depending on HOW LONG you pull joystick BACK and hold it.(See previous page.) Don't forget the Solar Sailer! It's another way out of danger. Make TRON jump up and hitch a ride.

Points are won by maneuvering TRON into position to intercept (capture)floating "BITS". EXTRA points for upper floor captures. (See "SCORING," below.)

When you have captured ALL 7 floating "BITS", SCREEN WILL TURN BLUE. Survivor will then get a free trip up the Input/Output Beam, right off the screen.(I/O Beam may be entered from ANY floor.) Now you are into a NEW SCREEN. PLAY BEGINS AGAIN at a faster, more difficult level. Score 2,000 BONUS POINTS for each new screen.

If MCP attackers take all four lives, the GAME IS OVER! DEPRESS RESET SWITCH & START A NEW GAME.

SCORING

Description	Points
Bit intercepted on the 1st floor	100
Bit intercepted on the 2nd floor	200
Bit intercepted on the 3rd floor	400
Bit intercepted on the Top floor	800
Bonus for each new screen	2,000

WINNING TIPS
FOLLOW the MCP attackers with your man instead of leading them. It's safer with RECOGNIZERS & GRID BUGS. What's more - TANKS CANNOT shoot backwards!

DON'T TRY to jump over a RECOGNIZER or a TANK on the upper 3 floors! It's hard! (On the ground floor jumping over tanks & Grid Bugs is easier!)

WATCH the screen edges! Don't get blind-sided. Attackers have a very nasty habit of entering a floor above or below just when your man arrives up the elevator!

PRACTICE COORDINATING the JOYSTICK & RED JUMP BUTTON. Do this enough times until it's second nature.

ALWAYS start your man on the GROUND FLOOR and work up gradually. You'll have more time to get your bearings, pick up the easier scoring bits as you move him up.

AIR RAIDERS

The object of the game is to blast enemy aircraft out of the sky...and dodge ground missiles!!! Zero in on enemy planes! Bank left, bank right, dive, and climb out! Watch your elevation! Keep track of the fuel? Run out of ammo...land and refuel...take off again!

THE GAME
It's a dogfight...you against the enemy! You're the pilot, gunner and navigator all in one!!! Enemy planes are buzzing you. Anti-Aircraft ground forces are shelling you!

Get an enemy plane in your sights and FIRE! Try to shoot down as many as you can! If ground fire (flak) explodes in your sight...you're hit...you quickly lose altitude. Climb back up! Stay clear of the flack!

You must shoot down at least 10 planes before you can land to refuel then take off again! The game ends when you run out of ammo completely or when you crash! Press RESET and start again. Try to get a better score each time. Challenge a friend!

THE CONTROLS
Use the left joystick controller for this game. Be sure the controller cable is securely plugged into the back of your game console. Hold the controller so the RED BUTTON is to your upper left.

Before the game begins, set your LEFT Difficulty Switch to "A" or "B". It's much harder to get away from enemy shelling in the "A" position.

TAKE OFF
When you start a game, and after you refuel, press the RED BUTTON. The runway lights appear to move as your plane starts to move. When you gain speed (about 4 seconds), pull back on the JOYSTICK for takeoff. If you try to take off before gaining enough speed, you will crash! Wait too long before takeoff and you will run out of runway. You'll quickly get the hang of the timing!

Once airborne, keep clear of enemy flak and be on the alert for enemy planes!!!

FLY THE PLANE
Fly the plane by pushing on the JOYSTICK. You can make the plane fly in four different directions. You can quickly change the direction the plane is flying. If you don't move the Joystick, you level off and fly straight ahead.

Pull back to make the plane climb. Push to left make the plane bank left. Push forward to make the plane dive. Push right to make the plane bank right.

Your point of view is through the cockpit window. As you "turn" the plane, your view changes.

Turn left and dive: see more ground, turn right and dive: see more ground, turn left and climb: see more sky, turn right and climb: see more sky.

AIM AND FIRE

You're on a gunnery mission! To fire, get the enemy in your sights, then press the RED BUTTON. Make a direct hit and the enemy plane blows up!

IMPORTANT: Don't stop shooting until you are really low on fuel! It's important to make as many hits as you can when airborne!

WATCH THE GAUGES

It's important to keep an eye on your gauges. You can fly to a maximum 40 altitude (This is 40,000 feet).There aren't many enemy planes at this altitude. Be extra careful when you dive. You lose altitude fast! Get down under 10 and you'd better climb out before you crash!

Once you are airborne you begin using fuel. Climbing uses about 4 times as much fuel as diving, and about twice as much as flying level.

When you get really low on fuel, it's time to land and refuel! Time this carefully or you might run out of fuel and crash!

Watch the plane position indicator. Fly into the red zone and you're into heavy flak. This zone is even more dangerous at the low altitudes. Keep out of this zone as much as possible.

LAND...REFUEL...TAKE OFF AGAIN

You can land at any time. BUT you can only refuel and take off again if you made at least 10 hits the last time up! Wait until you are really low on fuel then fly down to 00 altitude. Wait for the runway to appear, approximately 4 seconds. Push forward on the JOYSTICK until the horizon is all the way up, then release the JOYSTICK. You've landed!

Once you land to refuel, you lose some ammo. Check your ammo gauge. You only have as much ammo as the number of hits you made last time up. For example, if you got 11 hits then landed, you will take off with 11 ammo after refueling. If you are a crack shot, you can refuel several times!

Once the plane is level after landing, you can take off again. Remember to gain enough speed before takeoff!

IMPORTANT: The game ends if you crash, or if you run completely out of ammo and cannot take off again!

ENEMY PLANES

Enemy planes usually fly in threes. Shoot one and two are left. Go after them! This is when you need to get fancy with your flying. If they fly left or right, follow them. If you need to conserve fuel, try to shoot down as many enemy planes as you can without climbing or diving.

Pilot Rating	1st Time Up	Rest of Game
Student	0 – 10	0 – 10
Novice	10 – 20	10 – 30
Fighter	20 – 30	30 – 50
Ace	30 – 45	50 – 70
Double Ace	45 – 65	70 – 90
Triple Ace	65+	90+

WINNING TIPS

Shoot down as many enemy planes as you can the first time in the air, don't refuel until you absolutely need to. The more hits you make, the more ammo you get the next time up!

When you see flak near your sight, pull back on the JOYSTICK so you are climbing when you get hit. This way you won't dive as much when you actually get hit.

AIR-SEA BATTLE

ANTI-AIRCRAFT GAMES

All games end after 2 minutes, 16 seconds of play, or when either player scores 99 points. During the last 16 seconds, the score will flash to show that the game is nearing the end. Point scoring for each game is noted in that game's instruction.

DIFFICULTY

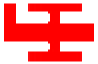
The Difficulty switches on your Atari Video Computer System console control the size of the missile. In Position "A" the missile is one-fourth the size of position "B".

GUN POSITION

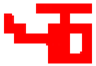
Your Joystick Controller changes the angle of your "Anti-Aircraft Gun" and also the angle of the missile flight in Guided Missile Games. Forward = 30 degree; center or rest = 60 degrees; back = 90 degrees (straight up).

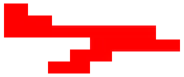
In the Anti-Aircraft games, from one to six flying objects will move together across the playfield in a set. All objects in the set must be hit before a new set will appear. Each object scores one point.

SCORING


Biplane
4

Bomber
3


Helicopter
2


Jet
1

Zeppelin
0

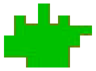
The "Observation Blimps" flying randomly across the bottom of the playfield score no points, and act as an obstruction to your line of fire.

TORPEDO GAMES

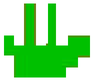
You are a submarine captain firing torpedoes at ships moving above you. By pushing your Joystick Controller to the left, you move your submarine to the left. Moving it to the right moves your submarine to the right.

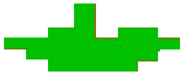
You control half the playfield, your opponent controls the other half. From one to six ships move across the playfield in a set. When one set disappears from the playfield, a new set appears. Each ship scores one point.

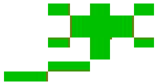
SCORING


PT Boat
4

Aircraft Carrier
3


Pirate Ship
2


Freighter
1


Mine
0

In this group of Torpedo games, mines travel randomly across the bottom of the playfield, and act as obstructions to your line of fire. Hitting the mines will score no points.

SHOOTING GALLERY GAMES

Your Joystick Controller changes the angle of fire; forward = 30degrees; center or rest = 60 degrees; back = 90 degrees (straight up). In addition you can move your "gun" across your half of the playfield by moving your Joystick Controller left or right.

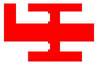
The targets will change direction at any time and all targets in a "set" must be hit before new targets are displayed. Each target has a different point score: rabbit = 3 points; duck = 2 points; clown = 1 point.

POLARIS GAMES

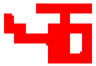
In the following games, you control the speed of travel by moving your Joystick Controller back for slow, center or rest position for normal speed, forward for fast.

You captain a ship traveling across the bottom of the playfield. The bottom most ship is the right player. The ships will change direction occasionally.

SCORING


Biplane
4

Bomber
3


Helicopter
2

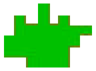
Jet
1

From one to four planes fly over in a "set". All planes in a set must be hit before new planes are displayed. Each plane has a different point value: Small Jet = 4 points; Large Jet = 3 points; Helicopter= 2 points; 747 = 1 point.

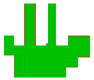
BOMBER GAMES

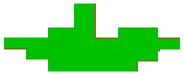
You are the pilot of a plane flying across the top of the playfield. The right player controls the bottom-most plane. Planes will occasionally change direction from right to left.

SCORING


PT Boat
4

Aircraft Carrier
3


Pirate Ship
2


Freighter
1

From one to four ships will pass under the planes. As a ship is hit, a new ship will replace it from the edge of the playfield. Ships travel at various speed and each a different point value: PT Boat= 4 points; Aircraft Carrier = 3 points; Pirate Ship = 2 points; Freighter = 1 point.

POLARIS VS BOMBER GAMES

The left player flies the plane across the top of the playfield and the right player controls the ship at the bottom of the playfield. The plane drops bombs on the ship while the ship shoots missiles at the plane. One point is scored for each hit. The ship or plane getting hit will disappear from the playfield and reappear at the edge. Both plane and ship will change direction occasionally.

Traveling randomly across the middle of the playfield are mines. In order to hit your opponent, you have to get around the mines which act as obstructions to your line of fire. The mines score no points when hit.

ANTI-AIRCRAFT GAMES

Game Number	1	2	3	4	5	6
Number of Players	2	2	1	2	2	1
Guided Missiles		🟥		🟥		
Computer Opponent			🟥		🟥	
Obstacles				🟥	🟥	🟥

TORPEDO GAMES

Game Number	7	8	9	10	11	12
Number of Players	2	2	1	2	2	1
Guided Missiles		🟩		🟩		
Computer Opponent			🟩		🟩	
Obstacles				🟩	🟩	🟩

	Shooting Gallery			Polaris Games			Bomber Games		
Game Number	13	14	15	16	17	18	19	20	21
Number of Players	2	2	1	2	2	1	2	2	1
Guided Missiles		🟥			🟥			🟥	
Computer Opponent			🟥			🟥			🟥
Obstacles									

POLARIS vs. BOMBER GAMES

Game Number	22	23	24	25	26	27
Number of Players	2	2	1	2	2	1
Guided Missiles		🟩		🟩		
Computer Opponent			🟩		🟩	
Obstacles				🟩	🟩	🟩

ALIEN

OBJECTIVE

Your job is to run through the hallways of your space ship and crush all the Alien Eggs which have been placed there. You must also avoid or destroy the adult Aliens and snatch up as many prizes as possible.

CONTROLS

Tilt the joystick forward, backward, left and right to maneuver through the hallways. To smash Eggs, simply run over them. You may travel off one side of the maze and back into the other using the "Hyperwarp Passage. “Each Human is equipped with a Flame Thrower that is activated by the joystick button (see below).

SCREEN DISPLAY

The Play Level and Humans allowed per Play Level are displayed in the bottom left corner of the screen when Alien is not in play. During the game, the current score and Humans remaining are shown there.

LEVELS OF PLAY/DIFFICULTY SWITCHES

Each game of Alien lasts until you run out of Humans. If you can clear all of the Eggs out of a playing screen, you get the chance to earn extra points in a "Bonus Round" and then are returned to a new and more difficult playing screen. All points and Humans remaining are carried over to the new screens.

BONUS ROUNDS

The object of the Bonus Round is to travel STRAIGHT UP to the top of the screen and grab the prize shown there. You have only eight seconds to do so. You do not lose a human if you fail, but you earn the point value of the prize if you succeed.

Left Difficulty Switch A: Aliens travel in random order about the screen.

Left Difficulty Switch B: Aliens travel in fixed patterns about the screen.

Right Difficult Switch B: Capturing a Pulsar has standard effect on the Aliens.

Right Difficulty Switch A: Capturing a Pulsar has no effect on the Aliens.

LEVEL 1 - NORMAL GAME PLAY

You begin with three Humans and receive a bonus Human after successfully clearing the second screen. Prizes appear in chart order.

LEVEL 2 - ADVANCED GAME PLAY

You begin with two Humans and receive no bonus Humans. Prizes appear in chart order.

LEVEL 3 - FOR EXPERTS ONLY

You begin with three Humans and receive no bonus Human after clearing the first screen. All Prizes in Level 3 are Saturns.

LEVEL 4 - EASY PRACTICE GAME

You begin with six Humans and receive 1 bonus Human after clearing the first screen. All Prizes in Level 4 are also Saturns.

OBJECTS/SCORING

Each time an Alien catches you, one Human is lost. You score points for smashing Eggs and frying Aliens with the aid of your Flame Thrower or Pulsar. In addition, you can gain points for picking up Prizes. Be sure to record your high scores on the back of this booklet!

FLAME THROWER - 1 PER HUMAN

A spurt of flam from this contraption cause Aliens to turn away from you or become immobilized for a short period of time. Use the Throwers carefully. Each has only four seconds of flame and the Thrower will not operate in the extreme left or right areas of the screen. You can also use the Flame Thrower to run over a Pulsar without picking it up, allowing you to save the Pulsar to use at a later time.

PULSARS - 3 PER MAZE

Capturing a Pulsar causes the Aliens to weaken and turn blue. Then, for a short period of time, you can destroy them by running over and touching them. The instant the Aliens return to their original color, however, they once again become deadly.

PRIZES - 2 PER MAZE

Prizes appear in all levels of play and in the Bonus Rounds.

Object	Points
Eggs	10
Pulsar	100
1st alien	500
2nd alien	1,000
3rd alien	2,000
Completed screen	1

Prizes	Points
Rocket	500
Saturn	1,000
Starship	2,000
1st surprise	2,000 – 3,000
2nd surprise	3,000
3rd surprise	5,000

HINTS FROM DALLAS NORTH

A good playing strategy is to crush all of the Eggs in one area at a time, keeping within easy reach of a Pulsar. The best way to destroy Aliens is to sit near a Pulsar until the Aliens are almost upon you. Then grab that Pulsar and go get 'em !

Use the Hyperwarp Passage to ditch Aliens. Many times they won't follow you in.

If you're having trouble with the Bonus Rounds, try going between the Alien pairs rather than around them.

ALPHA BEAM WITH ERNIE

ALPHA BEAM is unique in that it includes opportunities for cooperation. When you play ALPHA BEAM with your child you can foster cooperative play by talking to him or her. As you play, say things like, "Which letter should we pick up first?" and, "Where should we put the letter A?" Encourage your child to talk about the game also.

SETTING UP

Use your ATARI KID'S CONTROLLERS to play ALPHA BEAM.

For a one-player game, plug an ATARI KID'S CONTROLLER into the LEFT controller jack at the back of your ATARI 2600 console. (See Figure 1.) For a two-player game, the player who operates the top shuttle uses a controller plugged into the LEFT jack and the player who maneuvers the bottom shuttle uses a controller plugged into the RIGHT jack.

GAME SELECT SWITCH

ALPHA BEAM contains 12 exciting game levels. Each level is more challenging than the previous level. Press the GAME SELECT switch until the game number appears at the lower left of the television screen. The number on the right indicates the number of players for that game. For a detailed description of each game, see GAME PLAY.

GAME RESET SWITCH

After you have chosen the game level you want to play, press GAME RESET to begin the game. You can also press GAME RESET during game play to start the game over.

DIFFICULTY SWITCHES

RIGHT and LEFT DIFFICULTY switches are not used in this game.

READ-ALOUD STORY

ERNIE THE ASTRONAUT

"Space is terrific," said Ernie the astronaut as he flew his rocket ship past the beautiful ringed-planet Saturn. “But I'm really getting homesick and I miss my old buddy Bert. I think I'll turn around and start for home. I'd better take a look at my trusty space map first so I won't get lost."

But as Ernie unfolded the map, his glance fell upon the fuel gauge of his rocket ship.

"Uh oh! I'm almost out of fuel!" Ernie began to worry." I hope I can make it to the next refueling station in time."

Just as his ship coasted to a stop, Ernie spotted the Alpha Beam Fuel Station. He put on his space suit and got into his space shuttle to go collect the fuel for his rocket.

"Boy am I lucky," he said. “I just made it!"

First, Ernie flew his shuttle over his rocket fuel bays to see what kind of fuel he needed. Then, he flew to the fuel station and carefully selected the right tank for each fuel bay on his ship.

"The `A' fuel tank goes in the `A' docking bay, the `B' fuel tank goes in the `B' docking bay, and so on," said Ernie. “If you're planning to fly a rocket ship through outer space, you've got to know your ABC's!"

Ernie knew he had to fill up the fuel bays as quickly as possible because, according to his automatic countdown clock, his ship was set to blast off in a few seconds.

"Nine...eight..." ticked the clock.(Ernie loaded the first fuel tank.)
"Seven...six...five...four..."(The `B' and `C' tanks were loaded.)

"Am I loading the fuel correctly?” Ernie wondered. “Will my ship make it all the way back to earth?"

"Three...two..." (Ernie loaded the last tank and jumped aboard his rocket just as the fuel bays closed.)"One! Blast off!” The great rocket ship headed towards Earth.

"I sure hope I make it," said Ernie. “I really miss my old buddy Bert!"

"Ernie began to feel better as he passed Saturn again and saw Jupiter straight ahead.

"If I can just get to Mars," he thought. “Earth is only one stop away."

But Ernie's ship started to slow down. He looked at the control panel and saw that his fuel indicator was nearing the empty mark again.

"Oh no!" he groaned. “I’m running out of fuel. Now I'll never make it all the way home. I’ll never see my buddy Bert again!"

"What do you mean, Ernie?" asked Bert. “Of course you'll see me again. I'm just going to the kitchen to make oatmeal for breakfast."

Ernie opened his eyes and realized that he was safe in his own room. His toy rocket had fallen off his bed and was lying on the floor.

"Boy did I ever have a crazy dream, Bert!" laughed Ernie with relief. "You'll never believe it, not in a million light-years!"

GAME PLAY

Oh no! Ernie’s rocket ship is out of gas! Help Ernie get home by filling up his rocket and making it blast off!

OBJECT OF THE GAME

Beam the lettered fuel tanks that are floating in space into the docking bays of Ernie's rocket ship.

GET READY TO PLAY

Follow the directions in SETTING UP to plus in the KID'S CONTROLLER, to use the keypad overlay, and to select a game level.

SHUTTLE MOVEMENT

To move your space shuttle left, press the arrow that points left on your keypad overlay. (4 key) To move your space shuttle right, press the arrow that points right on your keypad overlay.(6 key)

BEAM LETTER TO SHUTTLE

If you control the top shuttle, move your shuttle directly under a letter and press the beam button on your overlay that points up.(2 key)

If you control the bottom shuttle, move your shuttle directly over a letter and press the beam button on your overlay that points down.(8 key)

BEAM LETTER FROM SHUTTLE TO ROCKET

To beam a letter from the top shuttle into the rocket, move your shuttle over a fuel bay and press the beam button that points down. To beam a letter from the bottom shuttle into the rocket, move your shuttle under a fuel bay and press the beam button that points up.

GAME MATRIX

Games 1 & 2: One-Player Games
Games 3, 4, 5, 9, 10, & 11: One-Player & Two-Player Games
Games 6, 7, 8, & 12: Two-Player Cooperative Games

AMIDAR

First you're a gorilla in a maze pursued by wild warriors! The gorilla wants to color in the maze and the warriors want to do in the gorilla. It's up to you to keep the gorilla ahead of the patrolling pack while you guide him on his coloring spree every which way throughout the maze. If you're successful, suddenly you're a paint roller pursued by patrolling pigs. And it's another fast and furious chase allover again!

OBJECT

The object of the game is to "color in" as many mazes as you can while avoiding the patrolling warriors or pigs- and to collect the most points along the way.

DIFFICULTY SWITCHES

Position A- starts the game at level 1; five warriors patrol the maze at the slowest speed. Position B- starts the game at level 3; six warriors patrol the maze at a faster speed

PLAYING

The first round in AMIDAR is the warriors and gorilla game. In this round, you'll have three gorillas with which to color in the entire maze. As soon as you hit the RESET switch, you'll see the first gorilla at the right-hand side of the maze. There will be a short pause, and the action will begin. Throughout the round, the number of gorillas available to you will be monitored in the lower right- hand corner of the screen.

As soon as the warriors begin their patrol, start your gorilla coloring his way throughout the maze. To color, you must move the gorilla along the lines that form the various "boxes" inside the maze. Trace one side of a box, and the side turns blue. Trace all four sides of a box, and the box turns blue. Try to color in the entire maze in this way. You don't have to trace all four sides of one box before you trace another. You may move any which way throughout the maze that you wish. Just don't run into a warrior- or he'll squash your gorilla.

HOW THE WARRIORS MOVE

Because the warriors are unrelenting patrollers, you'll need to know a few things in order to dodge them:

WARRIORS ALWAYS TURN THE NEAREST CORNER
Let's say a warrior is coming at you. Don't panic! Because if there's a corner between you and the warrior, the warrior will turn the corner and you can be on your way.

WARRIORS CAN INTERSECT ONE ANOTHER. When they do, each will continue to move in it's own direction, turning the nearest corner it encounters.

WARRIORS ALWAYS MOVE FASTER THAN THE GORILLA. So there's no use trying to outrun them. Instead, stop and let them turn corners or else lose them with a few turns of your own.

IN EVERY ROUND, THERE IS A SPECIAL WARRIOR WHO MOVES IN A DIFFERENT WAY FROMTHE OTHERS. This warrior is called the "Tracer." The Tracer patrols only the outer edge of the maze. Like the warriors, the Tracer moves faster than the gorilla.

THE RED BUTTON

If the warriors should close in on you, press the red button on your Joystick controller and release it. The warriors will turn into little shadows you can pass right through. Get by them quickly, because in a moment or two, they'll become wild warriors again! YOU CAN MAKE THE WARRIORS DISAPPEAR FOUR TIMES FOR EVERY GORILLA.

NOTE: Holding down the red button will cause the warriors to disappear and appear alternately up to four times, depending on the number of chances you have left to do so.

TURNING THE WARRIORS INTO CHICKENS

There's one point in the game where you get to take revenge on the warriors! Just complete coloring the FOUR CORNER BOXES, and the warriors will turn into chickens. This happens the moment the last side of the last corner box is colored- then it's your turn to do the catching. But remember: like the warriors, the chickens are faster than the gorilla, so don't chase them. Instead, lay in wait and try to catch them as they turn corners. You'll score bonus points for every chicken you can catch. Be quick because after a few seconds, you'll hear a warning sound and the chickens will become wild warriors once again.

NOTE: If you should complete coloring the four corner boxes and the entire maze at the same time, you'll automatically move into the next round, forfeiting the chickens for bonus points game.

END OF ROUND

Remember that you have three gorillas (chances) with which to color in the entire maze. If your third and last gorilla gets squashed before you've done so, that's the end of the round and the end of the game.

But if you do color in the entire maze using three or fewer gorillas, you'll have made it to the second round- the pigs and paint roller game.

PIGS AND PAINT ROLLERS

This round plays just like the warriors and gorilla game- it's just played with different characters. But because it's the SECOND round, the pigs will move a bit faster. Also, the number of paint rollers with which you'll have to paint the maze will depend on the number of gorillas you used in the first round. If there are three gorillas remaining on screen at the end of the first round, you'll have three paint rollers. If there are two gorillas remaining on screen, you'll have two paint rollers, plus one for completing the round. If there is one gorilla remaining on screen, you'll have one paint roller, plus one for completing the round.

If you can paint the entire maze using the available number of paint rollers or fewer, you'll have made it to round three- and it's back to the warriors and gorilla game. Similarly, the number of gorillas you'll have in round three will depend on the number of paint rollers you used in round two.

LEVELS OF DIFFICULTY
As long as you can stay in the game, you'll alternate between the warriors and gorilla and the pigs and paint roller games. As you go from one round to the next, the warriors and pigs move progressively faster. This will happen for six consecutive rounds; round one is the slowest, round six is the fastest. In rounds three through six, there will be six warriors/pigs patrolling the maze, instead of five.

END OF GAME
The game ends when there are no gorillas/paint rollers left on screen. TO PLAY AGAIN, SIMPLY PRESS DOWN THE GAME RESET SWITCH.

STRATEGY HINTS
When making a turn inside the maze, you may want to lead into it with your Joystick. This can prevent your missing the turn completely.

In order to earn the most points catching chickens, leave one side of the last corner box untraced, wait until the warriors/pigs are close by, then complete the last corner box. Your gorilla/paint roller will be in a better position to catch chickens than if they'd been at other parts of the maze.

SCORING
Your score is displayed at the bottom right of the screen throughout the game. Points accumulate as follows:

Coloring one side of a box
HORIZONTAL LINES: from one to six points, depending on the length of the line; 1 point for the shortest line, 6points for the longest line.

VERTICAL LINES: 1 point

Coloring an entire box .... 50 points

Catching a chicken .... 100 points

GAME LEVELS
There are 6 different games to choose from. Each one is faster than the previous.

Once you reach round 6, the following rounds will remain at level six (six warriors/pigs patrolling at the fastest speed) until you're out of the game.

ARMOR AMBUSH

The object of the game is to knock out enemy tanks, while avoiding hits on your tanks. You ambush the enemy, swing into position and FIRE! 3 hits and your opponent's tank blows up. Each round in the battle takes place on a _different_ battlefield!. At the start both players have 25 tanks. Game's up when either player loses _all_ 25!

THE GAME
You and your opponent are rival tank commanders! You each have two tanks per round, with a total of 25 in the game. _Switch_ command from tank to tank. Keep your opponent on the run. (Remember that your other tank is vulnerable while you are fighting [with] the second tank!) The battlefields you fight over will change again and again. Trees, buildings, water hazards--will _all_ be in _different_ positions every new round (after either player has lost both tanks to enemy fire!) Battle goes on until one side has lost _all 25 tanks_.

THE CONTROLLERS
Use your joystick controllers with this game.{drawing of hands; Be sure the controller cables are securely holding a joystick}plugged into the back of your game console. Each player holds the controller so that the red FIRING BUTTON is to the UPPER LEFT.

Pull Joystick BACK to SWITCH COMMANDS, fight with your OTHER TANK

IMPORTANT: Tanks WILL NOT BACK UP. They will merely slide around building and continue in a forward direction. To reverse direction, you must MOVE in a CIRCLE. (Push joystick RIGHT or LEFT.)

MANEUVER FOR FIRING POSITION!
Swing your tank around until your gun barrel points directly at the enemy tank. Move within RANGE. (Very long shots will NOT reach.)

PRESS FIRING BUTTON! ADJUST FOR RECOIL!
Every time you fire, your own tank will recoil, knocking your aim off target. Maneuver for the next shot. Line up your gun barrel AGAIN!(Watch the path of your shots--dots crossing the screen.)

DIFFICULTY SWITCHES
Only the LEFT Difficulty Switch makes any difference in game play. In "B" position your shots DO NOT bounce (ricochet) off buildings, trees, etc. In "B" position, a miss is just a miss.

In "A" position, shots DO bounce off. They MIGHT even boomerang right back and KNOCK OUT YOUR OWN TANK! In "A" position, you'll have to be _careful_ of your shots. A miss and an unlucky rebound could be trouble.

LET'S START THE ACTION!

1. Depress RESET button

2. Bring up BATTLE MAP. Either player pushes red button to select map.

3. Both players maneuver tanks, aim and FIRE!

To bring up NEW MAP, after one player has lost both tanks, push RED BUTTON down. New map and 4 new tanks will appear. Begin next round.

WINNING TIPS

1. WATCH YOUR TERRAIN. Tanks move FAST on roads. SLOWER through trees. SLOWEST through a water hazard. (Tanks will NOT go through BUILDINGS. Nor can you shoot through them!)

2. PRACTICE YOUR AIM. Use gun barrel for sighting BEFORE you shoot. Remember, enemy tanks will not stand still. Adjust your aim. (Watch the DOTS... the path of your shots.)

3. ADJUST FOR RECOIL. Your own tank will change direction every time you shoot. Hits on the enemy's tanks will also cause them to change direction.

4. PRACTICE COORDINATING the JOYSTICK with the FIRE BUTTON. (Remember: your tank will _not_ turn like a swivel-hip halfback. It will turn in stages, deliberately. In other words, a tank will move like a tank!)

5. SWITCH TANKS and cross up the other player! If things are getting a little too hot, pull back on the JOYSTICK and fight with your OTHER tank.

6. GET IN THE FIRST HIT. Get the jump! Get into position FIRST. Start shooting FIRST. Surprise is a great ally!

ARTILLERY DUEL

You are in charge of an artillery gun emplacement set in a rugged mountain terrain. Your enemy's gun emplacement is set across the hills in another strategic location, and it is your task to knock out the enemy before his is able to destroy you. You must take into account distance, gun placement relative to terrain, wind direction, and wind speed as you mount your assault. You can control the amount of powder and barrel angle for each shot fired as you zero in on your opponent. Before you can fire again, your enemy will get off a round, so make each shot count!

Difficulty switches allow for two skill levels independent of each other, so one player can be a Captain (B) and the other a General (A).

Random terrains and gun placement ensure that every battle is different. Start off as a Captain and as your skill in measuring the effects of wind and shot adjustment increases, you can promote yourself to General, but when you are a General you have to be able to make fast decisions!

OBJECT OF THE GAME

Destroy the opposing artillery gun emplacement before he destroys you. Pre-determine between you and your opponent how many battles you are going to play in your war (i.e., first player to destroy five gun placements).

CONTROLS

Player #1 use left joystick and fire button; player #2 use the right. Joystick controls the barrel angle (up or down) and the amount of powder (up or down) used for each shot. The fire button fires your gun.

SCORE DISPLAY

At the end of each battle, a cumulative score of the number of gun emplacements which both you and your opponent have knocked out will be displayed on each side at the bottom of the screen.

SCORING

Scoring is the same on all levels. You are given credit for blowing up the opposing gun emplacement before being destroyed yourself.

GAME LAYOUT

There are several thousand combinations of alpine terrain and gun emplacements, so virtually every game you play will be different from any which you have played before.

When you first turn on the game the name ARTILLERY DUEL and (c)XONOX 1983 will appear in a banner across the top of the screen. The sky will turn dark to show you night has come and a mountain terrain will set up in the foreground. Two artillery guns will appear and will silently commence firing randomly at each other. The gun with the flashing black window has control and is taking aim to fire.

THE BATTLE

An alpine terrain will appear with two guns placed ready to defend their territory. The terrain will be different for each battle (sometimes mountains, sometimes valleys, sometimes several hills and valleys). Across the top of the screen a banner of instruments show barrel angle(B), powder level (P), wind speed (W) and wind direction (white flag and the motion of the clouds).The player whose artillery gun has an opening and closing window is in control. Using the joystick, move left or right to move the flashing arrow to Barrel angle or Powder level. Move joystick up or down to increase or decrease the amount of barrel or powder you want for your shot.

There is an automatic countdown at the bottom of the screen and you must make your adjustments prior to reading "0" or your gun will automatically fire. Once you have fired control goes over to your opponent.

Shots falling short or long of your target explode, but you only score by a direct hit. Wind speed and direction may change between shots and you must take this into account when adjusting your gun as you zero in on your target. When one gun is finally destroyed, a group of your infantry soldiers will march on to the field of battle to a military drum beat to indicate which side has control of the territory. The score will show at the bottom of the screen. After a few seconds, new terrain will appear with guns in new positions and you're ready to continue the war with anew battle.

PLAY ACTION -- CAPTAIN LEVEL

Adjust powder level and barrel angle using the joystick. Take into account your previous shot's point of impact and the wind in making your adjustments.

You will have thirty (30) seconds to set up your shot before the automatic firing mechanism takes over. The on-screen clock tells you how many seconds you have to make your calculations. When you are ready, press the fire button to fire. The game will continue until one player has destroyed the opponent's emplacement.

PLAY ACTION -- GENERAL LEVEL

You will still have all the variables (wind direction and speed, barrel angle, powder level and terrain) that you had in the Captain level, but as your rank increases you will have less time (15 seconds to make your adjustment decisions. The wind variations will also increase between shots. Part of the challenge of being a general is that you have less time to react to make the proper decisions. Assess the situation and rapidly decide what changes in your barrel angle and/or amount of powder will give your shot the proper trajectory to hit your target. You must always try to remember where your shot landed on the previous attempt and what the wind direction and wind speed were. This way when it is your turn again you can estimate which adjustment will be best under the particular conditions.

STRATEGIES FOR WINNING THE BATTLE

When you first start a battle, test fire a shot based on your past experiences to see how gravity and wind are affecting your shot. Each game has slight gravity and wind force changes to prevent an experienced player from "memorizing" shot distances and trajectories (angles that the shots make at different barrel angles). Therefore the first shot is very important. Watch the opponent's shot as well, for you can learn from how his adjustments affect his shots to make yours more effective.

The higher you point your barrel the steeper the angle of your shot will be. This is good for getting at a gun emplacement nestled in a valley or behind a mountain, but high angle shots are more affected by the wind.(Note: about one increment of powder is equal to 2 MPH of wind change at 60 degrees of barrel angle). This changes slightly with each new game.

As a last resort, use verbal exchanges and bad advice to distract and confuse your enemy. This is called "counter intelligence" and is often used by real military forces to supply false information to the enemy for their advantage.

PLAY IT AGAIN

After you have fought your battle and either you or your opponent has won, simply wait for the next terrain to set up and continue in your war. This will happen automatically, and the loser will be awarded the first shot.

To reset the score or to assign new player ranks, press the RESET button and follow the instructions for starting the game.

SUMMARY

Barrel Angle - Push up your joystick to increase the barrel angle and down on the joystick to decrease the angle.

Powder Level - To increase the powder charge used in a shot push up on your joystick. Pull down on your joystick to decrease your powder level.

Wind Speed/Direction - The instrument labeled (W) indicates wind speed in MPH. Watch the little white flag or the movement of the clouds to determines wind direction.

Shot Countdown - The numbers displayed at the bottom center of the screen indicates the number of seconds remaining before you must fire - 30 seconds for Captain and only 15 seconds for General.

Once the correct calculations have been made you should fire your gun. After your 30-second shot countdown has expired your gun will automatically fire. Firing will continue until one of the artillery guns is destroyed. When a battle is won, infantry soldiers marching to a military drumbeat will announce which side has control of the territory. The war continues with new terrain and new challenges.

ASTEROIDS

COSMIC SPACE PATROL

On a quiet serene evening the Cosmic Space Patrol sets out for the usual night cruise through the boulevards of space. This beat was always the same; calm, no action and no excitement. For some reason this night feels different. Shortly before 0200 hours some form of intergalactic material is sighted through the visual particle counter. The material is too large a mass to measure. It’s drifting closer. Lookout, it's a giant asteroid boulder and it's headed straight for the Cosmic Spacecraft. The only chance for survival is to dodge the boulder or destroy it. Destroying it doesn't mean just breaking it up, it means vaporizing it. Small asteroid boulders are equally as fatal as large ones.

Whew, the boulder just missed colliding with the Cosmic Spacecraft, but suddenly the Cosmic Space Patrol find themselves surrounded by thousands of the deadly asteroids. The Cosmic Space Patrol must act quickly to save their spacecraft and spare their lives. The spacecraft is equipped with photon torpedoes, hyperspace, shields, and flip control.

The Cosmic Space Patrol is highly trained to handle this situation. Could you do as good a job as the Cosmic Space Patrol? How would you protect yourself if you were caught in a deadly asteroid belt? This is your big chance to fly throughout the dimensions of space and fend against asteroid boulders. The longer you survive, the more space hazards you'll encounter.

GAME PLAY

The object of the game is to destroy as many asteroid boulders as possible and keep your ship in space as long as possible. Use your Joystick Controller to maneuver your ship through space and press the red controller (fire) button to shoot photon torpedoes at the asteroid boulders. When an asteroid is hit, it may just break up into smaller boulders, or it may be completely pulverized. In some games you'll face additional space hazards such as satellites and UFOs; both of which may be firing torpedoes at you.

OPERATING YOUR SPACESHIP

Use the Joystick Controller to aim the spaceship and to fire photon torpedoes at the asteroids. Move the Joystick right to rotate the ship clockwise; move it left to rotate the ship counterclockwise. Push the Joystick forward to thrust (propel) the ship through space. (The ship moves only in the direction it's pointed.)

Pulling the Joystick down causes the ship to perform different functions such as hyperspace, shields, or flip. After aiming the spaceship with your Joystick, press the fire button to shoot photon torpedoes at the asteroid boulders. Continue to press and release the fire button as fast as possible to quickly destroy all the asteroids.

If the game variation you're playing includes satellites and UFOs, use your Joystick to aim and press the fire button to shoot torpedoes at them just as you would for the asteroid boulders.

DIFFICULTY SWITCHES

The ASTEROIDS game has two difficulty levels, A and B. The B level is normal game play for beginning players. The A level offers a bigger challenge with the addition of UFOs (Unidentified Flying Objects) and satellites. UFOs are tough to hit, but each one is worth 1000 points.

Satellites are larger and easier to destroy. UFOs and satellites may be firing back at you, so be on the lookout for their stray artillery. UFOs do not attack until you have reached over 15,000 points. When satellites and UFOs sneak up to attack you, you'll hear their engines. The satellites have a low pitched engine sound and the UFOs have a higher pitched sound.

SCORING

With each game or turn you have four spaceships. You can earn extra spaceships as indicated in the GAME MATRIX.

Target	Points
Large Asteroid	20
Medium Asteroid	50
Small Asteroid	100
Sattelite	200
UFO	1,000

GAME MATRIX

ASTEROIDS includes 66 game variations for 1 or 2 players. NOTE: To change game numbers quickly, hold down game select and game reset together.

Speed: Slow/Fast
Extra Life: 5,000/10,000/20,000 points
Feature: Hyperspace/Shield/Flip

1 Player	1	2	3	4	5	6	7	8	9	10	11
Speed	S	F	S	F	S	F	S	F	S	F	S
Extra Life	5	5	10	10	20	20	-	-	5	5	10
Feature	H	H	H	H	H	H	H	H	H	S	S
2 Players	34	35	36	37	38	39	40	41	42	43	44

1 Player	12	13	14	15	16	17	18	19	20	21	22
Speed	F	S	F	S	F	S	F	S	F	S	F
Extra Life	10	20	20	-	-	5	5	10	10	20	20
Feature	S	S	S	S	S	F	F	F	F	F	F
2 Players	45	46	47	48	49	50	51	52	53	54	55

1 Player	23	24	25	26	27	28	29	30	31	32	33
Speed	S	F	S	F	S	F	S	F	S	F	KID
Extra Life	-	-	5	5	10	10	20	20	-	-	
Feature	F	F	-	-	-	-	-	-	-	-	
2 Players	56	57	58	59	60	61	62	63	64	65	66

YOUNG CHILDREN'S VERSIONS

Games 33 and 66 are easy versions for young children. These games feature slow asteroids, hyperspace, and an extra ship each 5,000 points.

HELPFUL HINTS

After playing ASTEROIDS several times you'll discover which techniques work best for you. Here are some that the space cadets at ATARI found most helpful.

1. When the screen becomes clear of asteroids (just before a new group of large asteroids appears), try to avoid placing your spaceship close to the right or left edge of the screen. New asteroids almost always begin from these edges.

2. It is often helpful to remain in the center of the screen throughout the game, aiming your spaceship right or left in a circular motion.

3. If you're close to earning an extra ship, and your spaceship is about to crash, you may want to cause your spaceship to collide with a small asteroid, UFO, or satellite. You'll earn points even if you crash, and this may be just enough points to earn that extra ship.

4. Try to hit the faster and smaller asteroid boulders. This will give you more protection and more points.

5. If you are playing the ASTEROIDS game in the "A" difficulty level, UFOs will sometimes begin to attack after you have reached 7,500 points; and they will always attack after you have over 15,000 points.

ASTROBLAST

Hit as many falling, fast-moving targets as you can. Move your laser base to avoid being hit yourself. Keep shooting as long as your bases last, and try for a great Peak Score!

THE GAME

You start with 10 laser defense bases. Several things fall from the sky: rocks, spinning white bombs, "smart" guided missiles and- when your score goes over 20,000 - UFO bombs. If your active laser is hit OR a spinner lands, you lose that base. You get another base whenever your peak score goes up 1,000 points. As the score goes higher more targets appear - falling faster.

CONTROLLERS

Use joysticks or one paddle controller. The paddle moves the base faster, and we recommend it for a better game. Plug paddles or joystick into LEFT CONTROLLER jack. Press red button to shoot, hold in for repeat firing.

DIFFICULTY SWITCHES

RIGHT SWITCH: Set at "B" to play game at regular skill level. Set at "A" to play at accelerated speed (same pace and targets as if score were over 50,000).

LEFT SWITCH: Set at "B" for manual firing mode. Set at "A" for automatic firing.
NOTE: Switches can be changed during the game.

ACTION!

TO START THE GAME, DEPRESS RESET SWITCH, THEN PRESS CONTROLLER BUTTON.

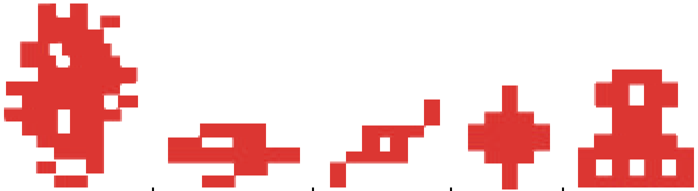
Move your active laser base to get directly under a target, then fire your laser. Avoid being hit by any falling object.

The number at lower right shows how many laser bases you have. You get a new base whenever your peak score increases 1,000 points.

NOTE: If your score goes down, then rises, you don't get an extra base when you pass your old peak level. You must advance another1,000 points to win a bonus base.

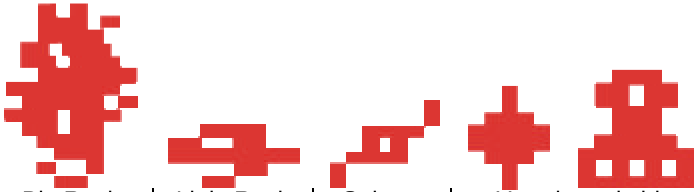
WHEN ALL BASES ARE LOST, THE GAME ENDS AND YOUR PEAK SCORE APPEARS.

SCORING



Score Range	Big Rock	Little Rock	Spinner	Pulsar	UFO
0 – 1,000	10	20	40	80	-
1,000 – 5,000	20	40	80	160	-
5,000 – 20,000	30	60	120	240	-
20,000 – 50,000	40	80	160	320	400
50,000 +	50	100	200	400	500

However, you loose points when the following occurs:



Score Range	Big Rock Lands	Little Rock Lands	Spinner Lands	Your base is hit by anything
0 – 1,000	5	10	100	100
1,000 – 5,000	10	20	200	200
5,000 – 20,000	15	30	300	300
20,000 – 50,000	20	40	400	400
50,000 +	25	50	500	500

WINNING TIPS

Whenever you have a choice between big and small rocks, shoot at the small ones.

Don't shoot rocks very close to you - the explosion can blow up your base.

Remember: if any spinners land, you lose a base. Shoot at them as soon as they appear.

Don't try to run away from pulsars and UFOs.. Get directly underneath them fast - then shoot!

ATLANTIS

The ancient city of Atlantis, a city beneath the sea, a civilization greater than any the world has ever seen....

One day a low drone is heard throughout the ocean metropolis. The stars go out. Gorgon vessels fill the sky, pounding the city mercilessly. A cry reaches every citizen-

"Defend Atlantis - before it becomes a watery grave!"

ATLANTIS AND THE GORGON FLEET.

Atlantis, fabled city of antiquity, lies in peaceful waters. The major districts of the city-the Aqua Plain, the Domed Palace and the Bridged Bazaar-murmur with activity while vital generators whirl. Three defense posts guard the skies over the metropolis.

An ominous sound penetrates the sea surrounding the city. The Gorgon Fleet, fierce warriors intent on demolishing Atlantis, attack in force. How long can the city withstand the assault?

OBJECTIVE

Defend Atlantis! Blast Gorgon vessels before they come close enough to demolish Atlantis with the death ray. Score big and you can replace parts of the city the Gorgons have hit.

Game ends when all seven of Atlantis' installations have been leveled and none is left in reserve.

CONSOLE CONTROLS

Difficulty Levers do not affect game play.

GAME PLAY

You control the three Atlantean defense installations with your joystick.

A sentry post guards either side of the city. They cannot be destroyed. To fire left sentry post, lean joystick left and press red button. To fire right sentry post, lean joystick right and press red button.

The Acropolis Command Post defends the center of Atlantis. The Acropolis Command Post projects a powerful force field that protects the other six Atlantean installations. As a result, the Gorgon death ray must demolish it before the rest of Atlantis becomes vulnerable to attack. To fire the Acropolis Command Post, just press red button with the joystick centered.

SCORING

You score each time you vaporize a Gorgon vessel. You must hit the ship directly to score.

	Acropolis Command Post Shots	Sentry Post Shots
Large Gorgon Vessel	100	200
Gorgon Bandit Bomber	1,000	2,000

At each end of a wave, you receive 500 points for each part of Atlantis that survives the Gorgon assault. For every 10,000 points you score, a destroyed part of Atlantis is restored at the end of the current wave of attack.

Example: You score 20,000 points during a wave, but lose the Acropolis Command Post and two other city installations. At the end of that wave, the Acropolis Command Post and one installation will reappear on the screen.

If you earn credits during a wave but do not lose any installations, those credits will be saved for the end of a wave during which you do suffer losses. The small Gorgon Bandit Bomber is fast and powerful. Hit it, and the explosion knocks out all other Gorgon vessels in the sky! You score only for the Bandit Bomber.

GAME VARIATIONS

1-Player Games

Game 1: The real challenge: wave after wave of Gorgons attack. You survive one wave only to face faster foes in the next. The two sentry posts and the Acropolis Command Post respond to your joystick orders.

Game 2: Identical to game 1, but the Acropolis Command Post has been disabled and cannot fire. Place your shots well!

Game 4: The prefect game for learning to play Atlantis. Game 4 does not increase in speed as rapidly as the other versions, while still remaining a challenge. Later waves are a test for any player.

2-Player Games

Game 3: Special Team Version

The left joystick fires the left sentry post. The right joystick fires the right sentry post. The Acropolis Command Post does not fire.

Note: New players might want to take the right joystick, as it fires automatically. Just hold the red button down. To fire the left joystick, the red button must be pressed each time.

SPECIAL AUDIO SIGNALS:

The drone of Gorgon vessels can always be heard. Your weapon fire drowns out all other sounds. Learn to place your shots well. If you fire constantly, you won’t hear Bandit Bombers approach. The Gorgon Bandit Bombers make a loud humming sound. Listen for it! You can anticipate their appearance. Listen for the series of beeps that mark the end of a wave. Five short and four long beeps sound; game action pauses and your score is adjusted for bonus points.

TACTICAL TIPS

Gorgon vessels stay in formation, circling down from the highest level to one closest to Atlantis. Gorgon vessels can only fire the death ray when close to the city. Blast them before they reach the fourth lane of approach. The Acropolis Command Post can knock out a Gorgon vessel- even a Bandit Bomber-while it's firing the death ray. You have to be quick and accurate. Practice! Risk letting Bandit Bombers get close to the planet surface. If you hit one then, you'll demolish all Gorgon vessels information behind it. In advanced waves, the death ray will not always blast one of the whirling generators. This earns you another chance- but not for long.

BACHELOR PARTY

FOREPLAY

The object of the game is to use your paddle control to line up the Spanish Fly with the flying bachelor, giving him a shot of energy and causing him to rebound, and "scoring" with one of the lovely young ladies attending his party. When the game starts, the bachelor has four lives. Every time he misses the Spanish Fly he loses one life and a musical theme is played. After each life is lost, you must depress the button again. When all the lives are lost the game is over. Small squares on the stripe at the bottom of the screen show how many lives are remaining in addition to the one then in play. Note that when the bachelor flies toward the women, his private part (P.P.) is in an erect state. As he returns toward the Spanish Fly, it is in a limp condition. Also note that as the bachelor travels around, The Flight of the Bumble Bee is played.

SCORING

When the bachelor successfully "scores" with a woman you score 5 points and the woman disappears. As the bachelor "scores", a fanfare of Charge is played.

GAME PLAY

Bachelor Party consists of two game versions, each with a one- or two-player option. With the power switch off, gently insert your Mystique video game cartridge into your Atari or Sears console in the same manner as you would with any ordinary game cartridge. Turning the switch "on" will activate the "foreplay mode". This is very similar to the "attract mode" seen on many arcade games. You will hear Auld Lang Syne play. Once the music stops playing you can start the game.

Games number 1 and 3 are one-player versions and 2 and 4 are two-player versions. In games 1 and 2 there are two rows of 4 women in each row. Games 3 and 4 are more difficult in that there are two rows of 8 women in each row, and they slowly advance during play. Use the "game select" switch on your console to select your game choice. The number of the game appears on a colored stripe above the Mystique name, near the bottom of the screen. Use the paddle controller plugged into the left had socket of your Atari console.

Once you have selected the game, either depress the "game reset" button on your console, or the red "fire" button on the paddle control. This will start the "play" mode. The musical theme is then repeated. At the end of the music press the "fire" button again and the first bachelor will be released. Turning the knob on the paddle control clockwise will cause the Spanish Fly (the paddle on the left side of the screen) to move down, turning it counter-clockwise causes the Spanish Fly to move up.

BONUS LIVES

Once the bachelor "scores" with all the women in both rows, you will be awarded a bonus life and two new rows of women appear. You can accumulate no more than 6 lives at any one time, in addition to the one in play.

REBOUND

As the bachelor strikes the side walls, the ladies, or the back wall, he will rebound in a straight line at an angle similar to a beam of light striking a mirror at an angle and then being reflected.

QUICKIES

When our bachelor strikes the back wall in games 1 and 2 or the second row of women in games 3 and 4, his energy level will greatly increase and along with it the speed of the games.

TWO PLAYER OPTION

When the two-player option is selected, the first player (using the left paddle -- red score stripe) plays until a life is lost. The second player (right paddle -- green score stripe) then plays until a life is lost. However, when it is the first player's turn again, the turn begins with all the ladies on the screen, making it more difficult than the single player games.

Turns continue to alternate until one player has lost all their lives. Other player then continues playing until all remaining lives are lost. When this occurs, the game is over and both players' final scores are displayed simultaneously on the screen, meanwhile the unit returns to the "Attract" of "foreplay" mode.

DIFFICULTY LEVELS

With the difficulty switch in the "B" position the Spanish Fly is slightly smaller and a little more difficult to hit the bachelor with. In the "A" position, the Spanish Fly is larger, making it easier to hit the bachelor.

A further difficulty level is achieved by playing games 3 or 4. In these games, the rows of women advance toward the Spanish Fly. Once the second row of women reaches the original position of the first row, the first row of women disappears and a new second row appears. If you are to score a bonus life, you must score with all the women in both rows before the new row appears.

BACKGAMMON

Backgammon, in some version, has been played in various parts of the world for over 5,000 years. It is possibly the oldest war game still being played. It is suggested in early writings that the game was originally designed to train soldiers for combat, as backgammon has all the intricacies of any war game: strategy, position, and timing. It is both a game of skill and luck, which probably accounts for its longevity.

The most ancient possible ancestor to be found so far dates back to the ancient civilization of Sumer. The Egyptian Pharaohs played a similar game. Game boards were found during the excavations of Kin Tut's tomb that akin to backgammon. The ancient Greeks and Romans played different forms of the game were mentioned in many of their writings. A form of backgammon was played in the Middle East long the Crusades. In fact, it is believed that the Crusaders brought the game back to Britain with them, where it flourished in the eighth and ninth centuries.

The earliest written mention of the name "backgammon" was made in 1645, in a description of a game that is very much like backgammon as it is played today. The rules of today's game were set down by Edmond Hoyle in 1743.

The object of all the variations of the game, from its beginnings to now, is to move you game pieces around the board and bear them off before your opponent does.

USING THE CONTROLLER

When it is your turn to move your game pieces, a yellow cursor will appear. Turn the knob on the controller until the cursor is on the point from which you wish to move your piece. Press the red controller button' this will "pick up " the piece and you can move it around the board by turning the controller knob. To deposit the piece, press the red controller button again. The computer will not allow you to place a piece on a point that does not correspond to the number shown on the dice.

If, after you dice have been rolled, you find that there are no moves open to you, press the red controller button. The dice will again for your opponent.

HOW TO PLAY

Cycle through the BACKGAMMON Game Program variations by depressing the game select switch on your Video Computer System console. For "normal play," the and right difficulty switches must be in the "A" position. To begin play, depress the game reset switch.

THE BOARD

The backgammon "board" is divided into two halves or tables. The divider is called the bar. The inner table is the portion at the bottom of the playfield; the outer table is the portion at the top of the playfield.

Each table is also divided into halves. The red player's home or inner table is on the lower right side of the playfield; the white player's home or inner table is on the lower left side of the playfield. The red player's outer table is on the upper right side of the playfield; the white player's out table is on the upper left side of the playing field.

Each player's inner and outer table has six "points". The point is the area on which you rest your you pieces as you move around the board. Each point is numbered for reference starting in each player's inner table. The white side is number 1 to 12 starting at the bottom right side of the board.

THE MOVES

The moves are governed by "casting the dice.” When beginning, the players each cast one die (done automatically by the computer). The player with the highest number begins first, using the number count on both dice. On the playfield, the die on the left represents the white player, the die on the right represents the red player for the beginning roll. The color of the dice corresponds to which player won the roll and will begin the game. After the initial move, each player rolls and moves alternately.

When the right difficulty switch is in the "a" position, the computer will roll the dice for you. When the switch is in the "b" position, you can use your own dice and the "dial in" the numbers to the computer. Turn the controller knob and the number on the left die will change. When you the number you want to enter, push the red controller button. Then dial in the second number on the right die and push the red controller button. The computer will accept the roll and your moves maybe made accordingly.

In one-player games, the computer will play red.

The white player must move his or her pieces counterclockwise around the board, casting off or bearing off (removing the pieces from the board) from the with inner table. The red player must move his or her pieces clockwise around the board, bearing off from the red player's inner table.

The pieces are moved across the points according to the numbers on the dice. Each die must be considered individually, but they can be applied to one piece or two pieces.(For example, a roll of 5-3 would allow a player to move one piece five points and another piece three points, of the player can move one piece five points and then three points.)

When there is only one piece occupying a point is called a "blot." A point with no pieces or a blot is said to be "open." A point with two or more pieces is said to be made or "closed." Opposing player's pieces may never occupy the same point at the same time.

If a point is closed, an opposing piece cannot move to that point. However, a player may move past a closed point if there is sufficient count on the dice.(If a player has rolled a 5-3and the five-count point is closed, moving five points and then three points is not allowed. However, moving three points and then five points is permissible.)

Players must use the count on both dice whenever possible. If only one die can be used, it must be the die with the higher count.

If you close six consecutive points anywhere on the board, you have established a "prime." Your opponent cannot move past the prime until you break it by moving pieces and creating an open point. The explanation contained in "The Bar" will show you why it is a good strategy to build a prime on your inner table.

THE BAR

If a player lands on a blot belonging to the opponent, the opponent's blot is "hit," meaning the piece that occupied that point is removed to the "bar." Whenever a piece has been hit and placed on the bar, it must reenter the board on the opponents inner table,(The white player enters on the lower right inner table; the red player enters on the lower left inner table.)

A piece must enter the board only on an open point whose number has been cast on the one die. If there is an opposing blot on an entry point, the piece entering hits it and it is removed to the bar. The sum of the dice cannot be used to enter a piece.

Until all pieces on the bar have been entered, a player cannot move any other pieces on the board. If a roll does not permit entry, the turn passes. Pieces may not enter on closed points. If a roll does not permit entry, and there are not other pieces on the bar, the remainder of the roll may be used the move other pieces on the board.

A player is said to be shutout if all six entry points are occupied, which is why it is a good strategy to build a prime on your inner table. Then, if you hit one of your opponent's blots, the piece cannot be entered from the bar until the prime is broken. This allows time to move pieces onto your inner table and begin bearing them off while opponents remains stuck on the bar.

DOUBLETS

Doublets occur when you roll double numbers (3-3, for example.) When this occurs a player must move the number shown on one die four times. You may move one piece all four moves, or any other combination of pieces that your choose. If you cannot use all combinations, the dice pass to your opponent.

BEARING OFF

As soon as a player has all fifteen pieces on the inner table, bearing off begins. This is the object of the game. Once borne off the board, a piece never returns to play. The first player to bear off all pieces is the winner.

A piece may be borne off when the number of points remaining is the same the number on the dice.(For example: a roll of 5-3will bear off a piece from the five-point and the three- point.)If the roll is higher than any occupied points, pieces my be borne off from the highest occupied point.(If a player has 2 pieces each on the three and two-points and of 5-3 is made, both pieces from the three-point may be borne off.)

A player may use all or part of the roll to move pieces within the inner table instead of bearing them off.(With a roll of1-2, a player may move a piece from the five-point to point-point, and a piece from the two point to the one-point.) Doublets may also be used in this manner.

If your opponent has pieces on your inner table or the bar and your have begun bearing off, it is to your advantage to leave as few blots as possible. Remember that if you both counts on the dice, it does not matter in which order they are taken.

In this diagram you have a blot on your five-point and you roll a 5-1.If you bear off the from the five-point with the higher number, you will still be leaving blots on the three-point and the four-point since you must use both numbers of the roll(which means your second move will move a piece from the four- point to the three-point.)Instead, your best move is to take the pieced from the five-point for the 1-count (putting it on the four-point with you other two pieces,) and then bear off using the higher number. This way you have not left any blots your inner table. The point again is that your may play the dice in either order, according to you best moves.

DOUBLING CUBE

Backgammon has enjoyed various degrees of success throughout its history. The game was in a decline in the United States during the early 1900's until the introduction of the "doubling cube" in 1920.Until this innovation, the outcome of a game could be decided in the first few rolls of the dice. Play would continue anyway, since with any dice game, there was always the chance of something unusual occurring. But... most of the time, the games became boring.

Backgammon is one the few gambling games in which one can see what the opponent has at all times. The doubling cube introduced the strategies of "bluffing" and psychological play that are similar to other gambling games. The "game of chance" factor is always present because of the use of dice. A skillful player can lose to a less skillful player because of the luck of the dice, but with the doubling cube added, the more skillful player will not lose as much.

As a gambling game, backgammon is played for a base "stake" which is agreed upon before beginning play. The doubling cube(represented by the number at the upper left of the playfield)starts at 1.This means the players are competing for the original stake. Each time the stakes are doubled, this number changes (2, 4, 8, 16, 32, 64) -- 64 times the original stake is the largest amount possible to wager.

After the player winning the first move has completed his other turn, the computer will ask the opponent "YES dbl " or "NO dbl". By turning the controller knob to YES dbl and pushing the red controller button, the opponent has offered to double the stakes and the doubling cube will now show 2.

The first player now has the option of accepting or not accepting the double.

To accept the double, turn the controller knob to YES acc and the push the red controller button. The dice then roll for your opponent's turn. To reject the double, turn the controller knob to NO acc and push the red controller button. The game will end at that point. To start a new game, depress the "game reset" button.

When you offer to double the stakes and your opponent accepts the double, he or she then "owns" the doubling cube. It will be up to your opponent to your opponent to redouble at a time when it is advantageous to do so.

If your opponent offer to redouble the stakes and you accept, then you "own" the doubling cube and you can again offer to redouble when you think it is to your advantage. The player who "owns" the doubling cube is shown by the color of the number (representing the doubling cube) at the top of the playfield. (If it is red, it belongs to the red player; if it is white, it belongs to the white player.)

In one-player games, if the computer decides to offer a double, it asks only YES acc or NO acc. If you own the doubling cube and want to double the stakes against the computer, enter YES dbl when it appears on the screen. The computer will continue to play if it accepts the double, or quit if it refuses the double.

In both one-player and two-player games, if neither player doubles during the game, the doubling cube will remain green and a 1 will show on the screen. In two player games, the computer will continue to ask each player in turn if they wish to offer a double.

GAMMON AND BACKGAMMON

If a player has borne off all of his or her pieces and the opponent has not borne off ANY, the game is called a "gammon." The opponent loses twice the stakes (times whatever is showing on the doubling cube.)

If a player has borne off all of his or her pieces and the opponent still has pieces on the bar or in the player's inner table, the game is called a "backgammon.” The opponent loses three times the stakes (time whatever is showing on the doubling cube.)A backgammon among skilled players is rare.

It is advisable, if it appears that your are going to be gammoned or backgammoned, to refuse you opponent's double and retire from the game.

SET UP MODE

It has been mentioned that the left and right difficulty switches must both be in the “a" position for normal gameplay. To create a "set up mode" in which you can pick up pieces one by one and place them in various positions around the board, slide the left difficulty switch to the "b" position.

Use the controller that corresponds to the color of the dice on the screen when operating in the set up mode. This mode allows you to work out specific problems or strategies. As in regular play, the computer will not allow opposing colors to occupy the same point when you are moving pieces around the board.

Slide the left difficulty switch back to the "a" position to start or continue normal game play. When the game is returned to normal play, the pieces which correspond to the color and count showing on the dice must be moved, before the computer rolls the dice again.

ILLEGAL MOVE

Normally, the computer will not allow you to make an illegal move. There is a specific situation, however, in which the computer will illegally allow you to move a piece using the count on one die, even though there are no open points that correspond to the count remaining on the other die.

When this situation occurs, the game goes into temporary state of suspension.

Notice how the white pieces are arranged in the diagram. For the sake of this example, a 3-5 roll occurs for the white player. If the player's first action is to use the three-count by moving a piece from the white twelve-point to the white nine-point, the computer will accept the move even though it was illegal.

Now, there are no open points on which the player can move, using the remaining five-count. The computer allowed the first move, and is waiting for a second move which is not possible.

In this situation, the correct move for the white player would have been to advance a piece from the red twelve-point to the white ten-point (using the three-count), and then from the white ten-point to the whit five-point (using the five-count).

If an illegal move such as this one happens during a game, there are two possible solutions. One is to use the setup mode (left difficulty switch in "b" position), return the white pieces to their previous position, and execute the correct move. The other is to depress the game reset switch and start a new game.

ACEY DEUCEY

This variation was developed by members of the US Navy. It is similar to some of the game versions played in the Mediterranean area, which suggests that it started in that region. The rules for Acey Deucey may vary from ship to ship and even from player to player. They are not standardized, as are the rules for backgammon.

In the Atari version, all the pieces start out on the bar and can be entered at any time with the roll of the dice. A piece need not be entered from the bar before another piece can be moved, even if that piece was hit and sent to the bar.

The other rules of backgammon apply in terms of moving the pieces around the board, open and closed points, hitting a blot, bearing off, and using the doubling cube.

A roll of 1-2 (acey deucey) allows a player to choose whichever doublets are advantageous, after making the 1-2 move. After moving the doublets, the player is further rewarded with another roll of the dice.

After rolling the ace-deucey, turn the controller knob, and “dial in" the number on the left die, the push the red controller button.

The die on the right will change to match the number on the left die. Push the red controller button again and play you doublets. After the last move on you doublet, the computer will roll the dice again for you and you may make another move.

If, after moving your doublet, you roll another acey-deucey, you can again move the 1-2 and choose another doublet.

The left difficulty switch should be in the "a" position when playing acey-deucey.

GAME OPTIONS

Use one set of Standard Paddle Controllers with this Game Program. Plug the controller cable firmly into the jack labeled LEFT CONTROLLER at the rear of your Video Computer System. Hold the controller with the red button to your upper left toward the television screen.

	Backgammon				Acey-Deucey			
Game #	1	2	3	4	5	6	7	8
# of Players	1	2	1	2	1	2	1	2
Doubling Cube	🟥	🟥			🟥	🟥		

BANK HEIST

OBJECTIVE

Your goal is to rob as many Banks as possible before running out of Getaway Cars. Disabling Cop Cars with dynamite increases your score and causes more banks to appear in the town. Running into Cop Cars or accidentally dynamiting your own car will abruptly halt your little joy ride.

CONTROLS

Tilt the joystick forward, backward, left and right to drive your Getaway Car through the city streets. To rob Banks, simply run over them. Press the button on the joystick to release a stick of dynamite from the tailpipe of your car.

CARS

The number of spare Getaway Cars is shown in the upper right portion of the screen. You start the game with four spare cars, and lose one every time you run out of gas, crash into a Cop Car, or blow yourself up. If you rob nine or more Banks in a town, a bonus Getaway Car will be awarded when you go on to the next city. The game will end if you use up all of your spare cars.

FUEL

The gas tank at the top left of the screen shows the amount of fuel remaining. The higher the red level, the more gas you have left. Fuel is consumed by time and by using dynamite. If you run out of gas, you lose a Getaway Car.

The bar on the right side of the gas tank shows the level to which your tank can be refilled WHEN YOU LEAVE TOWN. If the pointer is white, the amount of gas in the tank will be refilled to the height of the bar. If the pointer is red, the gas level in the tank will remain the same. Robbing nine or more banks in a town will enable you to refill the entire tank.

ROBBING BANKS/USING DYNAMITE

Drive through the city streets until you reach a Bank and then run over the Bank to rob it. After each robbery, one Cop Car will appear and start to chase you. There can be up to three Cop Cars in a town at one time. One Bank will appear for each Cop Car disabled. To stop a Cop, first let one of them get close behind you and then drop a stick of dynamite out of your tail pipe.(It may take a few tries to get your drop time down just right.)

PASSAGEWAYS/LEAVING TOWN

Three of the passageways located at the edges of the screen, are wrap- around passageways. For example, if you exit through the lower left passageway, your car will reappear in the lower right passageway and vice versa. The UPPER RIGHT passageway leads to the next town.

It is impossible to go back once you have left a city, so get as much money and potential gas as you can before leaving. You may be forced to leave town before hitting all of the Banks if you are running out of gas. Your Getaway Car will flash to indicate when your gas tank is low so you can get out in time.

SCORING
Money received for robbing Banks and disabling Cop Cars is shown for a short time on the screen where the Bank or Cop Car was located. The total amount of money you have earned is displayed at the bottom of the screen. Bonus cash is awarded when you leave a town after robbing nine or more Banks.

Bank Bonuses			
1st Bank	$10	6th Bank	$60
2nd Bank	$20	7th Bank	$70
3rd Bank	$30	8th Bank	$80
4th Bank	$40	9th Bank	$90
5th Bank	$50		

Cops In Pusuit	
1 Cop Car	$10
2 Cop Cars	$30
3 Cop Cars	$50

Level Bonuses	
Bankersfield	$ 93
Silver Dollar	$186
Flat Broke	$279
Heistown	$372

Add $372.00 per level to the Level Bonus values for the other seven levels.

PLAY LEVELS/DIFFICULTY SWITCHES
Each of the eight play levels contains four towns. After leaving the fourth town, you will automatically be advanced to the next level of play. As the levels get higher, the pursuit gets faster. This causes your Getaway Car to burn fuel at a faster rate, allowing you less time to rob Banks. Use the Game Select level to start a new game at a different play level.

LEFT SWITCH A: The cops are smart and will always find you.
LEFT SWITCH Bathe cops are not as smart and go in a more set pattern.
RIGHT SWITCH A: Banks appear in a random order.
RIGHT SWITCH B: Banks appear in a set order.

HINTS FROM BILL ASPROMONTE: (hope he didn't hurt himself with these tips! :) The wrap-around passageways are the best way to ditch cops. Also, Cop Cars are not allowed to make U-turns. This means that you can follow them about the town without risking a head-on collision.

BARNSTORMING

Pull on your goggles and check out your controls. You're about to embark on a daredevil flight through the wild blue yonder. But before you take off, take a minute to read over these instructions. You'll be glad you did.

BARNSTORMING BASICS
Game1: Hedge hopper (fly through 10 barns, fixed course)
Game2: Crop Duster (Fly through 15 barns, fixed course)
Game3: Stunt Pilot (Fly through 15 barns, fixed course, different than game 2)
Game4: Flying Ace (Fly through 25 barns, a new course each time you select)

THE OBJECT
To fly through a set number of barns in the shortest possible time (elapsed time indicated at top of screen).

SCORING
Each time you make it through a barn, your barn count number (upper left corner of screen) will decrease by one If you miss a barn, your barn count will remain the same and you will have to fly further to reach an additional barn. When your barn count reaches zero, the game is ended.

TAKE OFF
Simply press the red button on your Joystick, and push the Joystick up to climb.

USING THE JOYSTICK
Once airborne, the red button acts as your throttle: press it for greater speed, release it to slow down. To increase your altitude, push the Joystick up, and, to descend, pull the joystick down.

DIFFICULTY SWITCHES
The LEFT difficulty switch in the A position will lower the clearance heights of the barns, the B position is normal. The RIGHT difficulty switch in the A position will add more geese, the B position is normal.

Note to owners of Sears Tele-Game Video Arcade (R): Difficulty is called skill left (or right); A is expert and B is novice.

GETTING THE FEEL OF BARNSTORMING
Just as in flying a real biplane, you'll need to get the "feel" of the controls. The better you get at adjusting your throttle and handling your joystick, the better your chances to become a "Flying Ace."

You needn't worry about stalling out in midair. Your throttle is set to maintain a minimum speed even when you release the red button. The game is mastered by looking ahead and adjusting the controls to make the best speed, fly through every barn and over every windmill, and avoid those pesky geese. Whenever you push the throttle, watch out for geese.

The best time is achieved by covering the course with the fewest possible corrections to your altitude, so precious seconds can be shaved by flying just above the windmills and just below the openings of the barns.

If you should misjudge and fly OVER a barn, your barn count will remain unchanged, and the course will be extended until you can makeup the missed barns and fly through the required number.

Avoiding crashes with barn roofs, barn interiors, weather vanes, windmills and geese will really save time. Better to slow down a little and avoid a crash, than to lose time picking up speed from a dead stop.

HOW TO BECOME AN "ACE" AT BARNSTORMING

There are two stages involved in mastering this game.

After playing this game a few times, you'll begin to learn the course. By knowing what is coming up ahead, you can keep your biplane at full speed.

But, being able to fly through the barns and over the windmills is only the beginning. The real secret is in carefully navigating through the flocks of geese. With practice, it *is* possible to fly the course at full speed with no collisions.

It has really been a great challenge designing my first game for Activision, and I'd particularly like to thank David Crane for his help in 'getting me off the ground.'

BASIC

INTRODUCTION

BASIC PROGRAMMING is an instructional tool designed to teach you the fundamental steps of computer programming. BASIC is an acronym for Beginners All-purpose Symbolic Instruction Code. It was originated to that people could easily learn to "write" computer programs.

Computer programs are simply a series of instructions. The programs control the flow of information within the computer. BASIC PROGRAMMING allows you to give the Video Computer System the instructions it needs to carry out some simple tasks.

Keep in mind that BASIC PROGRAMMING has a limited amount of memory in comparison to more sophisticated computer systems. It is, however, an excellent instructional device for learning the essentials of computer programming.

KEYBOARD CONTROLLERS

Use your Keyboard Controllers with this ATARI Game Program. Be sure the Controllers are firmly plugged into the LEFT and RIGHTCONTROLLER jacks at the rear of your ATARI Video Computer System.

To connect the two controllers, slide the tongue of the left controller into the groove on the right controller. The two Keyboard Controllers, locked together, form a 24-key Keyboard used to enter your program and to control the display on your television screen.

Remove the Keyboard Controller labels from the envelope. Place the label marked LEFT over the Keyboard plugged into the LEFT CONTROLLER jack at the rear of your computer console. Place the label marked RIGHT over the Keyboard plugged into the RIGHT CONTROLLER jack at the rear of your computer console.

DISPLAY REGIONS

The display is divided into six regions:

1. The PROGRAM region is used to give the computer your instructions.

2. The STACK region will give you the temporary results of your program as the computer is running it.

3. The VARIABLES region will give you the value of each variable item in your program as the computer is running it.

4. The OUTPUT region will show you the output being produced as your program is being run.

5. The STATUS region shows you the amount of memory available at any time for your program. This region will also give you the speed of execution of your program.

6. The GRAPHICS region has two colored squares which can be moved around under your program control.

Before beginning your program, place the left difficulty switch in the b position. This will show you where each region is on your display. When the left difficulty switch is place in the a position, the titles of each region will disappear from the display and the GRAPHICS region will come into view.

The right difficulty switch has no function in this Game Program.

```
STATUS
SYMBOLS=63
SPEED=30
PROGRAM 1
STACK
VARIABLES
OUTPUT

SYMBOLS=63
SPEED=30
1
```

THE CURSOR

Place the left difficulty switch into the b position and turn your console off and then on again. In the PROGRAM region there is a white rectangle. This is the cursor. Locate the "shift control key" at the center of the bottom row on the left controller. Push this key four times. The color of the cursor will change from white to red, from red to blue, from blue to green, and from green to white again.

The cursor is used to input your program. Each of the four colors on the shift key corresponds to the colored commands or inputs on your Keyboard. The white mode is used to give your computer commands, the other modes are used to insert symbols into your program.

MOVING THE CURSOR FROM REGION TO REGION

Make sure the left difficulty switch is in the b position and turn your console unit off and then on again. Push the FORWARD key and the cursor will move from PROGRAM to STACK. Press the FORWARD key again and the cursor will move from STACK to VARIABLES. Push the key again and the cursor will move from VARIABLES to OUTPUT.

By pushing the BACKWARD key you can move the cursor back to the PROGRAM region. The FORWARD and BACKWARD keys can be pushed once for each region or held down.

Now place the left difficulty switch into the a position. The titles of each region will disappear and a portion of the GRAPHICS region will appear. Step the cursor through each of the regions again. Notice that the cursor will not move into the GRAPHICS region.

REMOVING THE REGIONS FROM THE DISPLAY

Place the left difficulty switch into the b position again and turn your console unit off and then on. On the left side of the Keyboard are a series of commands (white mode) that correspond with each of the regions: STATUS, PROGRAM, STACK, VARIABLES, OUTPUT, and GRAPHICS. Let’s start with the STATUS region. Push the STATUS key once and the STATUS region will disappear from the screen and the PROGRAM region will move to the top of the display.

Push the PROGRAM key and the PROGRAM region will disappear and the STACK region will move to the top of the display. Push the STACK key and the STACK region will disappear and the VARIABLES region will move to the top of the display. Push the VARIABLES key and the VARIABLES region will disappear causing the OUTPUT region to move to the top of the display.

Remove the OUTPUT region by pushing the OUTPUT key. This will also cause the GRAPHICS region to be fully visible on the display. Push the GRAPHICS key to remove the GRAPHICS region. Your display should show no regions.

Now push the STACK key. The STACK region will reappear on your display. Remove the STACK region, and bring up the OUTPUT and VARIABLES regions. You may display or remove any region with the left difficulty switch in either the a or b position.

It is important to note that whether or not the various regions are displayed has no effect on the execution of a program.

RUNNING A PROGRAM

Let's do a simple program. Make sure the left difficulty switch is in the b position and turn your console unit off and then on again.(Another way to erase a program and reset all values is to depress the game select switch. Pushing the game reset switch erases all values and returns a program to its beginning without erasing the program.)

Remove the STACK, VARIABLES, OUTPUT, and GRAPHICS regions from the display. The cursor will be in the white mode and to the right of the number 1 in the PROGRAM region. Change the cursor to the blue mode and push the A key. The letter A will appear on the display next to the 1. (Each line is numbered, making it possible to see where one line ends and the next one begins.)Now change the cursor to the red mode and push the ! key. A small arrow will appear next to the A. Now go back to blue and input B. Changing the cursor to red, input + and the number 2.Now go back to the white mode and input New Line. You must always be in the white mode in order to start a new line in your program.

Your display should look like this.

```
STATUS
SYMBOLS=57
SPEED=30
PROGRAM
1 A←B=2
2
```

If you make an error in entering your program, it can be erased using the ERASE key. Notice that the ERASE key is not color coded .It can be used when the shift key is in any color mode.

Using the line that you have just entered into your program, let’s do an exercise. Push the ERASE key once. The cursor will move from line 2 directly to the right of the 2 on line 1.Push the ERASE key again and the 2 will be erased from the program. Now enter 1, using the red mode. Change the cursor to the white mode and using the BACKWARD key, move the cursor until it is directly to the right of the B in the program. Push the ERASE key and the letter will be removed from the program. Now replace it with A (blue mode).In the white mode, use the FORWARD key to move to the end of line1 and input New Line.

Remember that the cursor should not be on the symbol to be erased but directly to the right of it. Your screen display will now look like this:

```
STATUS
SYMBOLS=57
SPEED=30
PROGRAM
1 A←A+1
2
```

The cursor is directly to the right of the 2 in line 2.Now input PRINT using the green mode. Then, with the blue mode, input A and go to a New Line. Your display will look like this:

```
STATUS
SYMBOLS=54
SPEED=30
PROGRAM
1 A←A+1
2 Print A
3
```

Now, with the cursor in the green mode, input GOTO, and then, in the red mode, input 1.Before we do anything else, let's look at the display again.

```
STATUS
SYMBOLS=52
SPEED=30
PROGRAM
1 A←A+1
2 Print A
3 Goto 1
```

Notice that the STATUS region shows we have 52 "bytes" or symbols of memory remaining. The speed is set at 30 (SPEED=30).Put the cursor into the white mode and depress the SLOWER key. Notice that every time you depress this key the speed decreases. Depress the FASTER key and the SPEED will increase.

Before we start the program, input SPEED=1.Now depress the STACK key. Press the RUN/HALT key twice and the program will begin. You can watch the computer work each part of the program.

```
STATUS
SYMBOLS=41
SPEED=1
PROGRAM
1 A←A+1
2 Print A
3 Goto 1
STACK
A←3
```

To stop the program press RUN/HALT. As noted before, pressing the game reset switch erases all values in your program (without erasing the program itself), and returns the program to its beginning.

Let's analyze the program step by step as the computer runs through it. Change SPEED to 60.With the cursor in the white mode depress the STEP key. This will take each part of the program one step at a time, each time it is pressed.

In line 1 the program reads A←A+1.The computer reads this as A “becomes" A+1.Watch the STACK region as you step through line 1.In line 2, you have told the computer in Print A. This means you want the computer to print the value of A (as determined by line1) in the OUTPUT region.

We'll see how that works later. Line 3 tells the computer to Goto1. The computer is to return to line 1 and find a new value for A. Each time the program is run through it will find a new value for A, print that value, and then return to line 1.The computer will continue to run through the program in this manner until all the “memory" is used. The amount of remaining memory is shown in the SYMBOLS area of the STATUS region.

Bring up the VARIABLES region on the display. Change the SPEED to1 and clear the values of the program by pressing the game reset switch. Push the RUN/HALT key and watch as the computer runs through the program. The computer will show you the current value of A at each step of your program. Your screen display will look like this:

```
STATUS
SYMBOLS=27
SPEED=1
PROGRAM
1 A←A+1
2 Print A
3 Goto 1
STACK
Print 11
VARIABLES
A is 11
```

Stop the program and clear the values (game reset).Remove the VARIABLES region and bring up the OUTPUT region on the display. Change SPEED to 60.The display will now look like this:

```
STATUS
SYMBOLS=52
SPEED 60
PROGRAM
1 A←A+1
2 Print A
3 Goto 1
STACK
```

OUTPUT

Press the RUN/HALT key and start the program. In line 2, the computer is instructed to PRINT A. When it reaches this command, it will bring the current value of A in the OUTPUT region. Watch the SYMBOLS area of the STATUS region. Even though 1 shows in the OUTPUT region on your display, the computer is still printing the changing value of A. Put the left difficulty switch in the a position. Your display will now look something like this:

```
SYMBOLS=2
SPEED=60
1 A←A+1
2 Print A
3 Goto 1

Print 2

1
2
3
4
```

How can we show more of the OUTPUT region on the display? Remove the STATUS, PROGRAM, and STACK regions from the display. Your display will look like this:

```
1
2
3
4
5
6
7
8
9
10
11
```

Suppose we don't want to overload the OUTPUT region of the program? Stop the program and erase the values with the game reset switch. Remove the OUTPUT region from the display and bring up the PROGRAM region. Using the FORWARD key, move the cursor to the end of line1, so that your display looks like this:

```
1 A←A+1
2 Print A
3 Goto 1
```

Now depress the NEW LINE key. We will insert a new command here. Input CLEAR (green mode). Your display will look like this:

```
1 A←A+1
2 Clear
3 Print A
4 Goto 1
```

Bring up STACK, VARIABLES and OUTPUT. Leave the left difficulty switch in the a position and start the program. As the program passes line 2 CLEAR it erases the value of A in the OUTPUT region and the prints the next value of A in line 3.

BASIC PROGRAMMING can only work with two-digit numbers, so as it reaches 99 it will "wrap around" and begin again showing A's value to be 0.

USING THE NOTE FUNCTION

Each time the program stores a number into NOTE (red mode), a note from the musical scale will be sounded by your television speaker.

Let's do some programs to demonstrate. If you have any programs in your Video Computer System, depress the game select switch on the console unit.

Input the following:

```
1 Note←Note+1
2 Goto 1
```

Now start the program. Slow the program down and watch it being worked in the STACK region. Also notice that the program will print the current value of NOTE in the VARIABLES region.

Stop the program and insert a new line 2 (in the white mode, move the cursor to the end of line 1 and press NEW LINE. The previous line 2 will become line 3).

```
2 If Note>6 Then Note←0
```

Your display will look like this: (IF STACK and VARIABLES regions are removed.)

```
1 Note←Note+1
2 If Note>6 Then Note←0
3 Goto 1
```

With the IF and THEN commands, we are instructing the program that IF something happens, THEN it is to do something else. In this case, IF Note is more than 6, THEN Note is to be changed to 0.Start the program and watch it being worked in the STACK region. Notice that as the value of Note reaches 7, it becomes more then (>) 6 and the program changes the value to 0.

Let's do another program to achieve the same result in a different way. Input the following:

```
1 Note←C
2 C←C+1
3 If C>7 Then C←0
4 Goto 1
```

Run the program. Notice that the same results are achieved, except that the notes are spaced evenly. If you want the program to give you the value of C in the OUTPUT region, input Print C and Clear as instructions anywhere in the program. To cut down on the flicker in the OUTPUT region as the program is giving you the value, insert a comma, (green mode) after the value in the Print line, Print C.

You may use any letter of the alphabet for the variable in your programs. The following program has all the key functions we have learned so far and uses nearly all the available "memory" in the computer. After entering this program, remove the program from the display, bring up the STATUS, STACK, and OUTPUT regions, and run the program.

In this program we have given two IF/THEN commands. If the conditions set up in the first command are not met (line 4) the computer will move to the next line (line 5).Given enough memory, there can be several commands between any two IF/THEN commands.

In some cases we can put two commands on one line, as in line 1 and line 2 in the above program. In this way we can save some of the memory for later in the program.

USING THE KEY AND PRINT FUNCTIONS

The KEY function (red mode) is used to input a variable while the program is running. The program will evaluate KEY and replace it with a number that you input from the right side of the Keyboard. If no number is inputted, then the program will read KEY as 0.

Here's a simple program using the KEY function:

```
SYMBOLS=50
SPEED=30
1 If Key>0 Then Note←Key
2 Goto 1
```

Start the program and push some of the keys on the right side of the Keyboard. With practice you may be able to play a tune.

The KEY function can also be used for programming in the GRAPHICS region as we will see later.

Try this program using the KEY, NOTE, and PRINT functions:

```
SYMBOLS=34
SPEED=30
1 A←Key
2 Note←A Print A
3 If A=0 Then Clear
4 Goto 1
```

```
9
```

Watch this program in the OUTPUT region. Notice that as you input a number from the right side of the Keyboard the program will play that tone and display that number in the OUTPUT region.

Now let's make a minor modification in the program. In line 2, insert a comma (,) after Print A and start the program. By inserting the comma here you have told the program that you want as many of the variables printed on one line as possible.

USING THE PRINT FUNCTION

As we showed in earlier programs, you can use the PRINT function to instruct the program to print the value of a variable in the OUTPUT region. The PRINT function can also be used to instruct the program to print words on the display. Words to be displayed must be enclosed in quotation marks (").Set the SPEED at 8 and input the following program:

```
1 Print "A"
2 Print "IS"
3 Print A
4 A←A+1
5 Clear
6 Goto 1
```

Now run the program and watch the OUTPUT region. The program prints the words you have inputted, but they are "stacked."

Let's change the program slightly by inputting a comma (,) at the end of line 1 and line 2.The program now looks like this:

```
1 Print "A"
2 Print "IS"
3 Print A
4 A←A+1
5 Clear
6 Goto 1
```

```
A IS 12
```

The comma (,) in line 1 has instructed the program that whatever is on line 2 is to be displayed in the OUTPUT region on the same line as the instruction on line 1.The comma in line 2 has instructed the program that the line 3 instruction is to follow line 2. These instructions can be shortened by changing the program to read:

```
1 Print "A","IS"
,A
2 A←A+1
3 Clear
4 Goto 1
```

```
A IS 15
```

The program can be further shortened:

```
1 Print "A IS", A
2 A←A+1
3 Clear
4 Goto 1
```

```
A IS 18
```

Writing the program in this fashion will also save some memory.

USING THE GRAPHICS REGION

The GRAPHICS region is the blue rectangular field on your television screen. At first glance it appears to contain one red square in the upper left corner. The red square actually covers a white square and both may be moved independently on the field under your program control.

To move the squares you must change their coordinates. The red square is object number 1.Its horizontal coordinate is represented on the Keyboard by Hor 1 and its vertical coordinate by Ver 1. Hor 2and Ver 2 are the coordinates of object number 2, the white square.

Both objects or squares start out in the upper left corner of the blue field, with only the red square showing. The upper left corner is the zero (0) position or origin. When the variables Hor 1, Ver1, Hor 2 and Ver 2 are not defined (given values) they have values of 0 (therefore causing the squares to remain in the upper left corner position).

When a coordinate is assigned a value other than 0, (e.g. Hor 1←10), the object involved will jump to the corresponding position on the blue field when the program is executed.

Input the following program:

```
1 Hor 1←Hor 1+1
2 Goto 1
Hor 1 is 17
```

This program will move the red square to the right, one horizontal space at a time. Run this program and you will see the red square moving slowly to the right. Check the VARIABLES region and you will see the value of Hor 1 increasing. It will increase until it reaches99, the largest number allowed, and then drop back to 0.When Hor1 reaches 99, the red square will have reached the far right side of the blue field. At this point, the red square "wraps around" and starts again from the far left side of the field, with Hor 1 at 0.

The horizontal coordinates (Hor 1 and Hor 2) then, range from 0 to99. The vertical coordinates (Ver 1 and Ver 2) also range from 0to 99, with 0 being the position at the top of the blue field, and99 being the position at the bottom.

Input the following program:

```
1 Hor 1←Hor 1+6
2 Ver 1←Ver 1+8
3 Hor 2←Hor 2+4
4 Ver 2←Ver 2+4
5 If Hit Then Note←2
Else Note←7
6 Goto 1
```

Remove the program from the screen and make sure the GRAPHICS region is fully visible. Set the speed at 60 and run the program. This program shows you one way to move the squares on the field. It also reveals how the HIT and ELSE functions may be put to use.

In line 5 the program is instructing the computer to sound the 2note IF the squares HIT, which they do periodically. To HIT means the squares must occupy the same coordinates. Otherwise (ELSE) the computer is instructed to play the 7 note, which it will do until the squares hit.

(Remove ELSE NOTE←7 from line 5 and note 2 will be played when the squares hit and no other note will be sounded.)

USING THE MOD FUNCTION

Mod is an arithmetic operator, much like the division operator (/). BASIC PROGRAMMING employs integer division, which means it works with whole numbers only, and leaves no remainder. For example, what is 14/5? You might say 2 and 4/5, or 2, remainder 4.In BASIC PROGRAMMING14/5 is 2.Although 5 divides into 14 twice (making 10), with 4left over, BASIC uses whole numbers only, so the answer it gives you is 2.

The computer will give you the same answer for 12/4 as it will for13/4. The answer in both instances is 3, since 4 will divide into both 12 and 13, 3 whole times. The computer will not recognize the remainder of 1 in the case of 13/4.

Now for the Mod function. Mod gets the remainder left over after dividing the first number into the second number. So, 14 Mod 5 is4. Five divides into 14 twice (making 10) with 4 left over. Mod gets the remainder left over, therefore Mod is 4.

What is 13 Mod 4?The answer is 1 since 1 is left over after dividing4 into 13 (which makes 12).How about 12 Mod 4?In this case, Mod is 0 since 4 divides into 12 evenly with nothing or 0 remaining.

Normally, dividing by 0 is undefined, mathematically speaking. In BASIC PROGRAMMING, dividing by 0 just gives a result of 0, so that5/0 is 0.

OPERATOR PRIORITIES

In an equation, the arithmetic operators (+, -, x, /, Mod, etc.)are worked out in order of an established priority. BASIC PROGRAMMING uses the following operator priority guide:

1. x / (Highest)
2. + -
3. Mod
4. =
5. ← (Lowest)

USING PARENTHESIS

Using parenthesis (green mode, left side of Keyboard), gives priority to whichever numbers the parenthesis surround when working out an equation.

For example, when working out the following equation:

A 5+3x2 Mod 7

The first step is:3x2=6
The second step is:5+6=11
The third step is: 11 Mod 7=4
A=4

However, the same equation with parenthesis inserted, is worked out differently and gives a different answer for A.

A (5+3)x2 Mod 7

First step:5+3=8
Second step:8x2=16
Third step:16 Mod 7=2
A=2

SAMPLE PROGRAMS

Here are some sample programs. They will help you see the wide range of possibilities you have to work with. Remember to pay close attention to how a particular command (IF, THEN, HIT, ELSE, PRINT, KEY, etc.)affects a program. Remember too that a KEY command may depend on your input from the right side of the Keyboard for successful operation of the program.

Whenever a particular program confuses you, stop the program, reset it to the beginning, and STEP through it. By watching the program in the STACK region and seeing how the computer works out each step, you should be able to understand what is happening and why it is happening.

After running the programs and becoming familiar with the fundamentals of computer programming in general, you'll be well on your way toward writing some programs of your own.

Hit

```
1 Clear Print Hit
2 Hor 2←Hor 2+1 Mod
3 3
4Goto 1
```

Music

```
1 Note←If Note>4
Then Note-11
Else Note+1
2 Note←Note+2
3 Note←Note-2
4 Goto 1
```

```
1 A←Key
2 If A>0 Then Note←A
–1
3 Goto 1
```

```
1 Note←Note+Key+ 7
2 Goto 1
```

```
1 A←A+1
2 Note←A
3 If (A Mod 2)=2
Then Note←0
Else Note←4
4 Goto 1
```

Clock-Like Program

When running the Clock program bring up the OUTPUT region only. The SPEED may be set at 30 or 60.

```
1 Clear
2 A←A+1 Mod 60
3 If A=0 Then B←B+1 Mod 60
4 Print B,A
5 Goto 1
```

Pong Game (Ball & Paddle)

```
1 Hor 1←Hor 1+Key
2 Hor 2←Hor 2+8
3 Ver 2←Ver 2-3
4 If Hit Then Ver 2←99 ,Note←7
5 Goto 1
```

Pong Game without sound

```
1 Hor 2←Hor 2+Key
2 If Ver 1>90 Then Ver 1←88
3 If Hit Then Ver 1←9
4 Ver 1←Ver 1+If Ver 1 Mod 2 Then 8 Else 92
5 Hor 1←Hor 1+7
6 Goto 1
```

BASIC MATH

CONTROLLER ACTION

Use the Joystick to make numbers appear on the Blackboard Screen. Push the Joystick forward to cycle through numbers from 0-9.Push it towards you to make the numbers appear in decreasing order from 9-0.Use the Joystick Controller to also move the Answer Line. Move the Joystick to the right and left to move the Answer Line to the right or left. The red Controller button records your numbers with the Computer Teacher. Press the button after you have selected answers to the math problem and after you choose problem numbers.

DIFFICULTY

RIGHT DIFFICULTY SWITCH Use this switch to determine if each round (math problem) will be timed. In "A" position the player has a time limit to produce an answer. In "B" position, there is no time limit.

LEFT DIFFICULTY SWITCH: Use the switch to determine the time limit for each round (math problem). Games 1-4: With the Difficulty Switch in the "A" position, you have 12 seconds to record the answer. In "B" position, you have 24 seconds. Games 5-8: In "A" position, two digit problems appear with a 24 second time limit. One digit problems with a 12 second time limit appear when the switch is in "B" position.(Remember to slide the Right Difficulty Switch to "A" position first for a timed game.)

SCORING

Each game presents 10 math problems. You score one point for each correct answer. At the end of each game two numbers flash on the screen: the number of total problems, 10, is in the right hand side, and your score is on the left side.

TABLE PROBLEMS

Each game features a particular type of math problem. After you select the game you want to play, a problem will appear on the Blackboard Screen.

An example addition problem is:

The top number, 7, will be underlined. Push the Joystick forward until you find the number you want to work with. For example, need some practice on additions using number 8?Just follow these two steps:

1. Press the Joystick forward once until number 8 appears as the underlined top number. 2. Then record your number 8 with the Computer Teacher by pressing the red Controller button.

NOTE: You will find that sometimes there will be less than10 problems with the top number you have selected. When this occurs, the game automatically selects problems from the next number group.

HOW TO RECORD AN ANSWER

Use your Joystick to show your answer on the screen. Push it forward to cycle through the consecutive numbers 0-9. Push it towards you to cycle through the numbers in decreasing order, 9-0.For example, if no number is showing, you can put number 2 on the Blackboard Screen by:- Pushing the Joystick three times - one time for each of the numbers O, 1 and 2OR- Pressing the Joystick forward as the game cycles to number 3.Then release the Joystick.

After you've selected the kind of problem and number you want to work with, notice the Answer Line below the math ~ problem on the Blackboard Screen.

The line equals space for one digit of your answer. You will find that you can move the Answer Line to the right and left with your Joystick Controller. Just move the Joystick to the right or left. If your answer is more than one digit, you will have to move the Answer Line. For example, in the above problem, the answer is 15.To record your answer: - Select the number 5 with your Joystick. It will appear above the present Answer Line. The last digit of your answer must always appear on this line.- Move the Answer Line one digit to the left.- Select the Number 1 with the Joystick. The Number 1 will appear above the Answer Line. - Now press the red Controller button to record your answer, 15.

Some division problems will have a Remainder. To show the Remainder, move the Answer Line two digits to the right of the Quotient. Select the Remainder number with the Joystick. Now record your entire answer by pressing the red Controller button.

RIGHT OR WRONG?

Musical tunes announce whether your answer is right or wrong.

Correct answers receive a "BEEP" then a melodic tune. The Computer Teacher automatically presents the next problem.

Wrong answers receive a "BEEP" and a melodic tune. But the wrong answer disappears as the right answer flashes on the Blackboard Screen. The Computer Teacher automatically presents the next problem.

The game is completed after 10 problems. At the conclusion of the last problem, the total number of problems, 10, and the number correct answers flashes on the Blackboard Screen.

GAMES

GAME 1- Addition. Select the top number you want to work with, then start adding.

GAME 2 - Subtraction. Select the top number you want to work with, then start subtracting.

GAME 3 - Multiplication. Select the top number you want to work with, then start multiplying.

GAME 4 - Division. Select the top number you want to work with, then start dividing.

RANDOM PROBLEMS

Follow the same rules and procedures to tackle Random Problems as you did to solve Table Problems. Random Problems feature addition, subtraction, multiplication and division. The only difference between these games and Games 1 through 4 is the absence of a top number selection. You have no control over the numbers in these problems. For example, after you select a subtraction game, the game presents subtraction problems at random. You begin your answer immediately.

GAME 5 - Addition. The game automatically presents addition problems at random.

GAME 6 - Subtraction. Get ready for surprise subtraction problems.

GAME 7 - Multiplication. Practice your times tables with this game of multiplication.

GAME 8 - Division. Division problems are selected at random for you to solve.

BASKETBALL

CONTROLLER ACTION

Moving your Joystick Controller will move your player around the court.

The player with the ball will dribble automatically and will always face the goal. The defending player will always face the ball.

To shoot, depress the red controller button. Your player will stop dribbling and will hold the ball, waving it back and forth over his head (as shown in the diagram). When the controller button is released, the player will shoot. If the shot is made when the ball is over the player's head, it will be a long, high arching shot. If the shot is made when the ball is held low in front, it will be a short easy shot. The shot will always go towards the goal.

To defend against your opponent's shot, place yourself between the ball and the goal. When the shooter releases the ball, depress your red controller button. Your player will jump and you can block the shot and recover the ball. You can only block a shot when the ball is in its "upward" arc: there is no "goaltending" in this game.

To steal the ball, put the player's feet even with your opponent’s feet. When the ball leaves your opponent's hand during the dribble, take the ball and race towards your own basket. Stealing the ball comes much easier with practice and will become an integral part of your defense strategy.

HANDICAP

When the Difficulty Switch on your console unit is in the B position, your player can move from goal to goal much more quickly than the A position. Thus a beginning player, using the B position, will be able to defend more easily and will be able to "outrun" his opponent.

TO BEGIN PLAY

Visualize that you are sitting at center court about six rows back. The bottom of the playfield is the near side of the court. The goals are in the center of the two end lines. The top of the court is the side farthest from you.

The left or green player's score is shown at the top left of the playfield; the right or lavender player's score is shown at the top right. Between the two scores is a time clock. When the game begins, this clock will begin counting backwards from 4:00. For any score to count, it must go through the basket before the game ends at 0:00.

To start the game with a jump ball (after setting your Difficulty Switch), depress the Game Reset switch on your Console unit. When the switch is released the ball will be thrown straight up. When the ball comes down the game is underway.

When a basket is made, the player making the basket is reset to center court to defense. His opponent will be reset under the basket to receive the ball and make his offensive moves.

The line under each basket are the court endlines. A defensive player can cross over either endline. An offensive player cannot dribble the ball over the endline nearest to his offensive goal. This features stops any "stall" tactics.

GAME 1 TWO-PLAYER GAME

In this version, you are against your opponent. To make your game more interesting, try playing two 4:00 halves, changing controllers at halftime.

GAME 2 ONE-PLAYER GAME

Using the right hand controller, it's you against the computer...and our computer is programmed to increase your playing skill. The closer the score, the better his defense and he will make more offensive moves. Try not to let the computer get more than an 8-point lead, because after he has let you close the score, his defense will tighten much sooner.

Suggestion: At first place the left Difficulty Switch in the A position and the right Difficulty Switch in the B position. If you can beat the computer 6 to 8-points, consider yourself a skillful player. Then move the left Difficulty Switch to the B position. If you can beat the computer by more than 4-points, you are a superior player.

BATTLEZONE

The year is 1999, and the nations of the earth have declared a world- wide peace plan. But there is a problem with the proposed truce. A council of military commanders has unleashed battalions of automated weapons into the countryside. These aerial fighters, flying saucers, tanks, and super tanks will turn the world into a lifeless landscape unless you can stop them.

Luckily, you've discovered an old military tank hidden inside the museum. Use your Joystick to steer the tank as you search for enemy automatons. Since your electronic periscope only gives you a front view from the tank, you'll have to rely heavily on your radar screen to detect the enemy. If you see a blip on the radar, you need to move fast! Use your Joystick to turn your tank until the enemy appears on the screen; press the red controller button to fire your turret gun.

GAME PLAY

You have five tanks to complete your mission. Your tank will be destroyed each time it is hit by enemy fire. The enemies you'll encounter are:

TANKS They are your most common enemy. They move a bit slower than your tank, and can be identified by their blue turrets.

SUPERTANKS These look like regular tanks, but have yellow turrets and can move faster than your tank.

FIGHTERS They always appear directly in front of you then zigzag toward your tank. When a fighter reaches point-blank range, it will veer to the side and fire an anti-tank shell directly at you. You can identify a fighter by the "buzz" sound it makes as it flies.

FLYING SAUCERS Flying saucers do not fire at you, but are hard to hit and can distract you when a tank, a fighter, or a super tank is firing at you.

USING YOUR RADAR SCREEN

Your radar is located at the top center of the screen. Enemy automatons appear on the screen as white "blips" of light, your tank is located in the middle of the radar circle. The two lines at the top of the radar screen indicate your field of view. When you move your tank so an enemy "blip" is between the lines, you should be able to seethe enemy on the main screen. Be careful, though! An enemy can shoot and destroy your tank--even if you can't see it on the main screen.

A black sighting mark is located at the top of the main screen to help you aim at the target. When the enemy is directly in your line of fire, the sighting mark will change from black to white.

SCORING

Target	Points
Tank	1,000
Fighter	2,000
Supertank	3,000
Saucer	5,000
Bonus Tank	50,000 100,000

USING THE CONTROLLER
Push forward on your Joystick to move your tank forward; pull back on the Joystick to move your tank backward. To rotate your tank in position, push the Joystick directly right or left. Move the tank in an arc by pushing your Joystick diagonally in the desired direction.

Fire your turret gun by pressing the red button on your controller. If you miss a target, you cannot fire again for approximately 2 seconds.

GAME SELECT/GAME LEVELS
Press the GAME SELECT switch to choose one of three game levels. The game level is indicated by the number of tanks displayed at the bottom of the screen.

Game 1 - Novice / Game 2 - Intermediate / Game 3 - Advanced

DIFFICULTY SWITCHES/TV TYPE SWITCH
The DIFFICULTY switches and TV TYPE switch have no function in the game.

GAME RESET
Press GAME RESET or the red button on your controller to start the game.

STRATEGY
A good way to evade enemy shells is to rotate your tank 45 degrees, then immediately move the tank forward or backward.

Listen for the sound of an enemy gun being fired. As soon as you hear a shot, take evasive action. Do not simply rotate in the same spot.

Keep moving after you fire a shot--don't want to see if the shot hit its mark.

If a tank is close behind, you can bring it within sight by moving your tank in reverse until the enemy tank appears on the screen. You'll be able to shoot as the enemy tank turns to face you. Try to lure one enemy into another enemy's line of fire. For example, by moving your tank to one side, you can move a flying saucer into a shot fired by an enemy tank.

Don't waste shots, since you can't shoot your turret gun again until the shell either hits an enemy, or disappears from your main screen.

BEANY BOPPER

Your job is to capture Beanies, Bouncing Orange Eyes, and a crazy variety of Falling Objects. Beanies are devious and deadly and must be shot with the Bopper's stun gun before they can be captured.

Reserve Boppers are the purple eyeballs at the top of the screen. Obstacles are the large blocks scrolling down the playfield. The Bopper is a small purple eyeball, always looking in its direction of movement (as are the extras up top -- nice touch.) The beany is a small pinkish hemisphere with a propeller and a frown. Finally, the bomb dropping down the middle is a Bonus Object, and is safe to touch.

THE CONTROLS
Tilt the joystick to zoom your Bopper around the screen. Press the joystick button to fire the Bopper's amazing stun gun. Press once for a single long range blast or hold the button down for short range rapid fire. A hit from the stun gun will stun a mean Beany and allow him to be caught. To capture the stunned Beany, just zoom your Bopper over and touch it. None of the other objects have to be stunned to be caught, but a hit from the stun gun will slow them down too! You can pause and start the game at any time by pressing the Color - B/W lever.

BOPPERS
Each game begins with four Boppers, one in play and three in reserve. The number of reserve Boppers is shown at the top of the screen. If you bag four beanies in a row without losing a Bopper, you'll get a bonus Bopper! You can never have more than three Boppers in reserve. Your Bopper need not fear touching unstunned Objects or Orange Eyes, but contact with a moving Beany will disintegrate your Bopper. The game ends when all of your Boppers are destroyed.

BEANIES, BOUNCING ORANGE EYES AND FALLING OBJECTS
You will always be boppin' two items at a time beginning with two Beanies. Each time you capture a Beany, a Falling Object will drop from the top of the screen. The first object to appear is a Bomb. At the higher levels you'll be boppin' Airplanes, Parachuting People, People without parachutes and Faces.

When you have bopped four Beanies without losing a Bopper, a Bouncing Orange Eye will appear.(You will receive a Bonus Bopper at the same time, providing you do not already have three in reserve.)Each Falling Object or Orange Eye you can catch will be replaced with another Object or Orange Eye. If a stunned Object or Beany is allowed to drop off the bottom of the playing field, it will be replaced with a meany Beany. If a Bouncing Orange Eye touches the bottom of the screen, it too will be replaced by a Beany.

PLAY OPTIONS
Choice of Play Options determines how the Beanies move about the playing field. Use the Game Select lever to go from one option to the other.

OPTION 1 = Beanies bounce off the obstacles.

OPTION 2 = Beanies fly freely through the obstacles. Option two is indicated by a long bar which appears at the top of the screen.

LEVELS OF CHALLENGE

There are seven Levels of Challenge in Beany Bopper which can only be reached by accumulating points. As you progress, the stunned Beanies, Objects and Orange Eyes will drop off the screen at a faster rate.

Level	Points
0	0 - 999
1	1,000 - 2,999
2	3,000 - 4,999
3	5,000 - 9,999
4	10,000 - 19,999
5	20,000 - 29,999
6	30,000 - 49,999
7	50,000 - up

[Note: There's another surprise at 100,000 points, and perhaps more...-JEC]

SCORING

	Stunned	Captured
Beany	20	100 + Challenge Level #
Falling Object	20	100 – 490 (Challenge Level Dependant)
Bouncing Orange Eye	100	2x Object Value for that Level

The score is displayed at the bottom of the screen. Be sure to record your best boppin' scores on the back of this booklet!

HINTS FROM THE DESIGNER

You can shoot a longer distance if you don't hold the joystick button down. Keep an eye on your reserve boppers and don't be too greedy with points. You may have to let some objects fall off the screen in order to have the opportunity to sack four more Beanies and earn a bonus Bopper!

BEAT 'EM & EAT 'EM

FOREPLAY

Beat 'Em & Eat 'Em is an "adult" electronic video game based upon an ancient ritual that has been passed down from generation-to- generation as part of the culture's oral tradition.

The object of the game is to eat 'em every time he beats 'em. You score one point for each and every drop you swallow without a miss. But should you miss, shame on you. You lose one turn. After all, it could have been a famous doctor or lawyer.

You have four turns at the outset of the game. Small squares in the lower left-hand corner of the screen indicate the remaining number of turns at any point in the game.

You can earn "bonus turns" for every "69" points you score; however, you may accumulate no more than 6 turns plus the one in play at any given time.

GOOD FOR THE COMPLEXION

With the power shut off, gently insert your Mystique video game cartridge into your Atari 2600 Video Computer System in the same manner as you would with any compatible game cartridge. Turning the switch "on" will activate the "foreplay" mode. This is very similar to the "attract" mode seen on many arcade games.

Select your choice of games (see "Menage a Trois") by depressing the "game select" switch on your console. Start the game by merely depressing the red "fire" button on your left paddle control (plugged in to the left socket). There's no need to get up or reach for the game reset switch on the console unless you wish to restart the game before you complete the one in play. Depress the red "fire" button again and you will notice our tallywhacker standing on the rooftop amusing himself by abusing himself, complete with sound effects that most men will surely recall from their days of youth.

SCORING

Using your paddle control -- as opposed to your self control -- you, too, must take matters in hand and quickly maneuver our lady- in-waiting (or ladies, as the case may be) to where she (or they) can catch the falling objects one by one. You'll hear a computer "slurp" with each catch. If you catch all of the drops from each "shot", the female computer image will lick her lips to the sound of music.

Remember to go after the lowest drops first because once you miss and one splats on the ground, you lose that turn.

Incidentally, you'll know it when you miss because you'll hear the splat and see it too! You lose your turn, and the female computer image(s) lets loose with the world's first breaking of a computer wind.

MENAGE A TROIS
Beat 'Em & Eat 'Em consists of two game versions. Game number 1 offers the swinger types a chance at twin female computer images. Double your pleasure, and see what fun; turn the paddle-wheel knob and catch all the ---. Game number 2 is more difficult in that there is only one female computer image to do all the catching. The number of the game selected appears on the stripe at the bottom of the screen before you start the game.

69
When you reach "69" points, you earn a bonus turn. You receive additional bonus turns for each multiple of 69 points that you earn (138, 207, etc.). To help you celebrate this wonderful achievement, the lovely ladies dance across the screen to the tune of Pop Goes the Weasel, and the skyline glows with glee.

DIFFICULTY LEVELS
Use the "difficulty" switch on your console to control the difficulty of play. In the "A" position, you have made a successful catch if you intersect with the falling object before it reaches the hip level of the female computer image. In the "B" position, you must intersect with the falling object before it reaches shoulder level.

YOU'VE SAID A MOUTHFUL
Remember, each time you don't lose a doctor or lawyer (see "foreplay"), you get a free turn. You have 4 turns plus any free ones you earn to prove that the Swallows do in fact return to Capistrano. Gulp! But once you lose all your turns, lightning will strike, thunder will roar and the game will return to the "attract" mode. Depressing the red "fire" button on the paddle control will then start a new game.

AFTER PLAY
Until Mystique, video games have been considered by many to be "child's play" (because they usually beat the adults). But here's a game kids can't play (so you stand a chance of winning).

We at Mystique feel that it's time for video games and their adult players to come out of the closet, away from the kids, and deal with ADULT fantasies. After all, grown-ups have been known to be imaginative and competitive, as well as have fantasies.

We have designed our "Adult" games to be whimsical, entertaining, challenging, naughty and FUN. Our own team of design engineers has developed a line of games that don't just stop at "Adult", but push the Atari console to the limit. You'll see graphics of a quality that you probably have never seen before. You'll hear music and sound effects where you've come to expect only an occasional "bleep" before. Nearly every bit of capability of the Atari 2600 is used.

So let your smile be your umbrella; sing in the rain; let raindrops fall on your face and have a great time playing Mystique's Beat 'Em & Eat 'Em.

BERMUDA TRIANGLE

DEEP SEA SURVIVAL BASICS

In a mysterious body of water near the Atlantic Seacoast, known as the Bermuda Triangle, an unusual number of planes and ships have vanished under very bizarre circumstances. To this day the Bermuda Triangle remains an unsolved mystery... or is it?

In your mini-sub you discover a spectacular city at the bottom of the ocean. Its machinery still churns, yet there are no signs of intelligent life. Suddenly you spot several odd looking artifacts. Could they hold the key to the Bermuda Triangle mystery? Maybe. But one thing is certain, they must be extremely valuable. But watch out! From out of nowhere, deadly laser beams rip past your vessel. Survive them and you will still have to face giant squid, man-eating sharks, explosive mines and aquatic drones, all determined to prevent you from removing these treasures.

DEEP SEE EXPEDITION OBJECTIVES
You must guide your mini-sub to the mysterious underwater city and collect as many priceless artifacts as you can, then deliver them to your research ship waiting on the surface before your mini-subs are destroyed.

Your research ship is counting on you to deliver the valuable treasures from the bottom of the ocean. You pilot a Mini-Sub, an advanced one-man submarine equipped with a special energy pod which can release a powerful tractor beam on command. With this tractor beam you can capture the undersea treasures.

VALUABLE ARTIFACTS
Tachyon Modulator Unit These appear to be some form of communication device, yet at this time it is only a guess. They may be found at several locations within the underwater city.

Water Dissociation Module These are also scattered about the city and were apparently used at one time to separate water into hydrogen and oxygen gas. The gasses in turn were most likely directed to fuel cells to generate electricity.

Korbinian Cube Although these strange objects can be found throughout the city, their purpose is still a mystery.

OBJECTS TO AVOID
Giant Squid These creatures thrive in the warm waters above the city. Contact them and you will be temporarily immobilized and you will lose the valuables you have just collected.

Man-Eating Shark Contact with a shark will also result in temporary immobilization and loss of valuable cargo.

Aquatic Drones Remote controlled saucer-shaped objects that patrol the underwater city. To save your cargo, you must also avoid these objects.

Explosive Mines Armed with sensitive contact fuses, these devices must be avoided at all cost. Contact one of these and your mini-sub will be vaporized.

Bermuda Bomb This device can only be found within the city. Its purpose is unknown but don't try to pick it up. It is equipped with an anti-tamper fuse that will trigger an explosion if disturbed.

Enemy Ship On the surface is an unidentified enemy ship that will steal your cargo and destroy your mini-sub if you get too close.

HOW TO PLAN YOUR BERMUDA TRIANGLE EXPEDITION

Game 1--Single player, laser beam comes into play after 10,000points.
Game 2--Two players, laser beam comes into play after 10,000 points.
Game 3--Single player, laser beam comes into play at beginning of game.
Game 4--Two players, laser beam comes into play at beginning of game.

Set the left difficulty switch to "B" for beginners or "A" for advanced.

SCORING

Use your joystick controller to propel your mini-sub through the treacherous waters of the Bermuda Triangle, then use your fire control button to launch your rocket powered projectiles at the dangerous obstacles in your path.

Score 50 points every time you knock out a killer shark, giant squid or aquatic drone. Each time you destroy an explosive mine you will score 200 points.

You will score a special bonus of 600 points each time you collect an artifact from the underwater city and deliver it to your research vessel. To accomplish this, you must first take your mini-sub to the maximum depth (as far as it will descend on your TV screen).Attempting to descend further will release a powerful tractor beam, shown as a column light, from the mini-sub's energy pod. At the same time you will hear a deep bass tone. You must use this tractor beam to collect the valuable artifacts. A rapid series of tones will let you know that the cargo is in your possession.

Now you must deliver your valuable cargo to the research ship waiting on the surface. Hit any obstacle on the way up and you will not only lose your cargo but also 100 points will be deducted from your score. If you make your delivery, the research ship will blink twice indicating that it has received the cargo, however, you will receive the 600points only after the research ship safely crosses the screen.

For each 10,000 points you have scored, you will gain an additional mini-sub. The maximum number of mini-subs a player may have at any given time is 3.

ADDITIONAL UNDERSEA DIVE STRATEGIES

Since the obstacles in Bermuda Triangle can attack from both directions, you should avoid the extreme right or left sides of the screen. This will give you more time to respond.

In game #1 or #2, when you reach a score of 10,000 points, an intrusion detection system will activate and the underwater city will become ablaze with multicolored lights. At the same time the city's laser defense system will turn on and an occasional laser beam will vaporize one of the ships that wait on the surface. If you happen to be in the laser's path you will also be destroyed.

To reduce your chances of getting hit by the laser, you should avoid being directly below any of the surface ships.

BERMUDA TRIANGLE

The Bermuda Triangle is a section in the Atlantic Ocean bounded by imaginary lines connecting Bermuda to the Southern tip of Florida to Puerto Rico, then back to Bermuda.

On December 5, 1945, an entire training team of 14 airmen and five TBM Navy Avenger bombers departing on a training mission from Fort Lauderdale, Florida, vanished after reporting that their instruments had all "gone crazy." A rescue plane with a crew of 13 was dispatched immediately. It also vanished.

On February 2, 1963, a 425-foot freighter disappeared in the Bermuda Triangle without a message or a trace of debris.

In this mysterious region more than 100 other planes and ships have vanished... always without a trace of wreckage or survivors.

Because of the strange circumstances and the unusually high number of such occurrences, the Bermuda Triangle has also been referred to as "The Devil's Triangle," "The Triangle of Death," "The Sea of Lost Ships," and "The Graveyard of the Atlantic."

To date the Bermuda Triangle Mystery has not been solved, although many investigations have attempted to link it with UFOs, space-time warps, black holes, and other dimensions.

BERSERK

GOING BONKERS WITH BERZERK

The Astro Date is 3200 and you are the last survivor of a small group of earth people who came to explore the planet Mazeon. Soon after landing, you discovered the planet is a dark, apparently uninhabitable place. But by then it was too late to turn back because your spacecraft had been destroyed by Automazeons.

Now you are a prisoner here. You are trapped in a maze where even the walls are death to touch. Grim robot thugs known as "Automazeons" stalk you relentlessly and you must systematically pulverize them with your laser gun before they eliminate you with theirs.

You are never safe on the planet Mazeon. Even when you've destroyed the mechanical heavies, Evil Otto, the mad and merciless mind behind the robot gangs, leaps out from where he's been observing the battle. You flee in panic because you know that you cannot kill Evil Otto and that, once he catches you, you'll never escape.

He will pound you to a lifeless pulp, grinning like a maniac all the while. Your only hope is to get out of the electrified maze before Evil Otto catches you.

If you do get out, you find yourself in another maze. Again the faceless robots shoot at you, again Evil Otto pursues you, again you must dodge and shoot and run ... into yet another maze. It's enough to drive you bonkers!

GAME PLAY

Your challenge in BERZERK is to score as many points as possible without being destroyed yourself. In some game variations, you must elude the robots' expert aims and escape Evil Otto.(See Section5 for a description of GAME VARIATIONS.)

Use your Joystick Controller to maneuver your man through the maze(but don't touch the walls or a robot, you'll electrocute him!).Press the red controller (fire) button to shoot your laser gun at the robots. You score points for every robot that is destroyed. You score bonus points when all robots in a maze are destroyed - whether they are struck by your laser, pummeled by Evil Otto, hit by other robot lasers, they collide with each other, or run into the electrified wall. Each maze ends when your man perishes or escapes. Figure 1 shows an example of what you may meet in a typical BERZERK maze.

In games where the robots shoot they never start firing until the second maze. This gives you a chance to become familiar with the game. Initially, robots move and shoot slower than your man. But with each consecutive maze, up to the 16th maze, the robots' movements and firing speeds gradually increase. At maze 16, the robots reset to move slowly again (gradually increasing speed with each maze)but their firing speeds remain equal to your man's until the game ends.

You begin the game with three lives. Lives that remain will flash briefly at the bottom of the screen, off-centered to the right, just before a new maze appears. Figure 2 shows you what remaining lives look like. You will lose a life if you:1) are hit by a robot’s laser, 2) run into the electrified wall of the maze, 3) get caught by Evil Otto. In certain game variations, you can earn extra lives. Again, check Section 5 - GAME VARIATIONS, to learn about these variations. When all your lives are lost the game is over.

USING THE CONTROLLERS

Use the Joystick Controller to:

Begin or restart a game. Move the man through the maze on the screen. Aim and shoot your man's lasers.

Press the controller button to start a new game. You can do this whenever the game is over.

Push the Joystick forward to move the man up and pull it back to move the man down the screen. To move the man left, push the Joystick to the left. Push the Joystick to the right to move the man right.

You can also make him move and shoot diagonally by moving the Joystick diagonally forward or back.

Press the red button to fire your laser. It will shoot in the direction you have most recently moved your man. Also, if you depress the fire button while moving the Joystick, your man will stand and fire lasers in any direction you move the Joystick.

CONSOLE CONTROLS

GAME SELECT SWITCH To select a BERZERK game, press down the GAME SELECT switch. If you press and hold down this switch, the game numbers automatically change at the bottom center of the screen.(See Figure 4.)There are 12 game numbers in total. For a breakdown of the GAME VARIATIONS, see Section 5.

GAME RESET SWITCH After you have selected the game number you wish to play, press down the GAME RESET switch to start the action. Each time GAME RESET is pressed, the game starts over.

DIFFICULTY SWITCHES DIFFICULTY switches are not used in this game.

GAME VARIATIONS

BERZERK includes 12 exciting game variations. Before describing each of these games, we would like to acquaint you with game play terminology.

BONUS LIFE In addition to the three lives you start the game with, extra lives can be won in certain game variations. For example, in Game 1 you receive one new life every time you score 1,000 points. The computer congratulates you with a little tune each time you win another life. A maximum of six lives can be displayed on the screen at one time, although you may have more lives in reserve. The number of lives you can win in these game variations is 255.After that the counter resets to zero and you must start winning bonus lives all over again.

INVINCIBLE EVIL OTTO When Evil Otto is invincible, he keeps coming at you. There is no deterring him. You can only escape him by running out of the maze.

REBOUND EVIL OTTO Some games feature a rebound Evil Otto, in which you can actually shoot the grinning head with your laser and he will disappear for a few seconds. Beware! Evil Otto will soon reappear to continue in pursuit of you. Zap him again and he will disappear again. You can make him rebound an infinite number of times.

NON-SHOOTING ROBOTS In some game variations, the robots aren't armed. You can stand right in front of them but they can't shoot you. Take care, you will still lose a life if you touch one.

GAME 1 In Game 1 you receive an extra life every 1,000 points, there is no Evil Otto to pursue you, but watch out for the robots - they'll be shooting at you!

GAME 2 Game 2 offers a bonus life every time you make 1,000 points, the robots fire at you and Evil Otto rebounds when you shoot him.

GAME 3 You win a new life every 1,000 points in Game 3.You'll need all the lives you can get because in this game Evil Otto is invincible and the robots stalk you with their lasers.

GAME 4 In Game 4 you have the opportunity to gain a new life every 2,000points, there is no Evil Otto, but the robots are militant and you must dodge their deadly laser beams.

GAME 5 With a rebound Evil Otto and mean robots on the prowl, Game 5 is like Game 2 - except a bonus life is won at 2,000 points rather than1,000.

GAME 6 Win another life every 2,000 points in Game 6.But watch out for invincible Evil Otto and combatant robot goons.

GAME 7 In Game 7 there are no bonus lives and no Evil Otto. You have only the laser-firing robots to contend with.

GAME 8 Game 8 offers a rebound Evil Otto. Otherwise it is exactly like Game 7.

GAME 9 For a real BERZERK challenge, try Game 9!Here, Evil Otto is invincible, the robot gangs are armed and dangerous, and you have no bonus lives to prolong game play.

GAME 10 In Game 10 you have the opportunity to win a new life every 1,000points, the robots don't shoot, but watch out for Evil Otto - he's invincible!

GAME 11 You can really rack up the points in Game 11.The robots don't shoot, Evil Otto rebounds and you get a new life every 1,000 points.

GAME 12/CHILDREN'S VERSION This is the easiest of all BERSERK variations. In Game 12 there's no Evil Otto, the robots don't shoot at you, and you win a bonus life every 1,000 points. It's a good game for beginners or young children.

SCORING

Your score is determined by the number of robots that are destroyed. Whether you shoot a robot or it is eliminated by other means, you receive points for every pulverized robot. You will earn bonus points when all the robots in a single maze are annihilated. Occasionally you will meet a super strong robot who is merely stunned by your first shot. Be brave, it will take a second hit to destroy this tough enemy.

Once you begin to score points, your score will appear at the bottom of the screen, off-centered to the right, as shown in Figure 5. When all robots in a maze are destroyed, your score disappears and your bonus points flash on the screen, off-centered on the left, as shown in Figure 6.The computer automatically combines all points and your total score is displayed in the next maze. You can score a maximum of 999,999 points before the score rolls back to zero.

Remember, in game variations where the robots shoot back, they never commence firing until the second maze. This will enable you to learn the maze. But, beginning with the second maze, you will no doubt find it more challenging to survive and continue scoring high points. Points are scored as follows:

Game	1	2	3	4	5	6	7	8	9	10	11	12
Bonus Life	1K	1K	1K	2K	2K	2K	-	-	-	1K	1K	K
Evil Otto	-	R	I	-	R	I	-	R	I	I	R	I
Robots Shoot	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	N	D

Bonus Lives occur at either **1**,000 or **2**,000 points, or not at all. If Evil Otto appears in a game, either he **R**ebounds or is **I**nvincible. Game 12 is a children's version.

STRATEGY AND HELPFUL HINTS

When you first start playing the tougher BERZERK variations (games in which the robots shoot and Evil Otto is invincible), you may feel there's no way to survive. Don't despair! The following are some strategies you can use to stay alive longer, score more points, and even escape the dread Evil Otto.

Since the robots' shots cannot penetrate the maze walls, use this to your advantage. Hide behind walls to dodge laser fire, then leap out when it is safe to aim and shoot at robots.

Position robot(s) between your man and Evil Otto. This strategy should cause Evil Otto to destroy the robot(s) first (thereby scoring points for you) and you will have more time to escape. Evil Otto moves more slowly when there are robots on the screen. But once all the robots are gone, the evil fellow bounds toward you with amazing speed! Remember this so you can position your man near an exit as you finish off the robots, then make a swift escape.

Keep your finger on the fire button as you move from one maze to another. It takes the robots a few seconds to start their attack and you can often blindly zap them when you enter shooting. Since robots are programmed to follow you, you can influence them by your movement, causing them to shoot at and collide with each other or run into walls.

Evil Otto always enters where the man enters. Try to get away from this danger zone and near an exit as soon as it is safe. Keep your distance from robot gangs because you can cover yourself in only one direction at a time. When you find yourself surrounded by a gang, shoot your way out and put some space between you and them. It’s much easier to see and avoid distant robot fire than close range fire.

When robots shoot on the vertical it is from the left side. You can position your man above or below them on the right side where they can't hit you, but you can blast them.

Unlike you robots cannot shoot on the diagonal. If you stand diagonally to one you will be out of its line of fire while it will be vulnerable to your laser shot (See Figure 3.)

There is a special horizontal laser beam wraparound feature that will help you destroy robots. In mazes that have a right and left exit, you can stand just inside the right exit and shoot through it. Your laser beams will then "wrap around" the screen (as shown in Figure 7) and reenter on the left side through that opening. Any robots standing in your line of fire will be struck.

BIG BIRD’S EGG CATCH

BIG BIRD'S EGG CATCH provides children with a fun way to practice skills important in beginning reading and problem solving.

1) Following eggs that move down chutes requires a child to carefully focus his/her visual attention.

2) In order to anticipate the egg's path, a child must distinguish that path from distracting elements.

3) Learning to use directional arrows on the controller to move Big Bird back and forth provides experience with print symbols that a young child will need to use in school.

4) Using the arrows also gives children practice with hand-eye coordination and the relational concepts of left and right.

When you play BIG BIRD'S EGG CATCH with your child, you can reinforce these learning goals by talking about the game as you play. Say things like, "Where do you think the egg is going to come out now?" and, "Can you make Big Bird move to the left (or right)?"Also encourage your child to talk about the game.

SETTING UP
Use your ATARI KID'S CONTROLLER to play BIG BIRD'S EGG CATCH

Plug the ATARI KID'S CONTROLLER into the LEFT controller jack at the back of your ATARI 2600 console. (See Figure 1.) In two-player games, players take turns using the controller as each person's turn comes up.

GAME SELECT SWITCH BIG BIRD'S EGG CATCH contains ten exciting game levels. Find the game number you want to play in the GAME MATRIX on the back cover. Press the GAME SELECT switch until the game number appears at the lower left of the television screen. The number on the right indicates the number of players for that game. For a detailed description of each game, see GAME PLAY.

GAME RESET SWITCH After you have chosen the game level you want to play, press GAME RESET during game play or after a game ends if you want to start the same game over.

DIFFICULTY SWITCHES RIGHT and LEFT DIFFICULTY switches are not used in this game.

FARMER BIG BIRD'S EGG CATCH
The sun rose on Big Bird's farm. "Cock-a-doodle-day!" crowed the rooster. "Time to get up!"

Farmer Big Bird jumped out of his nest and ran to the chicken coop to check on his four favorite hens.

"Good morning dear chickens!" called Big Bird, throwing open the henhouse door.

But the four hens were fast asleep.

"Wake up! Wake up!" cried Big Bird. “Today is our big day! Today we enter the egg-laying contest at the county fair. The hens who lay the most eggs will win a big prize."

But the four tired hens just ruffled their feathers and snuggled deeper into their nests.

"But you must get up!" cried Big Bird. "This is the day we've been training for!"

Henrietta Hen opened one sleepy red eye and peeked up at Farmer Big Bird. "That's just it, Big Bird," she said. “We’ve been practicing our egg- laying so much that we're all tuckered out. We hardly have enough energy left to cluck. We certainly can't lay any more eggs."

"Oh dear, what shall I do?" wondered Big Bird as he slowly walked from the henhouse to his own nest to get some breakfast. "How can I put the cluck back into my chickens?"

Big Bird sighed as he slumped into his nest and started to munch his favorite morning meal. He absent-mindedly picked up the bird seed box and began to read the label: "BIRD SEED - Breakfast of Wonder Wings! Helps Build Better Beaks 12 Ways!"

"That's it!" shouted Big Bird. “Now I know what to do!"

Grabbing the box of bird seed, Big Bird ran to the henhouse. “Here my sleepy little friends," he called. “Eat some breakfast and don't worry about the contest."

As the chickens ate the delicious crunchy bird seed, they began to cluck and fluff up their feathers and flap their wings.

"Big Bird, what time is the county fair egg-laying contest?" asked Emily Hen.

"Yeah. Let's get going! We don't want to be late!" said Gertrude Chicken.

"Wow! I feel like I could lay a dozen eggs in three minutes!" clucked Henrietta Hen.

"And I think I'm going to lay a GOLDEN EGG!" screeched Brenda the Banty Hen.

And off they went to the county fair contest.

At the end of the day when all the eggs were counted, the judge slowly walked up to the platform to announce the winner. Big Bird's heart was beating so hard he was sure everyone could see it pounding in his chest. He knew his hens had done their best, but was their best good enough to win the prize?

"The winner of the GOLDEN EGG award is..." the judge paused to clear his throat and Big Bird covered his eyes with his wings. “Big Bird!" shouted the judge, "and his four fabulous fowls!"

Everyone cheered as Big Bird and his happy hens held up their beautiful prize for all to see.

GAME VARIATIONS

BIG BIRD'S EGG CATCH offers ten exciting levels of game play. Below are detailed descriptions of each game.

GAME 1: ONE-PLAYER PRACTICE GAME

Help Big Bird catch as many eggs as he can by moving him back and forth beneath two straight, widely spaced egg chutes. Each time you press an arrow to move Big Bird, he will zoom directly under a chute. After the chickens have laid some eggs, they rest, and you get to see how many eggs you collected during that egg-laying round. Figure 5 shows you where to look for your score.

In the practice game, children may need some help getting started. Ask your child, "Which way does Big Bird need to go to catch the egg? Show me with your finger."

GAMES 2 AND 3: ONE- AND TWO-PLAYER BEGINNING GAMES

Help Big Bird catch as many eggs as he can. At first the hens lay slowly, but as the super delicious bird seed takes effect, the hens lay faster and the eggs come down the chutes with greater speed! After the chickens lay some eggs, they rest. Then your score for that round is shown on the screen (see Figure 6), and the other player goes egg-catching. In Game 2, the eggs roll down through three and four straight chutes, while in Game 3, they roll down through three and four zigzag chutes

GAME'S 4, 5, AND 6: ONE- AND TWO-PLAYERGOLDEN EGG CATCH

Now you must carefully center Big Bird under the chutes, because he no longer zooms under the next chute when you press the arrow on your keypad overlay. In these games, you go on three egg-collecting rounds, and your score is automatically added up so you get one score from all three rounds. There are twelve eggs to a dozen and the hens lay a dozen eggs each round, then they rest, and a new chute appears.

Children may need some help learning how to center Big Bird under the chutes. If your child has difficulty say, "Look carefully. Is Big Bird under the chute?"

Watch for the golden eggs worth five points each! One golden egg and 11 plain white eggs are laid during each round. When you catch a golden egg you'll hear a special tune that congratulates you on your great catch!

You may want to draw your child's attention to the EGGS sign on the roof of the barn, and explain that when a golden egg is laid, the sign, which is normally white, will turn yellow. (See figure 7)

In Game 4 you start out with two zigzagging chutes and end up with four; in Game 5 you start out with two crisscrossing chutes and end up with four; and in game 6 you get four crisscrossing chutes in each round. You'll really have Big Bird running because in the second and third rounds of each game, the eggs come out faster than in the previous round. In two-player games, you take turns after each round of a dozen eggs are laid. See if you can make a perfect score of 48 points!

GAME 7: ONE AND TWO-PLAYER EGG MISS

Here's your chance to catch eggs forever! You begin this game with five broken eggs displayed on the screen next to your score. (See Figure 8.) Each time you miss an egg, one of these broken eggs disappears, telling you how many eggs you can miss before ending the game. Here's the best part: The chickens lay one golden egg in each round, and if you catch it, you get five points plus an extra chance to miss an egg! This means you can keep playing as long as you see at least one broken egg next to your score. The screen will show up to ten broken eggs at one time; additional eggs not shown on the screen are held in reserve. The eggs roll down through four crisscrossing chutes. The longer you play, the faster those little hens lay, so be ready for an exciting race! In two-player games, players take turns after each round of a dozen eggs.

Game 8: ONE- AND TWO-PLAYER INVISIBLE EGG CATCH

Here's a new twist on a rolling egg: It's invisible until it falls out of the chute! That's the way the eggs roll in this game. You can't see them coming down the chutes; you can only see them as they fall out of the chutes. Watch the chickens. Each time one is ready to lay an egg, she stands up. Press the arrow on your keypad overlay to center Big Bird under the chute of the chicken who just laid the egg. It won't be easy, since the five chutes crisscross and the hens lay faster with each round. Also, as in Game 7, you end the game if you miss all the eggs displayed next to your score. Try to catch each golden egg for five extra points and an extra chance to miss an egg. In two-player games, players take turns after each round of twelve eggs.

GAMES 9 AND 10: ONE- AND TWO-PLAYER SHRINKING CHUTES

Here's your chance to put all your practice skill, and concentration to work. In these games the chutes shrink before your eyes! (See Figure 9.) These are four crisscrossing chutes that gradually disappear in the direction of the hen's nests. This means you must memorize the pattern of the chutes in order to know which one the egg will drop from. In Game 9, the chute pattern remains the same throughout each round. But, in Game 10 the chute pattern changes just before each egg is laid! What a challenge!

The hens lay one golden egg and eleven plain eggs per round. You start the game with five eggs to miss. You gain five points and an extra egg- missing chance each time you catch a golden egg. Also, the longer you play, the faster the eggs come! In two-player games, Players take turns after each round.

GAME MATRIX

Game	1	2	3	4	5	6	7	8	9	10
Chutes	2	3	3	2	2	4	4	5	5	5
Golden Egg				🟥	🟥	🟥	🟥	🟥	🟥	🟥
Timer							🟥	🟥	🟥	🟥
Invisible Egg								🟥		
	Straight Chutes		Zig Zag Chutes		Crisscrossing Chutes					

Golden Eggs are worth 5 Extra Points

Game 1 is One-Player only.
Games 2-10 are One-Player & Two-Player games.

BLACKJACK

Use your Standard Paddle Controllers with this game program. Be sure to plug the Controller cables firmly into the Video Computer System jacks. See your Video Computer Owner's Manual for details. You will need another set of paddle Controllers for three players to play Black Jack. During one or two-player games, plug your Standard Controllers into the left side of the Console.

HOW TO PLAY BLACK JACK

Place your bets, casino gamblers! And you're ready to play Blackjack. One, 2 or 3 players compete against the computer dealer. The computer deals each player two cards face-up. The computer also deals two card to itself - one face-up and the other face-down. After that, Lady Luck and your sharp skill determines the winner.

Each card is worth points:

- Number cards = Face Value (i.e. 5 = 5 points)
- 10, Jack (J), Queen (Q) and King (K) = 10 points
- Ace (A) = 1 or 11 points

A card hand is called "soft" when the Ace is used as 11 points. A card hand is "hard" when any combination of cards is used except an Ace worth 11 points. For example, a soft 17 is an Ace (11 points)and a 6. A hard 17 could be a 10, 6 and an Ace (1 point).

The object of the game is to get 21 points, or as close to 21 points without "busting" (exceeding 21 points). You automatically score a Black Jack when your first two cards equal 21 points.

If you are satisfied with the points of your first two cards, stay on that hand. If you want to add more points to your hand, request a hit, and the dealer will give you another card. You may continue to hit until you are satisfied with your hand (stay) - or until you exceed 21 points and lose the game (bust).

When all players have played their hands, the dealer reveals the face-down card. Like all the players, the dealer will hit or stay to get as close to 21 points without busting.

You win the game when your card hand is equal to more points than the dealer's hand without exceeding 21 points. The dealer busts and exceeds 21 points. You score a Black Jack (An Ace and a face card or a 10). NOTE: A tie game (push) occurs when the dealer's card points equal your card points.

BETTING

Each player starts play with a total of 200 chips. Bet from 1 - 25chips on each game. Your bet is added or subtracted from your total score depending on whether you win or lose. When you score a Blackjack, you win 1 1/2 times your bet. For example, you score Blackjack on a bet of 10 chips and win 15 chips! A player is automatically removed from the game when he has 1000 chips or no chips remain in his score.

NOTE: You may double your bet BEFORE the first hit. After you double the bet, you must take one hit. No other hits are allowed.

GAME SELECT SWITCH

CONTROL THE NUMBER OF PLAYERS - Press the Game Select Switch to cycle through all the positions of game set-ups for one, two or three players. Release the switch when the number of set-ups you want appears on the screen

LEAVING THE GAME - A player can leave the game at any time. To stop play action, push the Game Select Switch until your set-up disappears. (Other players' set-up will remain.)

RETURNING TO THE GAME: Stop the game action by pressing the Game Select until you set-up reappears on the screen along with any other set-ups of players who had been playing.

GOING BROKE - When you Go Broke (lose all your chips), you can still play by asking the bank for another set-up. Stop the play action and push the Game Select Switch to cycle through all the set-ups. When your new set-up appears along with the other players' previous set-ups, release the switch. Now place your bets and continue play.

BREAKING THE BANK - When you have 1000 chips, you Break the Bank! Now you must start play again with 200 chips. To produce another set-up, follow the directions for Going Broke. Your 1000 chip score will remain on the screen until you press the Game Select Switch.

GAME RESET

Slide this switch back and forth to reset your score to 200. You will also hear the computer shuffle the cards.

LEFT DIFFICULTY SWITCH

Slide the left Skill Switch to "B" position and the computer automatically shuffles the cards after every hand. Slide the switch to "A" and the computer automatically shuffles the cards after dealing 2/3rds (34 cards) of the deck.

RIGHT DIFFICULTY SWITCH

Move this switch to the "A" or "B" position and the rules of the game change:

<u>A POSITION = CASINO BLACK JACK RULES</u>

Computer dealer must hit a soft 17 or less. Computer dealer must stay on a hard 17. (Aces = 1 point).Your score is not affected by tie games between the dealer and you. If your hand equals 10 or 11 points, you may double your bet BEFORE the first hit. You must take one hit, and only one hit is allowed. A player is allowed four hits.

B POSITION = PRIVATE BLACK JACK RULES

Computer dealer must stay on 17 or more points. All tie games are won by the computer dealer. You may double your bet on any combination of cards BEFORE the first hit. You must take one hit, and only one hit is allowed. A player automatically wins the game when he hits four times without busting.

CONTROLLER ACTION TO PLAY BLACK JACK

Use the knob and red button on your hand-held Controller:

Determine and make your bet. Determine and tell the dealer whether you want to stay, double or hit your hand.

A question mark appears below your total number of chips. This is the time to place your bet for the next game.

Turn the Controller knob and numbers from 1 to 25 appear under the total score. Stop turning the knob at the number of chips you wish to bet. Press the red Controller button to make your bet with the dealer.

If there is more than one player, the last player to make his bet and press the Controller button erases the previous game's card hands-on the screen.

After the computer deals two cards, each player must decide to hit, stay or double his bet.

Turn the Controller knob and the words HIT or STAY appear above your cards. Turn the knob to the action you want to take. If you turn the knob to HIT, press the red Controller button and another card will appear on the playfield. Continue to HIT until you are satisfied with your hand. When you are satisfied with your hand, turn the knob to STAY. Then press the red Controller button.

NOTE: If the game rules allow, double your bet BEFORE the first hit.(After you double the bet, you must take one hit. Only one hit is allowed.) Just turn the Controller knob to DBLE. Then press the red Controller button for the hit that could win the game for you!

BMX AIR MASTER

BMX Air Master is a one or two player game. The main goal is to perform as many ticks and combinations and score as many points as possible. Your attempts for tricks per game are limited so you've got to be good.

There are three different events to the game:

1. Half Pipe
2. Quarter Pipe
3. Ramp Jump and Landing.

GETTING STARTED

BMX Air Master has 4 modes:

1.Practice standard
2.Practice advanced
3.Arcade standard
4.Arcade advanced

To select the mode, use the select button on the console or the left joystick. To begin a game, use the reset button on the console of the fire button on the joystick.

In a 2 player game, use the right difficulty switch to choose between using one or two joysticks (only one player may play at one time).

PRACTICE MODE

If you're going to be great, you've got to practice. This mode allows you to switch and practice events. After you have completed the selected event, the game will reset and allow you to try another event. Press right on the joystick to select an event, then press the fire button to start.

ARCADE MODE

Now it's time to test your skill.

The idea here is to survive through as many events as you can. When your lives are gone, the game is over. In each round after the ramp jump has been completed you will be awarded an extra man. In the next round the difficulty will increase. The number of lives is indicated at the bottom of the screen, L = Lives.

GAME PLAY

Half Pipe

To start the stage press the fire button. Pedal your bike by moving the joystick left and right. You will need to pick up speed fast in order to get into the air.

The bike cannot leave the ramp while backwards. Use the fire button to turn the bike around. While you're in the air: Try to perform as many tricks as possible (see chart).The time limit is 90 seconds; when time is running out a tone will warn you.

Quarter Pipe
This even is similar to the half pipe, but this time you have only3 attempts. Use the ramp to gain speed and concentrate on a certain trick or combo.

The Ramp Jump
This one's bigger than the fountain at Caesars! You've got three chances to make the jump. Again, the idea is to perform as many aerial tricks as possible for points. 500 bonus points will be awarded by landing on the ramp.

SCORING
Points are awarded each time a trick is performed. More points are awarded the first time a trick is performed in each event. Combinations of tricks are possible and bonus points can be earned(see chart).

Game	1	2	3	4	5	6	7	8
Loops	720+	180	360	720+	720+	0	720+	720++
Rotate	No	1	3+	No	3+	3+	No	3+
Flip	No	No	3+	No	3+	3+	No	3+
Feet		Must		Must		Must		Must
Hands	Must			Must		Must	Must	Must
Move Forward		Must		Must		Must	Must	Must
X-Up	Must			Must		Must		Must
Bounces				1			3+	3+
Points	1,000	1,000	1,000	1,000	1,500	2,000	2,000	2,000
Next Time	500	500	500	500	700	1,000	1,000	1,000

Trick Points

	First	Next
Loop Backward	500	20
Loop Forward	500	20
Rotate	500	100
Flip	500	100
Hands	500	200
Feet	500	200

	First	Next
Move Forward	500	200
X-Up	500	200
Bounce	200	500
Ramp Up	500	500
Ramp Down	500	500
Land on Ramp	500	500

Bonus Points are awarded at the end of an event. 1,000 for each combination performed (8 maximum), 100 for each type of trick performed (8 maximum).

HINTS
Remember that a safe landing is very important--while in the air, prepare your bike by making sure the wheels land on the ramp and not your head.

When leaving the half or quarter pipe ramp, hold the joystick up or down. This will move your player left or right. By doing this you can actually land on the top of the ramp.

When the first 3 events are completed, round two will begin again with the half pipe. This difficulty will increase.

HARDER STAGES
As difficulty increases you must land on the ramps at the correct angle. make sure you land correctly.

Also, the pedal force and gravity will increase so you must pedal harder to reach the highest areas.

BOWLING

GAME PLAY
Ummm, this is bowling. Duh.

USING THE CONTROLLERS
Move your guy up and down, hit the button to release the ball. Pretty easy, huh?

CONSOLE CONTROLS
Set the Difficulty switch to A for Advanced (harder to get spares and strikes) or B for Beginner.

GAME VARIATIONS
Odd numbered games are for one player, even numbered for two players.

Games 1 & 2: the ball curves once altered.
Games 3 & 4: the ball is steerable.
Games 5 & 6: the ball cannot be altered once thrown.

Have fun!

BOXING

Game 1:You against the Activision computer (he's in black).
Game 2:You against another player.

Choose your difficulty or handicap for each player (or the computer):
A: slow down a bit.
B: normal speed.

SCORING
Long jabs = 1 point each
Close power punches = 2 points each
100 points is K.O. (It's tough, but you can do it.)

Best score at end of match is the winner!

When you get near enough to your opponent to throw a punch, press the red button. Each punch moves your opponent slightly back and away from the punch. If you move him to the ropes, he can't easily duck the next punch, and you can set up a real scoring barrage. But don't get caught on the ropes yourself!

Watch your distance. If you move in too close, the computer gets tougher; but if you're too far away, you can't land scoring punches.

Give yourself a fighting chance. Put your difficulty setting (the left one) down to b and set the computer's difficulty control (the right one) up to a. Then, when you're ready for a really tough bout, take the computer on at b and see how well you do.

HOW TO BE A CHAMPION AT BOXING
You'll find that the way to win at Boxing it to hit and dance, hit and dance (just like the pros).Draw off your opponent's jabs by making him punch while you're dancing quickly out of his reach. And watch out! When he gets behind, he gets better. But hang in there is you get behind; after the first minute (of each two-minute bout), the computer gets a little tired, and his reactions slow down. Come on strong at the end of the round and you might still catch him. By the way, I shortened the rounds to 2 minutes because...well, you'll see why when you've gone a couple rounds.

Your best strategy for winning is to jab your opponent until you move him to the ropes, then charge in, mix it up in close, and keep your red button pressed down. You may be able to repeat a punching combination that builds up your point score fast.

But--please--be fair to newcomers. Give yourself a handicap when you're showing them Boxing. We don't want you to lose your friends.

BRAIN GAMES

TOUCH ME Games 1 to 4
The computer plays a "sequence of tones" which you must match, starting with one tone and adding a new tone to the sequence each time you enter correctly.

As the computer is playing the sequence, the word WAIT will appear at the top of the screen. When the computer says GO, it is your turn to match the tone sequence. If you miss the sequence, the computer will say WAIT, repeat the sequence, and credit you with a "miss." Four "misses" (or correctly following a sequence of 32 tones) completesthe game.

The number in the box at the top of the screen is the number of tonesthat have been correctly played.

In two-player games, the players alternate. As one player entersthe sequence correctly, a new tone will be added for the other player.The computer will say GO underneath the score of the player whoseturn it is. The game ends when either player reaches four "misses", or if both players correctly complete a 32-tone sequence.

USING THE KEYBOARD CONTROLLER
The six boxes at the bottom of the screen correspond to the numbers 1 to 6 on your controller. In the 9-tone games, the nine boxes at the bottom of the screen correspond to the numbers1 to 9 on your controller.

DIFFICULTY SWITCHES
In the a position, the player will not hear the entire tone sequence, but only the new tone that is added. If a miss is made, the computerwill then play the entire sequence. In b position, the tone sequence is repeated each time, with the new tone added.

COUNT ME Games 5 to 8
Play this game like TOUCH ME. The computer will play a sequence of digits to be matched in order. The computer adds a new digit to the sequence when you correctly follow the sequence.

When the computer shows you the sequence in the box at the center of the screen, the word WAIT will appear. When the computer says GO, it is your turn to match the sequence. If you miss, the computerwill say WAIT, repeat the sequence, and credit you with a "miss." Four "misses", or correctly following a sequence of 32 digits completesthe game.

The number in the box at the top of the screen shows the number of digits in the sequence that you have correctly followed.

Players alternate for two-player games. As one player correctly identifies the sequence, a new digit is added for the next player. The computerwill say GO underneath the score of the player whose turn it is. The game ends when either player scores four "misses" or if both players correctly complete a sequence of 32 digits.

USING THE KEYBOARD CONTROLLER

As the computer generates the sequence, enter the digits, in order, by pushing the corresponding number on your Keyboard controller.

DIFFICULTY SWITCHES

When you difficulty switch is in the b position, the computer will show you the complete sequence of digits to be followed. In the a position, the computer will not show the entire sequence, but only the digit that has been added. if a "miss" is made, the computerwill then refresh your memory by showing the entire sequence.

PICTURE ME Games 9 and 10

In these one-player games, the computer will display a set of four objects in the center column. While the computer makes a distracting noise, try to memorize the order of the objects from top to bottom. the computer then scrambles the order, moves them to the left hand column, and gives you twenty seconds to remember their original order.

In game 9, you have four seconds to memorize the original order of the objects, in game 10 you have 1 1/2 seconds.

If your guess is incorrect or the time runs out, the computer will show you the correct answer in the left hand column, before showing you the next set of objects.

You get one point for each object placed in the correct position and a bonus score based on the time taken to remember all the objects. Five sets of objects are a game.

USING THE KEYBOARD CONTROLLER

Each row of numbers on your controller corresponds with one of the boxes on the screen. For example, row one (numbers 1-2-3) corresponds with the top box; row two (numbers 4-5-6) corresponds with the second box, etc. If the first object in the center column was scrambled to the second box in the left column, push a button in row two of your Keyboard (number 4, 5, or 6). That object will appear in the right hand column in the first box. Continue making selections in this way.

Each object can be selected only once.

DIFFICULTY SWITCHES

In these games, the left difficulty switch affects the Bonus Scoring. In the a position, the Bonus Score added to your correct guesses is one half of the timer value. In the b position, the Bonus Score is equal to the timer value. The right difficulty switch has no effect.

The best possible score in the a position is 45; in the b position, the best possible score is 70.

FIND ME Games 11 to 14

The computer generates a set of four objects on the screen. All, except one, are identical. Your score is based on the time taken to find the one dissimilar object.

You can continue to enter guesses until the timer runs out. The correct answer will show in the box at the top of the screen. There are five sets of objects per game. In Games 11 and 13 you have 20 seconds to find the dissimilar object; in Games 12 and 14 you only have 5seconds.

In the one-player games, using the left-player controller, try to improve your score with each game. In two-player games, each player is competing to find the same dissimilar object and score first.

USING THE KEYBOARD CONTROLLER

Each row of numbers on your controller corresponds with one of the boxes on the screen. For example, row one (numbers 1-2-3) corresponds with the top box; row two (numbers 4-5-6) corresponds with the second box, etc. If the dissimilar object is in the fourth box, press a button in row four (*-0-#) of your controller.

DIFFICULTY SWITCHES

The scoring is affected by the difficulty switches. In the b position, the player gets the full value of the timer added to this score. In the a position, the player gets one-half the timer value added to his score. Best possible score for position a is 25, position b is 50.

ADD ME Games 15 to 18

A set of digits is generated by the computer. You score by adding the digits and entering the sum before the timer runs out. The correct answer will appear in the box at the top of the screen. There are five sets of digits per game.

With the left-player controller continue to practice on the one-player games. In the two-player games, each player is trying to enter the sum of the same set of digits and score first.

Games 15 and 17 give you twenty seconds to find the sum of four digits. Games 16 and 18 give you five seconds to find the sum of five digits.

USING THE KEYBOARD CONTROLLER

Enter your answer just as you would with a calculator. If the sum of the digits is a single unit (4 to 9), you must enter it as a zero- sum (04, 05, etc.).

DIFFICULTY SWITCHES

The player using the a position on the difficulty switches will receive one-half the timer value added to his score. In the b position, the full value of the timer is added to the score. Best possible score for b position is 50; best possible score for a position is 25.

PLAY ME Game 19
Your Keyboard Controllers become musical instruments. Each button on the controller will generate a different musical note, allowing you to play songs. If both controllers are used, duets can be played on your ATARI Video Computer System game. The difficulty switches have no effect on this game.

SONG BOOK
Press the number on your Keyboard Controller in order. Numbers that are underlined should be held for that count.

Happy Birthday
9-9-8-9-6-7-7-7 / 9-9-8-9-5-6-6 /
9-9-2-4-6-7-8 / 3-3-4-6-5-6-6

Twinkle Twinkle Little Star
9-9-5-5-4-4-5-5 / 6-6-7-7-8-8-9-9 /
5-5-6-6-7-7-8-8 / 5-5-6-6-7-7-8-8 /
9-9-5-5-4-4-5-5 / 6-6-7-7-8-8-9-9

Three Blind Mice
7-7-8-8-9-9-9-9 / 7-7-8-8-9-9-9-9 /
5-5-6-6-7-7-7-7 / 5-5-6-6-7-7-7-7 /
5-2-3-4-3-2-5-5 / 5-2-3-4-2-3-5-5 /
7-7-8-8-9-9-9-9 / 7-7-8-8-9-9-9-9

For two people to play duets, right-player controller plays the first line, the left-player controller plays the second line.

Row Your Boat (round song)
9-9-9-9-8-7-7-7 / 7-8-7-6-5-5-5-5 /
nothing / nothing

2-2-2-2-5-5-5-5 / 7-7-7-7-9-9-9-9 /
9-9-9-9-9-9-9-9 / 9-9-8-8-7-7-7-7 /

5-6-7-8-9-9-9-9 / 9-9-9-9-9-9-9-9 /
7-8-7-6-5-5-5-5 / 2-2-2-2-5-5-5-5 /

9-9-8-8-7-7-7-7 / 7-8-7-6-5-5-5-5
7-7-7-7-9-9-9-9 / 5-6-7-8-9-9-9-9

BREAKOUT

SMASH! POW! CRUNCH! A brick wall appears at the top of the screen, and your missions is to smash two walls off the playfield -- one brick at a time.

Use the controller to move the paddle across the bottom of the screen. With the paddle, hit the ball into the wall. Each time the ball hits a brick, the brick disappears and you score points.

A player or team receives five balls per game. When you miss a ball with your paddle, the ball disappears from the screen. Press the red controller button to serve another ball until all five balls are played.

When a team or player destroys the first brick wall, a second brick wall automatically appears on the screen. Continue to hit the bricks of this wall and score more points. The player or team who can destroy two walls scores the maximum 864 points and wins the game. NOTE: If both opponents destroy the two walls, the team who used the least number of balls wins.

At the end of two-team games, the playfield of both teams or players will flash on and off the screen. That way, players can compare scores. Begin a new game and create a new brick wall by pressing the console Reset button.

TO START PLAY
Each Breakout Game is identified by a number at the top of the playfield. (See Breakout Game Descriptions for the game numbers.) One to four players can play each game version. To prepare for the game play:

- Select the number of the game you want to play by pressing the console’s Game Select switch until the game number appears at the top center of the playfield.
- Press the console's Game Select switch to program the game for the number of players. For example, when the number 3 appears in the upper right playfield corner, the game is set for a three-player game.
- Press the Game Reset button to start the game action.
- Press the red controller button to serve the ball and start game action.

One-Player Games: Using the right controller, one players attempts to destroy the two walls using five balls. Or, a player can win by scoring the maximum number of points, 864.

Two-Player Games: Two players take turns hitting the wall. Each player receives five balls and a brick wall that appears during a player's turn. One player continues to hit a ball into the wall until he misses the ball. Upon a miss, the opponent's wall appears on the screen. The opponent then takes his turn hitting the ball into the wall. The first player to destroy two walls OR score the most points after playing five balls wins the game.

Three-Player Game: Two players act as a team and play against a one-player team. Just as in two-player games, the two teams take turns hitting the ball into the wall. Each team receives five balls and a separate brick wall. When one team misses the ball, the opposing team's wall appears and play begins. The first team to destroy a wall OR score the most points after playing five balls wins the game.

Four-Player Games: With two players on each team these games are played just like two and three-player games. The first team to destroy a wall OR score the most points after playing five balls wins the game.

When a team or player destroys the brick wall, a new brick wall automatically appears on the screen. If any bricks still remain on the screen after five balls are played, begin a new game and create a new brick wall by pressing the Reset button.

NOTE: In games with two-players on each team, each player controls a paddle which moves across only half the playfield.

Timed Games: Some games rely on speed scores instead of point scores to win. A timer will replace the scoreboard in the upper left corner. Your objective is to destroy the wall in as little time as possible. The timer counts the seconds, as you try to break your own record in one-player games. In two, three and four-player games, your mission is to destroy the wall with five balls in less time than your opponent.

Invisible Games; It's the same Breakout action, except this time it's in the dark! The wall is invisible until you hit a brick with the ball. When this happens, you score points and the entire wall lights up.

BREAKOUT GLOSSARY
Brick Wall: There are six rows of bricks. The color of a brick determines the points you score when you hit it with your ball. Red - 7 points Orange - 7 points Yellow - 4 points Green - 4 points Aqua - 1 point Blue - 1 point

Paddle: Each player uses a standard Paddle Controller to move the paddle horizontally across the bottom of the play field. With the paddle, a player hits the ball into the wall.

Scoreboard/Timer: Depending on what game you play, a Scoreboard or Timer will appear in the left corner.

- Scoreboard - Some games determine winners using only point scores. During these games, each player's score appears in this position. Scores are determined by the bricks hit during a game.
- Timer - Instead of determining the winner with the point value of bricks, some games feature a Timer in the upper left corner. Your mission during these games is to destroy the walls in as little time as possible. The Timer tracks the cumulative minutes and seconds of each turn.

Number of Players/Team Numbers: In this playfield position two numbers will appear at different times during the game.

- Number of Players: After you select the game you want to play, you must indicate the number of players. Press the console's Game Select switch until the number of players appears. For example, when number 3 appears, the computer is set for a three-player game.
- Team Number: The team that is currently hitting the ball is designated by a Team Number. In one-player games the number 1will always appear in this position. In two-player games, each player is designated by the numbers 1 or 2.In three or four-player games, the teams are referred to teams 1 or 2.Whenyour TEAM NUMBER appears, it's your turn to score.

Balls/Game Numbers: In this playfield position two numbers will appear at different times during the game.

- Game Number: Before you begin play, select the game you want to play with the console's Game Select switch. The number that appears refers to the game you will play.(See the following Game Descriptions for game numbers.)
- Balls: After you press the console's Reset button, play action can begin. The number 5 appears in this playfield position and refers to the five balls you or your team can serve. Throughout the game, the number will reflect the number of balls that remain.

SCORING
In some games, a player scores points by hitting one of the wall's bricks. The bricks are worth points. The number of points is determined by the brick's color: Red - 7 points Orange - 7 points Yellow - 4 points Green - 4 points Aqua - 1 point Blue - 1 point

The first player or team to completely destroy both walls OR score the most points after playing five balls wins the game. Score the maximum number of points, 864, when you destroy both walls.

In other games, you must rely on the speed of your game skill. A timer records the cumulative minutes and seconds of each of your turns during a game. The team or player who destroys both walls with five balls in the least amount of time with five balls wins the game. [sic] In one-player games, try to break your own time records.

DIFFICULTY SWITCH
In "B" position the paddle is 3/4 the size of the paddle when the switch is in the "A" position. Where there are two players on one team, one difficulty switch will affect both paddles.

CONTROLLER ACTION
To Serve the Ball: Press the red controller button and the ball will appear.

To Move the Paddles: To move the paddles across the playfield, turn the controller knob. Turn it clockwise to move the paddle to the right; turn it counter clockwise to move the paddle to the left.

To Steer the Balls: Some Breakout and Breakthru games will feature Steerable Balls. In these games you can control the direction of the control knob clockwise to move the ball to the right; turn it counter-clockwise to move the ball to the left.

To Catch the Ball: Some Breakout and Breakthru games feature Catch. When the ball makes contact with your paddle, press the red controller. Continue to press the button and the ball will remain on the paddle, allowing you more time to carefully aim your shots. To release the ball, release the red controller button.

BREAKOUT GAMES

GAME 1 Using a controller, players attempt to smash their way through the wall and score points.

GAME 2 This game features Steerable Balls so you can make every hit count.

GAME 3 Take a breather. This game features Catch, which gives you time to play your strategy and aim.

GAME 4 Don't blink. The only time you'll see your Breakout wall is when the ball hits a brick. The rest of the time you're playing Breakout in the dark.

GAME 5 The pressure's on. The Time at the top of the playfield will record the time it takes you to complete a Breakout.

GAME 6 The Timer provides the suspense. The Steerable Balls provide some of the strategy moves you'll make during this game.

GAME 7 How long does it take? The Time in this game will tick away the seconds as you aim your balls with Catch.

GAME 8 The wall lights up only when you hit a brick. Then you're playing in the dark again as the Timer records your game time.

BREAKTHRU GAMES

Breakthru is played the same way as Breakout games. The only difference is the ball action. Once the ball hits a brick, the ball continues to penetrate the wall, hitting more bricks and scoring more points. Breakthru is plenty of fast ball and paddle action.

GAME 9 POW! POW! POW! Make a direct hit on a brick and the ball continues traveling through the wall in this basic Breakthru.

GAME 10 Steerable missiles increase your control over the ball during this fast game of Breakthru.

GAME 11 Slow the action down with Catch in this Breakthru game.

GAME 12 The Breakthru wall only appears when you hit a brick. During any other game play it's invisible.

PLAYING TIPS

The paddle is divided into five sections. Note that the ball bounces off each section at progressively smaller angles after the third, seventh, and eleventh hit. After the twelfth hit, the angle returns to its original size.

The ball will speed up after the twelfth consecutive hit OR when it hits any brick in the top three rows.(Speed Bricks)

When the ball makes contact with the center section of the paddle, the ball will jump.

GAME MATRIX

	Breakout				Timed Breakout				Breakthru			
Game	1	2	3	4	5	6	7	8	9	10	11	12
Steerable		🟥				🟥				🟥		
Catch			🟥				🟥				🟥	
Invisible				🟥				🟥				🟥

BRIDGE

Select game with the game select switch. The game number will appear at the top center of screen.

If you want to bid and play:

Game 1: 21 team points or more
Game 2: 25 team points or more
Game 3: 29 team points or more

If you want to play without bidding (you set contract):

Game 4: 13 team points or more
Game 5: 21 team points or more
Game 6: 25 team points or more
Game 7: 29 team points or more

(Point counts above are based on the standard American point count system popularized by Charles Goren and represent the total combined team points of your hand and your partner's.)

DEALING A HAND

Deal a hand by pressing the game reset switch. Your hand will appear at the bottom of the screen. Every time you press game reset, you will get a new and completely different hand with at least the minimum team point count for that game you have selected.

BIDDING

Select your bit with the Joystick. It's your bid when you see the bid option flashing on and off in the upper right hand corner of the screen. Push the Joystick forward to raise the bid and pull it toward you to lower the bid. Bids increase through normal suit rotation (Clubs, Diamonds, Hearts, Spades, No-Trump). Pass ("P", which is in red) is always the lowest bid.

When the bid you want is flashing on the screen, push the Joystick button to enter the bid. It will appear in the center of the screen above your hand.

Your computer partner will then respond. He recognizes most standard opening bids (see below) and uses Stayman and Blackwood conventions, where appropriate, to bid with you to establish a contract. Your opponents do not bid; assume they pass every bid. NOTE: YOUR PARTNER WILL RESPOND ONLY TO THE FOLLOWING OPENING BIDS:1 OR 2 OF ANY SUIT, AND 1,2 OR 3 NO TRUMP.IF YOU BID ANYTHING ELSE, YOUR PARTNER WILL PASS. For more details on how your partner bids see "How Your Partner Bids in Bridge by ACTIVISION", a special book included with this cartridge.

After your partner bids, his bid will appear in the center of the screen above your bid. Your next highest available bid will begin flashing in the upper right corner of the screen. You should bid again if you are still seeking a contract. The bidding continues until either you or your partner passes; the last bid before passing becomes the contract.

If you pass instead of opening the bidding on any hand, the computer will deal a new hand. Your partner will not open.

When a contract is established, four things happen: 1) the contract bid is displayed in the upper right corner of the screen; 2) your partner's hand appears (since one of you is now dummy); 3) the upper left corner of the screen shows how many totals tricks you need to take to make your contract (in red, with a minus sign); 4) your opponent to the left of declarer leads a card from his hand and play begins.

In games 4-7, where there is no bidding, you simply select the contract (or bid) you want to play by using the Joystick as in steps 1 and 2.You may bid on your hand alone or you may check your partner's cards by moving the left difficulty switch UP to A and bid on both hands. Once you select a bid, play starts as described next.

PLAYING

Playing a hand in Bridge by ACTIVISION is like playing any game of bridge. After the opening lead, you control the play of both hands on the table, weather North (your partner) or South (you) is dummy. The computer plays East and West in proper order.

When it is North's or South's turn to play, one of the cards in that hand will begin flashing. Move the Joystick left or right until the card you want to play is flashing.

When the card you want to play is flashing, push the Joystick button. The card's number and suit will now appear in the middle of the screen.

After all four hands have played their cards on a trick, the card that took the trick will start flashing. If your team took the trick, the number of tricks remaining to make your contract will decrease (or your overtricks will increase, if you've already made your bid).After you've reviewed the trick, press the Joystick button again to take the cards off the table.

If your team won the trick, a card in the winning hand will begin flashing. You start the next trick by choosing a card to lead from that hand. Continue play as in steps 2 and 3 above. If East or West took the last trick, the computer will lead from the proper hand and the card will appear on the table. Continue play as above until all tricks are played.

After the last trick is played and you push the Joystick button to clear the table, your bid will appear just above your hand, and the number of under tricks (negative, in red) or overtricks (positive, in black) you made will be displayed in the upper left corner of the screen. If zero (0) appears there, you made your bid exactly. Nicely bid and played! If you overbid or underbid and want to play that hand again, take a look at "Replaying a Hand" on the next page.

REPLAYING A HAND

You can play any hand over again as many times as you like. Just start bidding again after the last trick is cleared by following the steps outlined in Bidding. If you don't want to replay the hand, press the Joystick button when the "P" is flashing, and the computer will deal a completely new hand.

STARTING OVER

One of the great things about Bridge by ACTIVISION is that you can start playing over again in the middle of a hand, if you don't like the way the hand is playing. To start over, you must first finish playing a trick, but, instead of simply pressing the button to clear the trick, pull the Joystick toward you and hold it there while pressing the button. The hand will reset at the beginning, and you can start the bidding over again. You may want to try this a few times to practice the procedure.

TAKING A PEEK

Use the left difficulty switch to determine whether your partner's hand is visible during the bidding:

a (up)- Displays both your hand and your partner's. b (down)- Displays your hand only.

Use the right difficulty switch AFTER YOU HAVE PLAYED A HAND to see what your opponents held. East will show on the top of the screen, West on the bottom. A flashing red "E" will appear beneath the East hand.

a (up)- Displays East and West hands after play is complete. b (down)- East and West hands are not displayed at any time.

NOTE: As long as the right difficulty switch is UP at A, you cannot deal a new hand by pushing your Joystick button. You must push game reset to deal a new hand.

HOW YOUR ACTIVISION COMPUTER PARTNER BIDS

A complete description of how your computer partner responds to your bids is discussed in a booklet titled "How Your partner Bids in Bridge by ACTIVISION" enclosed with this cartridge.

BUCK ROGERS AND THE PLANET OF ZOOM

It's the 25th century. You are Buck Rogers fighting the battle of Planet Zoom. This is a race against death. Your ultimate and most powerful enemy is the deadly MOTHER SHIP!

There are 16 levels of increasing difficulty - each with four rounds of challenging space combat. Before you meet the MOTHER SHIP, your pilot skills and nerve are tested against deadly ELECTRON POSTS, ALIEN SAUCERS and smashing SPACE HOPPERS. This is a battle of speed, accuracy and endurance. Your time consumption is crucial to your survival. If you deplete your time you lose one of your five fighter ships. The faster you fly, the sooner you'll get to the MOTHER SHIP, allowing yourself more time to destroy it. You begin with a full time line when you destroy the MOTHER SHIP. Be aggressive but don't be wreckless. This is do or die cosmic combat and it's the MOTHER SHIP or YOU!

USING YOUR CONTROLS

You begin your battle with a fleet of five fighter ships that you have to navigate one at a time above the surface of Planet Zoom and into space. Use your joystick to control them. Press your fire button to start the game.

JOYSTICK CONTROL Pushing your joystick FORWARD will increase the speed of flight. Pushing the joystick BACK brings your ship to its minimum speed. Pushing your joystick to the RIGHT will turn your ship to the right. Pushing your joystick to the LEFT will turn your ship to the left. If the joystick is angled up or down while turning right or left, it will fly at that angle. Keep your fire button depressed for rapid fire.

HOW TO PLAY

The object of the game is to destroy the MOTHER SHIP before the MOTHER SHIP and its deadly ELECTRON POSTS, SAUCERS, and SPACE HOPPERS destroy you!

THE SCREEN Your screen shows the view as you skim over the surface of Planet Zoom. Beyond the horizon is outer space and your battle with the ALIEN SAUCERS then the MOTHER SHIP.

The upper edge of your screen shows your score. To the right of your score is the number of ELECTRON POSTS you must pass through before engaging in the next round of battle. Below is your time line ticking down from right to left. As your time runs down your time line will change color to indicate the amount of time you have left.

GREEN	More than 1/2 of your time is left.
YELLOW	Between 1/2 and 1/4 of your time is left.
FLASHING RED	Less than 1/4 of your time is left.

When your time is depleted, your ship will be destroyed. If that was your last ship, the game is over. If you run out of time before reaching the next level, you return to the first round of that level minus one ship.

The surface of Planet Zoom changes color as your battle takes you to more treacherous terrain with each level.

GAME PLAY

Now you are ready to do battle on the Planet Zoom. The game is divided into five skill levels. Each level is made up of four rounds of battle. Each round you encounter a different combination of enemies and aliens. The combinations get more difficult as you advance through each round of every level:

ROUND 1 - Just electron posts
2 - Electron posts and alien saucers
3 - Electron posts and space hoppers
4 - The mother ship with alien saucers

Each level is made up of the same sequence of rounds. As the levels increase the number of ELECTRON POSTS you must pass through to advance to the next round of battle grows. As the number of ELECTRON POSTS increase, the aliens also increase in number and density.

LEVEL ONE	20 posts
LEVEL TWO	23 posts
LEVEL THREE	28 posts
LEVEL FOUR	33 posts
LEVEL FIVE	28 posts faster and closer together
LEVEL SIX	31 posts faster and closer together
LEVEL SEVEN	34 posts faster and closer together
LEVEL EIGHT	37 posts faster and closer together
LEVEL NINE	34 posts faster and closer together

For the remaining seven levels of play the number of posts increases by three each level and every three levels decreases by three as the speed and density of the alien's attack increases.

ENEMIES AND ALIENS

Electron Posts - explode on impact. They get closer and faster with each level.

Alien Saucers - explode on impact and fly by in greater number and density as levels of difficulty increase.

Space Hoppers - explode on impact. As levels of difficulty increase, Space Hoppers will appear in greater number and density.

The Mother Ship - This is your greatest challenge. Its destruction is your greatest victory. No enemy is more cunning or powerful. The MOTHER SHIP can be destroyed only by hitting it twice.

SCORING

ALIEN SAUCER	300 points
SPACE HOPPER	300 points
ELECTRON POST	500 points
MOTHER SHIP	20,000 points

Every 50,000 points you receive an additional fighter ship plus a full time line.

STRATEGIC TIPS

Fly as fast as you can without crashing. You receive added points for added speed.

Saucers are more easy to hit as they fly past from behind.

Enemies appear in waves in your battle with the MOTHER SHIP. Try to determine the rhythm of the waves.

Don't be reckless - your fighter ship steers with super-sensitive response.

Over-steering will cause you to collide with ELECTRON POSTS, ALIEN SAUCERS or SPACE HOPPERS.

BUGS

You have been sent to investigate a life form that has been detected on a long-dead planet. Passing through the deadly Cosmic Tunnel, you land on the barren planet's surface to find an underground world ruled by a race of intelligent Super-Bugs! Countless numbers of these space age creepy-crawlies begin to emerge from massive subterranean colonies-along with the Phylax, genetically engineered Super-Drones that can penetrate any surface....

HOW TO COMBAT INFESTATION

Plug your paddle controllers into the left receptacle of your game console. For two players, use both paddle controllers. Player 1 uses the left controller, and Player 2 uses the right controller. Hold the paddle controller with the red Fire Button to your upper left.

Select the game variation you wish to play - one or two players. For one player, the number three will appear in the upper left hand corner of your screen. For two players, the number three will also appear as the first digit in the upper right hand score block (this number tells you the number of "hits" your weapon or ship can take before the game is over).

Select your level of difficulty by positioning the “Difficulty" switch at either Level(for beginners) or Level B (for more advanced players). You can match the skill levels of two players by having one play at Level A and the other play at Level B.

To start the game, press the red Fire Button on your paddle controller. (For two players, Player 2 must press his fire button to start his turn.)

Using your controller, move your weapon directly underneath the Super-Bugs as they emerge from their nests.

If your weapon is destroyed by a Phylax, or if the Bugs leave their nests and damage your ship, press your Fire Button to initiate repairs and continue the game. When a player’s weapon or ship has been damaged three times, the game is over.

To start a new game, press the "Game Reset" switch on your game unit console, then press your red Fire Button.

SCORING

Using your paddle controller, position your Ultrasonic Weapon (the "aiming cursor" seen on your screen) directly below the emerging Bugs. You will see Ultrasonic Energy Packets leaving your ship's firing bays and moving toward the aiming cursor to destroy the Bug above. You must destroy the Bugs before they completely leave their nests or they will damage your ship.

While you are destroying Bugs, you must also watch for the Phylax-sent by the Super-Bugs to penetrate your ship's hull and destroy your weapon. As long as the Phylax is green he is outside your ship and harmless. Your weapon is also harmless to him. But when a Phylax changes color to yellow (a warning) and then red, he has entered your ship. You must try to destroy him, by luring him into your weapon's line of fire, before he makes contact with your weapon.

Here's how to rack up points: *Each bug destroyed scores one point. *Destroying a Phylax scores five points. *After you score thirty points you automatically advance to a new skill level (indicated by a new Cosmic Barrier),scoring a bonus of eight additional points.

ADDITIONAL EXTERMINATION STRATEGIES

Your Ultrasonic Energy Packets will move towards your aiming cursor. Once you have fired, the Packets will continue in the same direction even if you move your aiming cursor. To destroy a Phylax, position your aiming cursor so that your Energy Packet will pass through the Phylax's path, then quickly move your weapon out of the line of fire.

After you have advanced to a new skill level, you may find more than one Phylax has oozed through your craft's hull. This means double trouble-but double challenge, too. Use the tricky move described above on both of them.

Of you succeed in destroying all of the bugs leaving their nests, others will emerge to take their place-but they’ll be moving faster. By keeping your Fire Button depressed as you move your weapon back and forth, you have a better chance of putting these Super-Bugs back in their place.

MISSION BASICS

You must destroy the swarms of invading bugs, out to immobilize your space craft, before they completely leave their nests. At the same time, you must be on constant guard against the Phylax oozing through the hull of your craft and bent on destroying your only weapon.

BUMP-N-JUMP

THE GAME

You're at the wheel of the red car, cruising along at 20 mph. Step on it and speed down the roadway. Come up on the other cars and bump them off the road. Crash as many of them as you can.

Keep your eyes peeled for bends in the road and be ready to maneuver when the road narrows! Swerve to miss center islands and debris...jump to clear water. Quick reflexes are crucial.

Make it to the end of one roadway and you get bonus points. Then the game automatically begins at the next roadway.

Whenever you crash, your next car takes its place on the road. The game ends when all your cars crash. Start a new game and go get 'em!

CONTROLLERS

Use either joystick controller for this game. Be sure each controller cable is securely plugged into the back of your game console. Hold the controller so the red button is to your upper left.

NOTE: The Difficulty Switches can be set to A or B. The game plays exactly the same on either setting.

YOUR CAR

When the game begins, you have 5 red cars. You're driving the one on the road, and there are 4 others ready to roll. You lose a car each time you crash! You get another car each time you rack up 40,000 points.

STEERING & ACCELERATION

Use the joystick as the steering column and push it in the direction you want to move the car. Also use the joystick as the gas pedal. Push up to accelerate, push down to decelerate. It'll do from 20 to 220 mph! Look at the screen to see how fast you're going. Keep your speed over 100 mph so you can jump at any time!

BUMPING

Try to bump other cars and send them crashing off the road. Bump with the front of your car and you lose speed on impact. Get bumped from behind and you speed up. Your car ricochets any time you make contact with another car. Quickly regain your course.

JUMPING

Make sure you're going at least 100 mph, then press the REDBUTTON. Your car gets bigger as it jumps in the air, then gets smaller as it lands again. The faster you're going, the farther you will jump. Use the joystick when you're in midair to control your landing point. You slow down on landing.

Jump on top of a car to crash it. Jump to clear water and to get out of tight situations. Try some hot shot driving by jumping to an island in the water, then jumping to land! (The "OK" on the screen means you're going over 100 mph, so you can jump!)

ROADWAYS

There are lots of different roadways. Your challenge is to keep driving as long as you can! Don't crash into the railings or water...drive around center islands and road debris.

As you approach water, you'll hear a beep and see (!) on the screen. Get ready to make a split second decision. Speed down the causeway that runs alongside the water, (if there is one)...or jump to clear the water!

Each time you make it to the end of a roadway you see the number of cars that crashed, bonus points, the roadway number you're about to begin, and the season you will drive through next. (The scenery along the roadways is a different color for Spring, Summer, Fall and Winter.) Then you're automatically on the next roadway.

COMPUTER CARS

There are five different types of computer cars on the road. Get to know 'em!

<u>SKULL & CROSSBONE</u> The skull car is really aggressive. It follows you closely and you can't bump it very far.

<u>TRACTOR</u> The tractor is very heavy and cannot be bumped very far.

<u>DUMP TRUCK</u> The dump truck sporadically dumps debris on the road. It explodes on contact.

<u>RACE CARS</u> There are two race cars. One's green and the other is blue. You can bump these cars the farthest.

START A NEW GAME

When all of your cars have crashed, the game ends. Now take your choice. Press RESET to start the game at the first roadway. Or press GAME SELECT to start the game at the last roadway you were on.

SOUND ON/OFF

Select COLOR to hear background music throughout the game. Select BW to turn the music off.

You accumulate points as you drive through each roadway. The further you drive, the more points you get. You also get 300 points for each car that crashes. If you make it to the end of a roadway, you get a bonus of 500 points for each car that crashed! Get 50,000 bonus points if you don't crash any cars during an entire roadway!

BURGERTIME

Build beautiful burgers by dropping buns and patties onto a plate. Dodge horrible hot dog. Defy brawling bread sticks. Pepper enormous eggs and charging cheese. Score points by squashing those nasties with a falling bun. Build all the burgers and you move on to the next maze. Get too close to a nasty, though, and it's back to Burger School for you in short order.

THE GAME
You move your chef around the maze in a frantic attempt to build hamburgers before the nasties converge on you. Move across the top of the burger ingredients and they will drop a level. Work all the ingredients to the bottom and you'll move on to the next maze. Score points by dropping an ingredient, squashing nasties, or giving them a ride down on a falling ingredient. Dust a nasty with some pepper and he'll stop in his tracks. If a nasty touches him, your chef is cooked. So watch out! Play alone or challenge a friend. Highest score wins.

DIFFICULTY SWITCHES
LEVEL OF DIFFICULTY DOES NOT CHANGE. The switch on the RIGHT (nearer the right controller cable) determines the number of players. Switch position A is for two players. Switch position B is for one player. IN SWITCH POSITION A, THE TWO PLAYERS TAKE TURNS USING THE LEFT CONTROLLER. When one player loses his chef, the other player takes over the controller.

The switch on the LEFT may be used to FREEZE THE ACTION by sliding it in to position A. Position B returns the game to the action from the point at which you stopped it.

THE CHEF
You control the chef, PETER PEPPER. Move him up ladders and across planks using the joystick. Move your chef completely across a bun or other ingredient and it drops one level. You rack up 50 points.

You start with 5 chefs, but only one can be used at a time. For every 10,000 points scored, you get an extra chef.

NASTIES AND MAZES
Hot dogs, eggs, breadsticks, and cheese chase your chef wherever he goes in the maze. If they catch him, the round is over. All the nasties get quicker as you go along.

There are five mazes constructed of ladders and planks. When you successfully build all the hamburgers in one maze, you move on to the next maze. When all five mazes have been completed, you start over with the first maze.

FOR MORE POINTS DROP the ingredients ON TOP of the nasties. You will get 200 points for each hot dog or bread stick that you squash. A squashed egg or hunk of cheese is worth 100 points.

FOR EVEN MORE POINTS, tempt the nasties out onto a bun and then drop in by stepping off. The bun will drop TWO levels. You score 500 points for each nasty you drop. After a few seconds, dropped or squashed nasties return from the side of the screen.

AND A PINCH OF PEPPER Pepper may be used to temporarily stun nasties if you are trapped. This tactic allows you to move out of corners unharmed. You can only throw pepper IN FRONT OF YOU.MAKE SURE THE CHEF IS FACING THE NASTY YOU WANT TO PEPPER BY USING THE JOYSTICK FIRST.

You start with 5 pinches of pepper, which are displayed under and to the left of the score. You can earn extra pinches of pepper by gobbling French fries, ice cream, or coffee. You get 500 points and a pinch of pepper for each item gobbled.

THE CHEF WILL ALWAYS STOP WHILE HE THROWS THE PEPPER. You can move him as soon as he is finished peppering the nasty.

SCORING
For two player games, only the score of the player currently controlling the chef is displayed. At the end of the game, the display alternated showing each score and designates whether it belongs to player #1 (pink) or player #2 (blue).

The MAXIMUM SCORE for BURGERTIME is 999,950. If you can get close, you are a certified burger-maniac.

Knock a burger part from a horizontal plank	50
Squash an egg or cheese with a burger part	100
Squash a hot dog or bread with a burger part	200
For each nasty who takes a ride on a falling burger part	500
Gobbling a “pinch of pepper” prize (ice cream, french fries, coffee)	500

WINNING TIPS
SAVE PEPPER for the times you need it most. Don't waste it on nasties that are easily avoided.

Try to get the HIGHEST point value for EACH hamburger part that you drop. Try SQUASHING a nasty! Better yet give him a fast ride down on a falling bun!

REMEMBER, your chef STOPS while he peppers a nasty. Don’t get blind sided by a marauding bread stick while you're busy peppering a hot dog.

Keep away from the corners after squashing a nasty or giving him a ride. The same nasty could return in that corner and could run right smack into your chef.

CALIFORNIA GAMESS

Welcome to California. Home of the most radical sports in the world. Rad, bad, and aggro. You're about to hit the beaches, parks and streets of the Golden State to go for trophies in everything form surfing to bike racing. California Games gives you the hottest sports. And the most aggro competition. You even get to pick your own sponsors. So pull on those knee pads. You're about to get into the most fun you've had since Mom hid your skateboard. California Games is going to take you from the surf to the turf. From the pipe to the parks. Are you gonna love it, or what? We'll start you off in the heart of San Francisco for the high-flying Foot Bag and some really wild footwork. Then we'll rocket down to Hollywood with skateboards in hot competition on the radical Half Pipe. Over at the dirt track, you'll pump the pedals of a BMX racing bike. And your moves had better be bad. You're gonna have your hands full, not to mention your feet. After that, it's down to the beach for one of the coolest sports we've got in California--Surfing. As a contender in the king of coastal competition, you'll be shooting the tube and carving the biggest breakers around. You're about to get into the wildest games of them all...California Games. It's only, like, the most totally awesome game in the world!

OBJECTIVES

California Games is a challenge of skills for 1 to 8 players. The object of the games is to win ribbons in each individual event. Players can also compete for the top score in overall competition.

California Games includes 4 exciting events: Foot Bag, Half Pipe Skateboard, BMX Bike Racing, and Surfing. Each player chooses a sponsor for the competition. You are judged on each event and a record is kept of your score. Ribbons are awarded to the scoring competitors. Improve your skills in each event, compete with your family and friends and become a California Champion.

STARTING PLAY

When the California Games title screen appears, press the fire button on your joystick to continue to the sponsor select screen. There are 8 sponsors: EPYX, DELMAR, JETSKI, St CRUZ, OP, CASIO, AUZZIE, and SPIN JM. Move the joystick up and down to the sponsor of your choice (blinking), and press the fire button (only 1 person per sponsor).To deselect a sponsor, move back to the highlighted sponsor and press the fire button. Select DONE when all contestants have picked their sponsors, and the events will begin.

To start any event, press the fire button. After each event, "Louie, Louie" will play to signify the end of the event. Press the fire button to go on to the next event. When all contestants have completed an event, a ranking screen will appear. The contestant with the highest score is listed at the top in blue (to signify winning a blue ribbon), the second place winner appears in red, and the third place winner appears in white. Press the fire button to exit the ranking screen and return to the events.

When all contestants have completed an event, a ranking screen will appear. The contestant with the highest score is listed at the top in blue (to signify winning a blue ribbon), the second place winner appears in red, and the third placed winner appears in white. Press the fire button to exit the ranking screen and return to the events.

To practice the events before competing press the SELECT button to select an event to practice. The RESET starts the currently selected event over again and puts it in practice mode.

THE GAMES

Foot Bag

This is probably the most laid back event, but don't lose your cool, it isn't easy. The Foot Bag event is like juggling with your feet. In the event, you have to keep a juggling bag in the air for 90 seconds, without using your hands. Success is all in the timing. If you time your kicks correctly, you'll keep the bag bouncing high in the air. Score extra points by performing stunts. The highest score wins the event.

Object

Hacking at the sack with your feet, knees, and head, you must try to make as many kicks as you can before time runs out. And remember, you get extra points for every stunt you perform.

- Press the fire button to kick the bag into the air and start the event.
- As the bag falls back toward the ground, press the fire button to kick again just before the bag reaches your foot.
- To perform a head butt, press the fire button (or UP) just before the bag drops below the level of your head.
- Several types of kicks are possible, including inside kicks, outside kicks, jumping reverse kicks, knee kicks and back kicks.
- To perform different types of kicks, move to new positions underneath the back while it's in the air. For example, move to the right so the bag will drop next to you (but not too far).Now press the fire button when the bag approaches and you'll perform an outside kick.
- Other kicks are performed by positioning yourself in different ways. Discover the ways to perform all the kicks by trying various movements during practice.

Scoring

You earn points for each stunt or kick performed successfully. More difficult stunts, like turning around while the bag is in the air, earn higher scores. Simple toe kicks are worth very little. You also earn points for consecutive kicks completed without allowing the bag to touch the ground. If you do the same kick combination twice in a row, you double your score for the combination, 3 times triples your score.

The bottom (blue) score is your score for that run (up to 1000 points).When you drop the footbag, that score returns to zero. The top (yellow) score is your total accumulative score for all your stunts. The score for each kick is added to your blue score and your blue score is added to your yellow, so it is important to keep the footbag in the air.

Strategy

The more complicated kicks and stunts you can complete without dropping the bag, the higher your score will be. The goal is to accumulate high scores without dropping the bag, as early as possible. When you only have 5 seconds left, the score starts flashing. at that point, go crazy and do some wild stunts to earn even higher scores (you have little to lose if your drop the bag at that point).

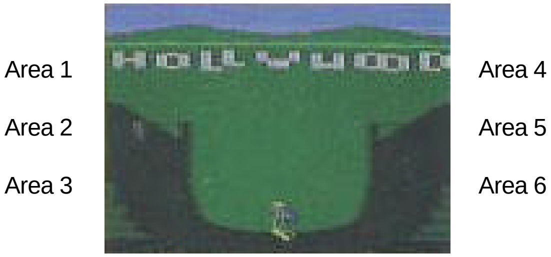
Half Pipe Skateboarding

It's time to get air on the half pipe. Skateboarding is definitely an awesome event, combining strength and coordination--often with amazing results. You'll be riding a skateboard in a specially built half-pipe. You'll have a 90 second time period to build up speed and successfully complete stunts. Points are awarded for each stunt, and the highest score wins the event.

Object

The object of the half-pipe event is to ride the board back and forth on the ramp, performing stunts with proper timing and execution.

- Press the fire button to start the even.
- To gain speed, "pump" your skater by moving the joystick UP when the skater is going up the side of the ramp, then move the stick DOWN when the skater is going down.
- To perform a stunt, move the joystick as shown in the diagram. Pay attention to timing, because you'll fall if you move the stick to soon, too late, or if you hold it too long.



Area 1: Tap joystick right to start Aerial Turn.
Area 2: Press the fire button to start Hand Plant.
Area 3: Tap joystick right to start Kick Turn.
Area 4: Tap joystick left to start Aerial Turn.
Area 5: Press the fire button to start Hand Plant.
Area 6: Tap joystick left to start Kick Turn.

If you fall and lose momentum, you will be "reset" at the top of the ramp after several seconds. Press the fire button to start skating again.

Scoring

You score points for each stunt completed successfully. Your score increases with the amount of risk you take. For example, if you hold a turn until the last moment, you get more points than if you pull out early when it's safer. Some stunts are more difficult and earn higher scores than others. If you don't do a turn or stunt while you're on the ramp, you're doing a "fakie." Fakies are not worth any points and cause you to fall if you go too high.

Stunt	Minimum	Maximum
Kick Turn	120	500
Aerial Turn	500	800
Hand Plant		990

Strategy

It's important to build up the right amount of speed before trying a stunt by pumping.5 seconds before the end of the event, the score will start flashing to warn you the end of the game is near. This event takes experience to get the timing down just right, so be sure to practice!

BMX Bike Bracing

BMX stands for Bicycle Motocross. It also stands for radical action and challenging competition. In this event, riders use strong, lightweight bicycles to race on an action-packed course down a California mountain. There are plenty of jumps, bumps, and dips. You'll need speed, a good sense of timing and a heavy dose of endurance in this race!

Object:

The object is to cover the course in the fastest possible time, performing stunts and avoiding or jumping over obstacles. The fastest dare-devil will win the event.

- Press the fire button to start the event.
- Hold the joystick right to increase your speed.
- Press the fire button to jump.
- Move the joystick left to put on the brakes.
- When you're in the air, use the joysticks to perform stunts: - Move the stick down to do a table top. Hold the stick as long as possible then center the joystick to put the bike down. - Move the stick up to do a flip.
- Timing is important to perform stunts and jumps. You must time the start and finish of each move to complete it successfully. If you're not back in a "centered" position by the time you land, you will crash.

Scoring

You will have 30 seconds to complete each of the 7 sections of the game. Each section is divided by yellow flags. As you pass each yellow flag, the number of seconds you have left (out of 30) will be multiplied by 100 and added to your score.

You are also awarded an additional 400 points if you finish the section before time runs out. As you race be sure to pick up (ride over) the blue bonus flags worth 400 points each (jumping over them does not count). There are 10 of them, and another 4000 bonus points if you get them all. The faster your time the higher your score will be. You also get points for each stunt, with bonus points for holding stunts as long as possible. For each stunt, you must land correctly to earn the points shown below:

Stunt	Points
Single Flip	300
Double Flip	900
Triple Flip	1800
Table Top	Variale depending on timing
Jump	Variale depending on length

If you finish the whole course without crashing, you earn an extra 10,000 points.

Strategy

When you complete the course, you get 100 points for each second left in the time limit. So finishing the course in the fastest possible time is important, but the highest scores go to the riders who perform the most daring stunts. Pay close attention to the course: Use their ramp and cliffs to flip in the air. Avoid rocks, cow skulls, and tree stumps, they can cause you to crash. Moss and bumps can make you lose control. Keep your eye open for other obstacle that can slow you down, like bushes, cactus, and mud. You can ride under trees, or jump over them (but it's got to be a pretty high jump!).And remember to center your joystick before landing!

Surfing

Surfing began as the sport of Hawaiian kings; now it rules the California coastline. From Santa Cruz to Rincon Point, surfers and their colorful boards dot the miles of sun-splashed beaches. And you're about to join them. You’ll shoot the curl, shred the tube and probably even eat a little sand (when you wipe out). It's going to be hot. You’ll be there. And you'll be awesome.

Object

Competition surfing is a game of staying near the curl of the wave and maneuvering your board smoothly at high speeds. Ride the face of the wave, moving back and forth, in and out of the tube. Use as much of the wave as you can before your ride comes to an end.

- Press the fire button to catch a wave and start the event.
- To steer the board to the surfer's left, move the joystick up.
- To steer the board to the surfer's right, move the joystick down.
- Hold the fire button down to make sharper, faster turns
- Press the joystick right to "hang 10" but remember to hold the board steady!
- If you go too close to the bottom of the wave, you'll end your ride by leaving the wave.
- If you go over the top of the wave and turn your board around in the air, you can catch the wave again with the nose of your board down a little.(You'll wipe out if you come back down at a steep angle.)
- For extra points when you're in the air, spin your board completely around by holding the joystick up or down.
- You'll get 90 seconds for the event. You earn more points for longer rides, so try to ride each wave as long as you possibly can.

Scoring

You earn the most points for doing the most imaginative tricks on your board. Each time you perform a trick, you hear "Ta-Da" and can repeat the same trick up to 10 times. After 10 repeats, you don't earn any points for the trick, and you no longer hear the "Ta-Da" sound. However, big bonus points are still awarded for high jumps off the wave, even if you repeat the trick more than 10 times.

Strategy

Do as many tricks as possible in the 90 seconds you have to ride the wave. When your time is up, you will automatically lose control of your board and wipe out. Anytime you wipe out, it takes several seconds for your surfer to get back on his board. Be patient while he catches the next wave. It doesn't matter what order you do your tricks in, just don't be boring!

AWARDS CEREMONY

After every event, ribbons are awarded with the sponsor names of the top finishers in the order they placed.

Champion Ceremony

If the players compete in all 4 California Games events, a final ribbon is awarded to the Champion of the games based on the total number of points awarded

Blue Ribbons	5 points
Red Ribbons	3 points
White Ribbons	2 points

The points are totaled after all events have been completed, and the player with the most points is the California Champion with an overall Blue ribbon.

CANYON BOMBER

USING THE CONTROLLER

For Canyon Bomber games, press the red button on the Paddle Controller to drop your bombs from the plan into the canyon. The knob on the Controller is inoperable during Canyon Bomber games. For Sea Bomber games, turn the knob on the Controller to move the dashed depth indicator up and down the playfield. This sets the depth at which the charge explodes. Press the red button on the Controller to release the bomb.

DIFFICULTY SWITCH

When the Difficulty Switch is in position "a" you must wait until a bomb runs its course before firing again. Slide the switch to position "b" and suddenly you are allowed to recover and refire your bomb by pressing the red fire button. This enables you to reshoot a bad shot, or to fire at a different target, if the original target is hit by your opponent. There is no limit to the number of times you can recover and refire a bomb while your plane in making one run across the screen.

Also, in the "b" position, the computer plays on a more skillful level, and therefore will be more difficult to beat.

CANYON BOMBER SCORING

In one-player Canyon Bomber games you compete against the computer for a higher score. A miss is recorded each time you fail to hit a target in the canyon. A miss is also recorded if your plan travels across the canyon without dropping a bomb.

There are eight bars of bricks which extend across the canyon. Each brick in the first two bars is worth one point each. The bricks in the third and fourth bars are worth two points each. In the fifth and sixth bars the bricks are worth three points each, and the bricks in the last or bottom two bars are worth four points each.

In one-player games, play continues until:

- Six misses are recorded against you, or
- You or the computer score 1000 points in a game with unlimited bombs.

In two-player Canyon Bomber games, play continues until:

- Both players miss six times in games with limited bombs, or
- One player scores 1000 points in games with unlimited bombs.

If all of the bricks in the canyon are eliminated, a new canyon appears on the screen and play continues.

SEA BOMBER SCORING

There are five levels at which you score points when blowing up ships. The lower the ship on the screen, the more points you score. Point values for the five levels are 20, 30, 40, 50, and 60 points.

In all games in the game program, the object is to score 1000 points, or to have the highest score when the game ends (after six misses are recorded).

CANYON BOMBER GAMES 1 –6

GAME 1 – One Player

Test your skill against the computer. It’s not an easy task. You’ve got six misses in which to match wits with the computer for a higher score. Each time the bricks in the canyon are hit, the remaining bricks "fall" to a lower level (rather than remaining stationary in their original position). Bricks that fall to a lower level are worth the points designated for that level. Keep an eye on the solid bar beneath your score on the upper right side of the screen. It is a "miss indicator" and gradually decreases in length each time you miss until six misses are recorded and the game ends. The bar is also color-coordinated with your planes and your score. Set your sights for 1000 points. Although the game will not end if you reach the 1000 point mark, it's an excellent goal to set for yourself since it will be very difficult to obtain.

GAME 2 – Two Player

This game differs from Game 1 only in that you are competing against another player rather than the computer. Play ends when six misses are recorded against both players. The player with the highest score wins. Don’t forget to keep an eye on your opponent's "miss indicator" as well as your own. Bombs away!

GAME 3 – One Player

This one's the same as Game 1 with one exception. Rather than falling to a lower level, the bricks in the canyon stay "suspended" in their original position when the surrounding bricks are hit.

GAME 4 – Two Player

You compete with another player the same as in Game 2.This time however, the brick remain suspended instead of falling to a lower level.

GAME 5 – Two Player

No time limit and no limit to the number of bombs or misses. Falling, rather than suspended bricks are programmed into this game. No "miss indicator" will appear on the screen in games with unlimited bombs.

GAME 6 – Two Player

This game program is identical to Game 5, except that the bricks stay suspended.

SEA BOMBER GAMES 7 & 8

GAME 7 – One Player

You're playing against the computer. Set the level, release the bomb, and boom, you're ready for action. Sounds easy, but the computer's a real steady competitor. If you score 1000 points before the computer does, you're a winner!

GAME 8 – Two Player

This time you're competing against another player in a race to the 1000 point mark.

CARNIVAL

Step right up and prove your skill at hitting targets in this challenging carnival shooting gallery. Take aim to build up your score with careful choice of targets, but watch out for the bullet-eating ducks!

HOW TO PLAY

Set the Left and Right Difficulty Switches to Position A. Press the Red Button on the left controller or the Game Reset switch to start the one-player game.

To select a two-player game, press the Game Select switch for two-player, then press Game Reset.

Rack up points by firing bullets at the moving targets: Owls, Ducks, Rabbits, and Extra-Bullet Boxes. But be careful how you aim. Your bullet supply is limited.

STRATEGY

Watch out! Ducks that you don't hit can fly down from the bottom row to eat ten of your bullets!

Make sure you use up at least eight bullets before hitting the Extra-Bullet target. Your bullet supply can never show more than 40 bullets.

PIPE DREAMS

Eight on-target hits clear the pipes from the screen. Hit the same color pipes with the two consecutive shots and you get four time the pipe score value.

Knock out the pipes early in the game, while avoiding the moving targets. If the pipes remain in view while you are hitting moving targets, ducks, ducks and more ducks start coming out!

WIN SOME - LOSE SOME

Score extra points or bullets by hitting the plus-minus target when the plus sign shows. But look out! If the minus-sign is showing when the target is hit, the points or bullets are subtracted from your score or bullet supply.

THE END

Clear the rack of all moving targets and pipes to move on to the next higher level of game play. The game ends when the last bullet is fired.

To replay the type of game you have playing, press the Game Reset switch.

SCORING

Points scored for each target are listing according to level of play:

	1	2	3	4
Pipe	200	200	200	200
Bottom Row	20	30	40	50
Middle Row	40	50	60	70
Top Row	60	70	80	90
Extra Bullet	8	8	8	8

Hit two pipes of the same color with two consecutive shots for a score of 200 points for the first pipe and 800 points for the second.

After you clear the gallery, 50 points are added to your score for each bullet remaining at the bottom of the screen. The maximum number of bullets you can have in the Bullet Supply is 40.

CASINO

Use your Standard Paddle Controllers with this game. Be sure the Controller cable is firmly plugged into the jack at the rear of your Atari.

HOW TO PLAY BLACK JACK

This Game Program has two games of Black Jack:

- Game 1 -- One or two players with card splitting.
- Game 2 -- Up to four players with no card splitting.

All players compete against the Computer Dealer. Each card is worth points. The object is to score 21 points or as close to 21 points as possible without "busting" (exceeding 21 points).

HARD AND SOFT HANDS

A card hand is called soft when the Ace is used as 11 points. A card hand is hard when the Ace is used as 1 point. For example, a soft 17 is an Ace (11 points) and a 6.A hard 17 could be 10,6 and an Ace (1 point).

HIT OR STAY

The Computer deals two cards face-up to each player.The Computer also deals two cards to itself -- one face-up and another face-down. If you are satisfied with the points of your first cards, STAY on that hand. If you want more points, request a HIT, and the dealer will give you another card. Continue to take hits until: 1 -- You are satisfied with your hand (STAY)OR 2 -- You exceed 21 points and BUST (lose the game).

WINNING

When you win a hand, you win the amount of chips you bet. You win whenever:

- Your card hand equals 21 points or less and is more points than the dealer’s hand.
- The dealer busts by exceeding 21 points.
- You score Black Jack (Ace and a face card or a 10-card).

When you score Black Jack, you win 1 1/2 times your bet. Note: A tie game (called PUSH) occurs when the dealer's card points equal your card points. In a push you do not win or lose your bet.

CONSOLE CONTROLS FOR BLACK JACK GAMES

Slide the Game Reset switch to reset each player's score to 1000 (the number of betting chips each player initially receives).

Use the Game Select switch to select the game you want to play. Press the switch and the number of the particular game appears in the upper left corner. Game 1 Black Jack, 1 or 2 players; Game 2 Black Jack, 1 to 4 players.

When the Left Difficulty Switch is in the "b" position, the Computer will shuffle the cards after each hand. With the switch in "a" position, the Computer will shuffle the cards after 34 cards are dealt.

The Right Difficulty Switch determines the rules of the games. When in the "b" position, Casino I Rules are used:

- Dealer stays on 18 or greater.
- Dealer stays on hard 17 (all Aces count 1 point).
- You automatically win the hand when you take the maximum number of hits without busting. (Game 1: 3 or 8 hits; Game 2: 3 hits)

In "a" position, Casino II Rules are observed:

- Dealer stays on 17 or greater

CONTROLLER ACTION TO PLAY BLACK JACK

Press your red controller button once to get into the game. Press the controller button again to place your bet.

BETTING

Each player receives a "Bank" of 1000 chips. When it's time to bet, a question mark will appear to the right of your betting digits. Turn the controller knob to select the amount of your bet, which can range from 20 to 200 chips. Enter your bet into the computer by pressing the red controller button.

If there is more than one player, the last player to make his be erases any cards from the previous game on the screen. The Computer then deals the hand.

Each time you win or lose a hand, your bet is automatically added or subtracted to your total number of chips on the playfield.

LEAVING THE GAME

If one or more players wish to leave the game (but) wants to save his Bank) depress the console game select switch four (4) times. Each player remaining in the game must then press his controller button and the game will continue.

The players who have left the game can return by pressing their controller button before the deal. The computer will "deal them in" and display their previous Bank total.

HIT, STAY OR DOUBLE DOWN

After players make their bets, the computer deals two cards to each player.

- If you are satisfied with the points of your first two cards, turn the controller knob until the word STAY appears. Press the red controller button to indicate your decision.
- If you want another card, turn the controller knob until the word HIT appears. Press the red controller button and the computer will deal another card to you. Continue to HIT until you are satisfied with the point value of

your hand. The maximum number of hits allowed for Game 2 is 3.In Game 1 the number of hits allowed is 3 or 8.

- You may double your bet after the first two cards are dealt. Turn the controller knob to DBLE. Then press the red controller button. One more card appears, and no more hits are allowed.

Note: Doubling is not allowed when the original bet is more than half the number of remaining chips.

SPLITTING
Only Game 1 allows splitting. When your first two cards have identical value (i.e. two 5's, or a Jack and King) you can split your cards into two hands. Turn the controller knob until the letters SPLIT appear. Press the red controller button and the computer deals a card to each of the SPLIT cards. Now you play the two sets of cards as separate hands. Your original bet is also duplicated for the second card hand.

Note: Splitting is allowed only if the bet is less than half of your remaining chips.

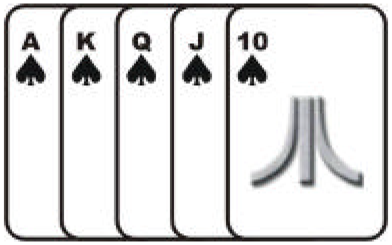
INSURANCE
Both Games 1 and 2 allow insurance. The need for insurance occurs when the computer dealer's hand shows one face-down card and an Ace...a possible Black Jack combination.

An "i" will appear on your set-up. If you wish to protect your bet from a possible dealer Black Jack, turn the controller knob to INSR and press the red controller button. If you wish no insurance, turn the controller knob until the word PASS appears and press the red controller button.

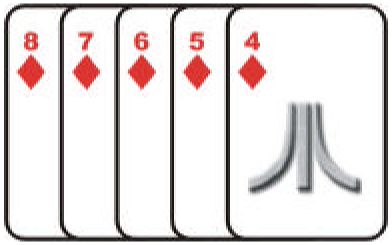
The price of insurance is half your bet. Each player must decide on insurance. If the dealer has Black Jack, the dealer's face down card is shown. All players lose their original bets. Players with insurance win twice the amount of their insurance bets which is equal to their original bets.

If the dealer does not have a Black Jack, the players with insurance lose their insurance bets. The game play continues as each player decides to hit, stay or double down.

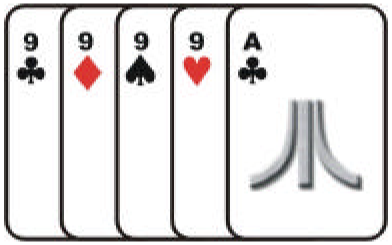
STUD POKER
Game 3 is Stud Poker for one to four players. Players compete against the Computer Dealer. The Computer deals five cards to each player and five cards to itself. Before the first card is dealt and after the second, third, fourth and fifth cards are dealt, players must place bets or fold (drop out of the game).The object is to beat the dealer's five-card hand. The following chart shows the ranking of possible card hands starting with the highest valued hand:



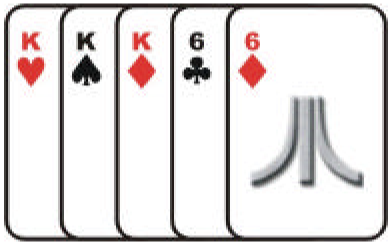
Royal Flush All cards are the same suit and are sequential with the Ace being the highest card.



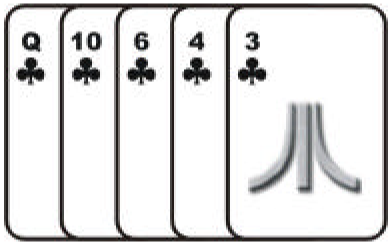
Straight Flush All five cards are the same suit and are sequential.



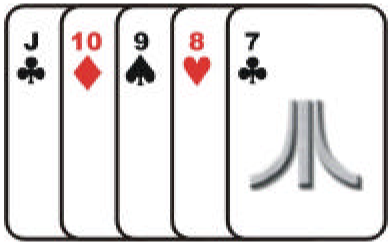
Four of a Kind Four out of the five cards are the same value.



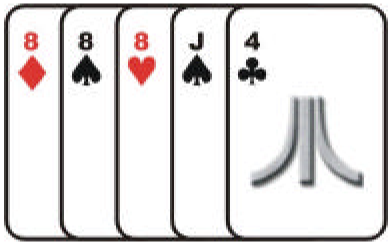
Full House Three cards are the same value and the remaining two cards are the same value.



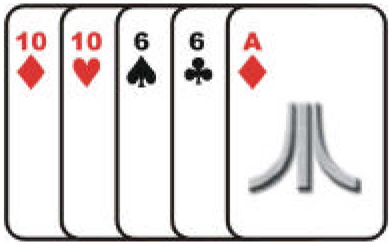
Flush All five cards are the same suit.



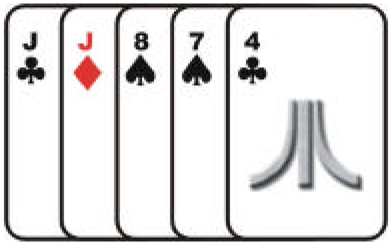
Straight All five cards are sequential.



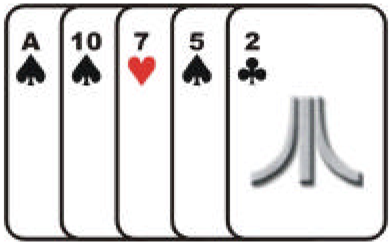
Three of a Kind Three of the five cards are the same value.



Two Pairs Two sets of two of the same card.



One Pair One set of two of the same card.



High Card No combinations, only the highest card in you hand counts.

If your hand ranks higher than the Computer Dealer's, you win an amount equal to what you bet. If the Computer's hand beats yours, you lose your bet.

If your hand and the dealer's hand rank the same, the hand with the highest value card wins. If all five cards match in numerical value, it's a tie game and no scoring change occurs.

CONSOLE CONTROLS FOR STUD POKER

Slide the Game Reset switch to reset your score to 1000 (the number of betting chips each player initially receives). Press the Game Select switch until the number 3 appears in the upper left corner. Now you're ready to play Stud Poker.

When the Left Difficulty Switch is in "a" position, the dealer's first card will be dealt face down. The player's first card will be dealt face down when the Right Difficulty Switch is in "a" position. Note: When both difficulty switches are in "b" position both the player's and the dealer's cards are dealt face-up.

CONTROLLER ACTION FOR STUD POKER

Press your red controller button once to get into the game. Press the controller button again to place your bet.

Each player receives a "Bank" of 1000 chips on the set-ups. Before the first card is dealt, an "i" will appear next to your chip score. You must make your initial bet (ante).Turn the controller knob to select the amount. Bets must be between 10 and 100 chips. Enter your bet into the computer by pressing the red controller button. The Computer deals two cards to each player and two cards to itself. Bets are made again using the same betting procedure. Players continue to make bets after the third, fourth, and fifth cards are dealt. A player can fold (drop out of the hand), at any time after the ante. If your hand ranks higher than the dealer's, all the chips you bet are automatically added to your score on the screen.

LEAVING THE GAME

If one or more players wish to leave the game (but wants to save his Bank) depress the console game select switch four (4) times. Each player remaining in the game must then press his controller button and the game will continue.

The players who have left the game can return by pressing their controller button before the deal. The computer will "deal them in" and display their previous Bank total.

BREAKING THE BANK OR GOING BROKE

In any of the Casino games, you've broken the Bank if your score reaches 10,000.Press the red controller button to enter the game again with another 1000 chips.

POKER SOLITAIRE

Game 4 is a one-player game, Poker Solitaire. The matrix on the screen has five rows and five columns, creating 25 card positions. Cards appear one at a time at the top of the screen. You must select a matrix position for each card. After you fill each matrix position, you will have 12 poker hands worth points.(5 horizontal poker hands, 5 vertical poker hands and 2 diagonal poker hands).

A flashing cursor appears on the screen at all times. You can move the cursor by turning your controller knob. To place a card in a particular matrix position, move the cursor to the matrix position and press the red controller button. The card will appear in the position you selected with the cursor, and the next card in the deck will appear at the top of the screen.

SCORING FOR POKER SOLITAIRE

For a description of poker hands, see the chart under STUD POKER. The list on the following page reviews the points of each hand in Poker Solitaire.

Royal Flush	500
Straight Flush	300
Four of a Kind	160
Straight	120
Full House	100
Three of a Kind	60
Flush	50
Two Pair	30
Pair	10
High Card	0

Your objective is to build the best 12 poker hands from the 5 columns, 5 rows and 2 diagonal configurations. The maximum number of points you can score is 3,340.

4	Royal Flushes	2,000
5	Fours of a Kind	800
2	Straights	240
1	Straight Flushes	300
12	**Hands**	**3,340**

CONSOLE CONTROLS FOR POKER SOLITAIRE

Press the game select switch until the number 4 appears in the upper left corner. Now you're ready to play Poker Solitaire. Use the Game Reset switch each time you want to start the game.

CONTROLLER ACTION TO PLAY POKER SOLITAIRE

You've already pressed the reset console button to start game action. Now the screen is cleared, the card deck shuffled and the deal begins.

You have 25 matrix positions to fill with cards. Select the position of the cards which appear one at a time at the top of the screen.

Turn the controller knob clockwise or counterclockwise to move the cursor. After a card appears at the top of the screen, move the cursor to the position you which to place the card. Now press the red controller button. The card appears in the matrix position. Continue the selection procedure until all 25 cards are placed.

After the last card is positioned, the score will show the points with the matrix' 12 five-card poker hands.

CENTIPEDE

Once upon a time in a misty, enchanted forest, there lived a colony of good elves. These elves had a major problem, though. There prized mushroom garden was infested with pests--a giant Centipede, a poison-spreading scorpion, a mischief-making spider, and a pesky flea.

The good elves tried everything they could to rid their garden of these bugs. But nothing worked. One day, an elf named Oliver was hacking away at a poisoned mushroom in the garden. Suddenly, he saw an unusual stick gleaming in the dirt. Just as Oliver picked up the stick, a spider jumped out from behind a mushroom and rushed at him. When Oliver waved his hands wildly to try to scare the spider away, sparks flew from his stick and the spider disappeared!

"How did that happen?" Oliver wondered out load. “Could this be a magic wand?" Soon Oliver had another chance to try the wand. When the scorpion scurried across a row of mushroom, poisoning every mushroom it touched, Oliver pointed the wand at the scorpion and shouted, "Be gone!"

Instantly, the scorpion disappeared and the poisoned mushrooms were transformed back into normal mushrooms. "This is great! This is the tool we need to clean up our mushroom garden!" Oliver shouted ecstatically.

With his new found magic wand, Oliver hid behind a mushroom. "OK, you great big Centipede," he said. “Come out wherever you are. I’m ready for you now!"

GAME PLAY

You start the game with three magic wands. Every time you score 10,000 points, you win a bonus wand. You can have a total of 7 magic wands at one time. Any wands won after that are not held in reserve. When you lose your last magic wand, the game ends.

If the Centipede, spider, or flea bites you, your wand is snatched away and you become temporarily paralyzed. The game will stop momentarily and all the mushrooms are counted for bonus points. Your points are added to your running score, and the rejuvenated Centipede attacks again from the top. You must replay the previous wave until the Centipede is totally destroyed.

OBJECTIVE

Use your magic wands to score as many points as possible. Use strategy and quick thinking to avoid the paralyzing insect bites. The Enchanted Forest is a challenging, but dangerous region. By learning about the dangers that lurk behind every mushroom, you can become a skilled and heroic wand wielder.

INHABITANTS OF THE ENCHANTED FOREST:

Centipede

Consisting of nine body segments, the Centipede attacks from the top of the screen and winds down toward you. Each time you hit a segment, it becomes a powerless mushroom and the body segment behind that mushroom becomes the head of a new Centipede. When you shoot every segment of a Centipede, the Centipede disappears briefly, then reappears at the top in a new and fiercer attack formation. The Centipede attacks in 8 distinct waves. In Wave 1, the Centipede is composed of a head attached to 8 body parts. In Wave 2, it has a head attacked to 7 body parts, plus a detached head. The Wave 3 Centipede is composed of 6 body segments with 1 head attached and 2 detached heads. The Centipede continues to transform a body segment into a head until Wave 8, at which time it has 9 independently moving heads. You must eliminate the Wave 1 centipede only once. Then, until you score passes 40,000 points, you must destroy each subsequent Centipede wave twice--first as the Centipede moves slowly towards you, then as it moves fast. After you score over 40,000 points, each Centipede will only need to be destroyed once.

Mushrooms

Dotting the forest floor are mushrooms. The Centipede slides along horizontally in one direction. When it touches a mushroom or the edge of the screen, it drops down to the next row of mushrooms and reverses direction. It takes 3 consecutive hits to eliminate an entire mushroom.

Spider

In its attempt to distract you from shooting the Centipede, the spider jumps all over the battlefield, eliminating some of the mushrooms it touches. You score 300, 600, or 900 points when you zap the spider. The closer the spider is to your wand, the greater the score. When you hit it, the spider's score lights up on the screen.

Flea

The flea start bugging you after you shoot away most of the mushrooms near you. It drops straight down, creating mushrooms as it falls. You must hit the flea twice to make it disappear. Warning: After the first shot, the flea drops twice as fast!

Scorpion

Sometime after you clear 3 Centipede screens, the scorpion screens, the scorpion will scurry across the battlefield, poisoning every mushroom it touches. But, if you zap the scorpion before it runs across an entire row of mushrooms, the spell of poison is broken and the mushrooms remain normal.

Poisoned Mushrooms

Poisoned mushrooms are created by the scorpion. These are a deadly white color. When the Centipede bumps into a poisoned mushroom, it goes wild and plunges straight through the field of mushrooms toward you. As with normal mushrooms, you must hit a poisoned mushroom 3 times in succession to destroy it. Each time you lose a wand, poisoned mushrooms transform back into normal mushrooms.

USING THE CONTROLLER

Use your Joystick Controller with this ATARI Game Program cartridge. For this 1-player game, plug the controller cable firmly into the LEFT CONTROLLER jack at the back of your 2600 Video Computer System console. Hold the controller with the red button to your upper left, toward the television screen.(See your Owner's Manual for further details.) Controller Action: Move your Joystick in the same direction you want to move your magic wand. You can move about one-quarter of the way up the screen as well as to the left and right edges of the screen. To shoot sparks, press the red fire button. You can fire sparks as long as you press the fire button, your supply is unlimited.

CONSOLE CONTROLS

Use the GAME SELECT switch to choose the game you want to play. If you press and hold this switch down, you will automatically cycle through the 2 CENTIPEDE game variations, EASY PLAY and STANDARD PLAY.A teddy bear figure appears at the bottom right side of the screen to denote EASY PLAY. For STANDARD PLAY, there is no teddy bear.

Press the GAME RESET to start the attack. Each time GAME RESET is pressed, the game starts over.

Difficulty Switches are not used in this game.

SCORING

In the standard CENTIPEDE game, you can score a total of 999,999 points before the score rolls back to zero. In the easy game variation, you can score a total of 99,999 points.

Centipede Body Segment	10	
Centipede Head	100	
Spider (far)	300	
Spider (medium)	600	
Spider (close)	900	
Flea	200	
Scorpion	1,000	
Mushroom (totally eliminated)	1	
Mushroom (wounded or intact)	5	(for every 2)
Poisoned Mushroom (totally eliminated)	1	
Poisoned Mushroom (wounded or intact)	5	(for every 2)
Bonus Wand	10,000	

GAME VARIATIONS

CENTIPEDE offers 2 game variations: EASY PLAY for beginners and children, and STANDARD PLAY for skilled players. In EASY games, you do not lose a magic wand when the flea or spider touches you, and the Centipede always starts the attack in a single formation, never with detached heads.

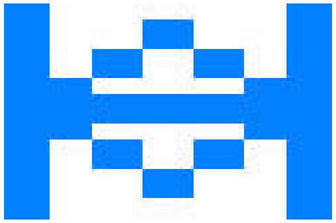
CHALLENGE OF NEXAR

Beyond galaxies known to man, beyond time as we perceive it, lies the source of inner power. There in a remote corner of the universe, future spectra-warriors are trained for the conquests to come. From the many who try, only a selected few can meet the challenge of ... Nexar.

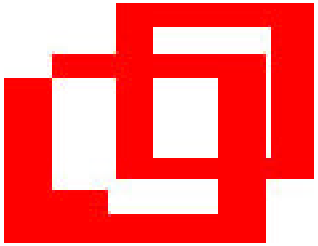
THE LEVELS OF NEXAR

So, you have ignored our warning. Very Well!! Upon presentation of your encoded identity cartridge you will be sent to the entrance of the space warp.

At each level there are RADIOACTIVE BEACONS that must be destroyed. These BEACONS are guarded by impact exploding SAUCERS which guard the BEACONS.



Impact Exploding Saucer



Radioactive Beacon

To become a SPECTRA-WARRIOR you must survive all ninety nine levels. Those who can go beyond all will receive their due recognition.

GETTING STARTED

Both right and left difficulty switches affect game play.

LEFT SWITCH A - 5 Shields	RIGHT SWITCH A – Lose shield if time expires
LEFT SWITCH B - 3 Shields	RIGHT SWITCH B – Lose game if time expires

GAME 1 – PRACTICE
GAME 2 - ADVANCE PRACTICE
GAME 3 - THE CHALLENGE OF NEXAR

COLOR SWITCH - you can put the game in "PAUSE" mode.

ENTERING THE WARP

You start at level one of the warp entrance.

The BEACON indicator advises you the number of BEACONS left to destroy at this level. Use your joystick to aim at oncoming SAUCERS and BEACONS. The cross-hair indicate your position in the warp. Fire as often as required.

You must keep moving to avoid collision with SAUCERS or BEACONS. Each collision will cost you 1 shield.

Remember you are racing against time. And must destroy all BEACONS before time runs out. Destroying all BEACONS at any level will advance you to the next level.

The timer is reset at the beginning of each level.

You start with either 3 or 5 shields. A bonus shield is given for every 10,000 points.

SCORING

There are 99 levels of NEXAR And THE MAXIMUM SCORE IS 999,995

The SAUCER travels at eight different speeds. Your score is based on what speed the SAUCER is traveling when you shoot it down.

Speed	1	2	3	4	5	6	7	8
Score	25	50	100	200	400	800	1,200	2,000

The BEACONS are 200 points each multiplied by the level your are in.

YOUR RATING

0	-	29,995	Cadet
30,000	-	99,995	Advanced Cadet
100,000	-	299,995	Star Warrior
300,000	-	699,995	Spectra Warrior
700,000	-	999,995	Legion of the Chosen

CHASE THE CHUCKWAGON

The object of the first maze screen is to move Chuckie the Dog, through the maze and escape through the opening at the top of the screen directly below the chuckwagon.

If you successfully escape from the maze, you will enter the reward screen.

The reward screen requires you wait until the dog dish is even with Chuckie and then press the joystick fire button to allow Chuckie to move to the dish and eat. This will score an additional 100 points.

If you miss, no points will be awarded and you will simply go ahead to the next maze screen.

In each maze screen, there will be objects appearing on the screen and bouncing from side to side. These should be avoided. If they hit Chuckie, he will be frozen temporarily which will decrease your score.

Also, in each maze, there is a dogcatcher who is chasing Chuckie. If he catches Chuckie, you will lose a life. You only have three to start with so be careful.

When the game is over, your score will be displayed on the screen. It will be the total of each maze screen score and the total of each reward screen score.

Note: for a real challenge, start the game with the switch on the video game set at expert. This will only allow you thirty seconds per maze and the speed will be increased. Also, as the game progresses, the speed will increase.

CHOPPER COMMAND

Your first mission? Don't worry. Everyone gets a little nervous. Just make sure you carefully read this instruction manual first. You'll be dealing with some very sophisticated equipment, and an extremely tricky enemy. So, good luck. The guys on the ground are counting on ya!

CHOPPER COMMAND BASICS

The object of the game is to accumulate as many points as possible by knocking out enemy aircraft, while protecting yourself and your truck convoys at the same time.

Set both difficulty switches to 'b' to begin.Switches in this position will cause fast continuous fire from your chopper when red button is depressed.Set switches in 'a' position for slower continuous fire.

Cadet Level	Commander Level
Game 1, One Player	Game 3, One Player
Game 2, Two Players	Game 4, Two Players

To start, press game reset and allow helicopter to position itself on left side of screen. Action begins as soon as you move the Joystick or push the red button.

SPECIAL FEATURES

The Long Range Scanner at the bottom of the screen will enable you to detect both approaching truck convoys (friendly) and enemy aircraft well ahead of time. The truck convoys appear as white "blips" on the very bottom of the scanner while enemy aircraft appear as white "blips" above the convoy. Your helicopter gunship is the black dot. You can calculate that the area represented on the long range scanner is roughly 5 miles, while the area portrayed on the large screen is about 1 mile.

There are increasing levels of intensity. Each level will start with a wave of twelve enemy ships and twelve trucks in your convoy. There are ten waves of enemy attackers, with each wave being faster than the one before. Take care! Enemy aircraft fire multi-warhead missiles which will split in two after being launched from their aircraft. These missiles can destroy both your helicopter and the trucks below, and, since you cannot shoot the missiles down, you must dodge them.

You have an unlimited supply of ammunition, so go ahead and blanket the sky with your laser cannons.

Each time you shoot down an enemy helicopter, you earn 100 points. For every enemy jet you shoot down, you will be credited with 200 points. Should you wipe out an entire wave of hostile aircraft, you will receive a bonus calculated by multiplying the number of trucks remaining in the convoy times the wave number achieved (one through ten) times 100.

You have helicopter reserves. You start the game with three choppers in your fleet. For every 10,000 points you score, an extra helicopter will be added to your squadron, up to a maximum of six. The number of extra choppers appears under the score.

GETTING THE FEEL OF CHOPPER COMMAND

You'll be amazed how responsive your chopper is to the slightest movements of the Joystick. Pushing the Joystick up will cause your helicopter to climb; pulling it back will make your craft descend. Right or left movements will guide your gunship's horizontal motion. After flying in one direction, pushing the Joystick in the opposite direction will cause an immediate 180o turn. Notice also that your chopper "drifts" slightly after pivoting 180o (this should be helpful in better timing your shots).

Your chopper can hover close to the ground, but be careful not to collide with your convoy. You’ll destroy the helicopter and a truck.

Remember, don't be too aggressive at first. Keep your chopper on the left side of the screen facing right, and size up the situation. This will give you time to better recognize enemy tactics. Then, when you feel more confident, you can seek out the enemy and get them before they get to you or your trucks.

The long range scanner is a very useful tool. However, you'll have to keep your eyes on the larger video screen and the scanner at the same time. Watching one and not the other could be dangerous. Don’t forget, the long range scanner is for estimating the positions of enemy aircraft and not for lining up shots. You cannot hit the enemy unless you can see them on the larger screen.

CIRCUS ATARI

HOW TO PLAY

POP! POP! POP! Pop the balloons and score points.A wall of red, blue, and white balloons will appear at the top of the screen.You must pop balloons by catching a clown on the teeter-totter and bouncing him up to the balloons.Use the controller to move the teeter-totter across the screen to catch the clowns.Each time a clown pops a balloon, the balloon will disappear and you score points.

Each player receives five clowns or turns.If you fail to catch a clown on the teeter-totter he will crash and disappear from the playfield. Press the red controller button and another clown will bounce off the trampoline from the right or left corner of the playfield.After five clowns have crashed the game is over.The clowns may land on any point of the teeter-totter except where the other clown is sitting, which causes them to crash.

CONSOLE CONTROLS

To select a game depress the game select switch.There are 8 variations to this game. The game and the number of players is shown in the upper middle of the screen with the game number to the left and the number of players to the right.

To begin a game depress the game reset switch.

HANDICAP

When the difficulty switch is in the a position the clowns bounce faster after contact with the balloons and the teeter-totter.In the b position you have better control of the clowns because they are not moving as fast.For one-player games use the left difficulty switch.

USING THE CONTROLLERS

Use your Paddle Controller to move the teeter-totter across the screen. Press the red button on the Paddle Controller to start a turn, or press the red button to start a clown bouncing from the trampoline.Pressing the red button while the clown is in the air changes the direction of the teeter-totter.This is helpful in preventing the airborne clown from crashing into the other clown on the teeter-totter.

SCORING

The first point is scored as the clown leaves the trampoline.Once the clown starts the bouncing motion, one point is scored each time he hits the trampoline or the teeter-totter.Additional points are scored as the clown pops the balloons. Remember, the higher the balloon he pops the more points you score, so it is best to catch him on the edge of the teeter-totter for the highest bounce.

Each time you pop the entire row of red balloons you receive an extra clown or turn.The top right corner of the screen will show an "X" to indicate an extra clown or turn.Although scoring can be infinite, there is only space for four digits on the screen, so when you become a pro your score will read 0000 again as you pass 9999.

GAME VARIATIONS
GAMES 1 through 6 may be played by one or two players, but GAMES 7 and 8 are two-player games only.

GAME 1 is called Breakout Circus.As the clown pops balloons he rebounds from balloon to balloon both horizontally and vertically.Each time a full row of balloons is popped a new row appears and you receive bonus points.When the top row of red balloons are all popped you receive and extra clown.

GAME 2 is like GAME 1, except the playfield has an additional wall of barriers added below the balloons, which makes the game more difficult.

GAME 3 is called Breakthru Circus.In Breakthru Circus the clown does not rebound off the balloons.He continues to move in a horizontal direction off the balloons.This version is somewhat easier for the beginning player.Scoring is the same as GAME 1.

GAME 4 is Breakthru Circus with a row of barriers added to the playfield below the balloons.

GAME 5 is similar to Breakout Circus, except the balloons do not "restore" after the full row is popped.All balloons on the screen must be popped before you receive three new rows of balloons.At this time you receive 170 bonus points and an extra clown.

GAME 6 is the same as GAME 5, but with the additional row of barriers added below the balloons.

GAME 7 is for two players.Both players share the same wall of balloons.The computer tracks each players' score individually.

GAME 8 is the same as GAME 7 but has the addition of barriers below the balloons to make the game more challenging.

At the end of each game final scores will appear at the top of the screen, left player to the left and right player to the right in two- player games.

COCONUTS

BOMBS AWAY! Coco the crazy monkey is on the loose again, hurling coconuts down on our intrepid jungle explorer, Stanley, I presume. Your job? Help Stanley avoid those falling coconuts. But be prepared. The better you do, the crazier Coco gets, and the faster the coconuts fly.

GETTING READY TO PLAY
Play with one or two players using the Joystick Controllers. Always be sure the power is off before inserting or removing the Coconuts cartridge from your video game system. Use the controller plugged into the LEFTCONTROLLER jack for one player games. Hold the controller so the red button is to your upper left.

With the difficulty switch in the "B" position, Stanley moves quickly, making it much easier to dodge coconuts-and drive Coco nuts! The "A" position slows Stanley down, making your job much more difficult.

HOW THE GAME PROGRESSES
Stanley starts out well-equipped, with both an umbrella and a pith helmet. Hit number one-he loses the umbrella, Hit number two-bye bye helmet.

But all is not lost! Upon reaching 500 points-and again at 1500points-you earn back the last piece of equipment Stanley lost. The game is over when Stanley takes a hit directly on the head.

You'll notice that even crazy monkeys have to rest! So the coconuts come in a series and then stop.(You might want to catch your breath too!) To continue play just press the red button. That makes Coco madder and madder. And he starts throwing faster and faster.

SCORING
You earn points every time Coco misses. The faster the coconuts fly, the higher your score.

Round	Points per coconut
1 & 2	5
3 & 4	10
5 & 6	15
7 & up	20

TWO PLAYER GAME
Players alternate each time Stanley gets hit by a coconut. Stanley changes color and the next player pushes the red button on the joystick controller to start his turn. Scores are color-coded, corresponding to player colors. Play continues until both players are knocked out.

CODE BREAKER

USING THE CONTROLLERS

Use your Keyboard Controllers with this ATARI Game Program cartridge. Be sure to plug the controller cables firmly into the CONTROLLER jacks at the back of your ATARI Video Computer System.

DIFFICULTY SWITCHES

During Codebreaker games, when the right difficulty witch is in the A position, you have 8 guesses. In the B position you have 12 guesses. During 1-player NIM games, you can improve the playing ability of the computer by sliding the right difficulty switch to the A position. The difficulty switches do not affect 2-plyaer NIM games.

GAME PLAY

The computer or another player has created the secret code, and your mission is to guess the code. The code's identity is affect by: * The number of digits. Games feature codes with 3 or 4 digits. * The number span. Games feature codes with numbers from 1 to 9, or 1 to 6. You have 12 (or 8) guesses to identify the secret code with the Keyboard Controller. Use the controller to enter the number digits of your guess onto the screen. The computer will then analyze each number digit of your code guess.

One-player CODEBREAKER: Use the left Keyboard Controller to play 1-player CODEBREAKER games. To make a guess, press the number digits on the Keyboard. The press the enter (#) button. The digits you have entered will appear on the left side of the screen. The computer will then analyze your guess with computer symbols.

Two-player CODEBREAKER: A series of 2-player games begins with the right controller player. In CODEBREAKER games where a player must create the secret code, press the digits of the secret code on the Keyboard Controller. Those digits appear in the upper left corner of the screen. Press the enter (#) button and the digits disappear. Now your opponent starts to make guesses using the same procedure as in 1-player games.

To change a digit in your guess, move the cursor to the digit to be changed. Press the new number you want on the Keyboard Controller. The new number will appear in the position.

NOTE: The computer will not accept a digit whose numerical value is more than defined by a particular game. For example, if the number span of the secret code is between 1 and 6, the computer will not accept a number 7.

To play a consecutive game of CODEBREAKER, press any number of the Keyboard to clear the screen. To begin a new series of consecutive games and scores, press Game Reset.

NIM

NIM is the oldest mathematical game known to man. In this computer version of NIM, there are 1 to 4 stacks of objects. You must take turns with the computer or another player removing any number of objects from nay stack. During a turn you must take at least one object, and can take objects out of only 1 stack.

NOTE: During a series of consecutive 2-player NIM games, you and your opponent must take turns removing the first object.

To start a new NIM game: Press any key on the Keyboard Controller at the conclusion of a game. The setup form the previous NIM game will appear on the screen.

NOTE: In 1-player games, use the left Keyboard Controller. To remove objects from a particular NIM stack: Press the Keyboard

Use the asterisk (*) button to move the cursor on the screen. The number of times your press the button determines the stack where the cursor will appear. For example, press the button 3 times to move the cursor to stack 3. After you have moved the cursor to the stack where you intend to remove objects, press any number button on the Keyboard Controller, and that number of objects will blink and then disappear form the stack. When you are satisfied with all the moves you've made at each stack, press the enter (#) button.

NOTE: You may change your move any time before you press then enter (#) button. For example, after taking 3 objects from a stack, you may decide to take only 2.Move the cursor to the stack, then press number 2 on the Keyboard Controller. One object will reappear in the stack.

To create a player setup: Press the cursor (*) button to move the cursor to a stack. The number of times your press the button determines the stack where the cursor will appear. For example, press the cursor button 3 times to move the cursor to stack 3.Once the cursor is directly over the particular location, select the number of objects in each stack. Press a number button on the Keyboard. The number button you press determines the number of objects in the stack. For example, press the number 3 and 3 objects will appear in the stack. When you have selected objects for each stack, press the enter (#) button and the game begins.

GAME VARIATIONS

Codebreaker

1-player Games: The computer selects the secret number code. You have 12 (or 8) guesses to identify the code. Your number of guesses equals your point score. for example, if you guess the secret code on the fourth guess, you score 4 points.

2-player Games: There are 2 ways for 2 players to play CODEBREAKER

- The computer selects the secret number code. You and your opponent take turns making guesses. In the first game of a series of consecutive games, the right controller player always makes the first guess. The first player to match the secret number code scores 1 point and starts the next game.
- The player creates the secret number code using the Keyboard Controller. The opponent then tries to guess the secret code in the least number of guesses. When the opponent guesses the secret code, his score is equal to the number of guesses. For example, a player scores 4 points when he guesses the secret code on the fourth guess. During the next game, the roles are reversed and the player who tried to guess the code becomes the player who creates the secret code.

NOTE: Only the player who is guessing the secret code has a chance to score points. When playing a series of consecutive games, begin the first game with the left controller player who tries to guess the secret code.

NIM

There are 2 kinds of NIM games

- Regular NIM: You win the game when you remove the last object from the screen.
- NIM Misere: You lose the game when you remove the last object from the screen.

There are 2 kinds of NIM game setups:

- Computer Setup: Three stacks of objects appear on the screen. One stack has 3 objects. The second stack has 4 objects, and the third stack features 5 objects.
- Player Setup: Using the Keyboard Controller, a player can create a NIM setup. Create up to 4 stacks with up to 9 objects in each stack.

SCORING

Codebreaker

1-player Games: A player's score is determined by the number of guesses needed to identify the secret number code. For example, if a player guesses the code on the sixth guess, the score is 6. Your object is to score the lowest possible score. Your cumulative score appears in the upper left corner of the screen at the end of the game. Hint: In 1-player games, divide your score by the number of consecutive games for an average score.

2-player Games: When the computer selects the secret code for both players to guess, the player scores 1 point when he guesses the code. when one player creates the secret code, the object is to score the least number of points. For example, if a player guesses the secret code on the fourth guess, he scores 4 points.

NIM

A player scores 1 point when he wins a NIM game. In regular NIM games, you score 1 point when you remove the last object from the screen. In NIM Misere games you score one point when you force your opponent to remove the last object from the screen. Scores will accumulate as you play consecutive games of NIM.

GAME MATRIX

Codebreaker

	3 Digit Code						4 Digit Code					
Game Number	1	2	3	4	5	6	7	8	9	10	11	12
Players	1	2	2	1	2	2	1	2	2	1	2	2
Computer Enters Code	Y	Y	N	Y	Y	N	Y	Y	N	Y	Y	N
Number Field Span	6	6	6	9	9	9	6	6	6	9	9	9

NIM

Game Number	13	14	15	16	17	18	19	20
Players	1	2	1	2	1	2	1	2
Computer Sets Up	Y	Y	Y	Y	N	N	N	N
Remove Last Objects to Win	Y	Y	N	N	Y	Y	N	N

COMBAT

DIFFICULTY

The Player using the "A" Difficulty in all games will have a shorter range missile than the player using the "B" Difficulty position on the Video Computer System console. Additionally, in the Bi-Plane and Jet-Fighter games, the player in Position "A" will fly slower than Position "B."

TANK GAMES

The object of TANK is to hit your opponent as many times as you can before the game ends. You score one point for each hit.

TANK-PONG GAMES

TANK-PONG is a unique series of games from Atari. The missile will bounce off the walls and barriers of the playfield. In the "Direct Hit" games, you score by hitting your opponent either head on, or by bouncing your missile. In "Billiard Hit," your missile must bounce at least once before hitting your opponent to score. If, after firing, your own missile hits your tank, it will not score against you.

INVISIBLE TANK GAMES

You and your opponent are invisible to each other, except when a missile is fired or when a hit is made. In addition, the tanks become visible whenever they bump into a wall or barrier.

INVISIBLE TANK-PONG GAMES

These games combine the invisible play feature with the missile action of TANK-PONG.

BI-PLANE GAMES

Become the "Scourge of the Skies!" Defeat the Red Baron once and for all...

Feel you need help? Play 2 against 2 or 1 Bomber against 3 Bi- Planes. Your Bi-Planes always fly in formation, and each Bi-Plane in your group will shoot simultaneously when you push the firing button.

JET-FIGHTER GAMES

Just how good a Jet Jockey are you? Here's a chance to find out.

If you are super-good, here are some variations to try. The jets fly in formation and shoot at the same time when you push the firing button.

GAME MATRIX

	Tank					Tank Pong				Invisi-Tank		Invisi-Tank Pong			Bi-Plane						Jet Fighter						
Game Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Straight Missiles			🟥		🟥											🟥				🟥		🟥		🟥			🟥
Guided Missiles	🟥	🟥		🟥						🟥	🟥				🟥				🟥		🟥		🟥		🟥	🟥	
Machine Guns																	🟥	🟥									
Direct Hit						🟥	🟥					🟥															
Billiard Hit						🟥	🟥	🟥	🟥			🟥	🟥	🟥													
Open Field	🟥							🟥		🟥			🟥					🟥	🟥	🟥			🟥	🟥		🟥	🟥
Easy Maze		🟥	🟥			🟥			🟥		🟥	🟥		🟥													
Complex Maze				🟥	🟥		🟥																				
Clouds															🟥	🟥	🟥				🟥	🟥			🟥		

COMMANDO

PREPARE FOR BATTLE

Your assignment? Simple. Annihilate the enemy. Diminish their manpower. Destroy their vehicles. And detonate their mega-fortress. Sounds tough? Well, just wait. It gets worse. Because you have to carry out the entire mission SINGLE-HANDED!

WHAT'S WHAT ON THE BIG SCREEN

Your score is shown at the top of the screen. At the bottom, from left to right, the screen shows you how many grenades you have left, how many lives you have left, and the level you're currently playing.

YOUR ARTILLERY

You have two weapons: a rapid-fire machine gun and grenades.

Machine Gun

You'll have unlimited firing capacity with this baby. And you can shoot in eight different directions.

Aim the joystick in the direction you want to shoot and press the joystick button.

Grenades

You start out with three. But you can easily pick up more. Every time you PASS OVER the two grenade boxes, you'll acquire four more grenades. So don't pass those things up without passing over them.

To toss a grenade, HOLD DOWN the joystick button. The grenade will always move directly up-screen from wherever you toss it.

WHAT'S OUT THERE

There are many things to look for out there in enemy territory. Some more dangerous than others. And most worth valuable points.

Here are some of the obstacles you'll find - and some tips on what to do about them:

THE ENEMY	Off them
PALM TREES	Blast them or use them as cover
BRIDGES	Go under them
BARRICADES	Go around them
GRENADE BOXES	Go "over" them
FOX HOLES	Avoid them

THE MEGA-FORTRESS

At the end of each level (there are eight levels in all), you'll see a giant fortress of a building. After you've killed a given number of fortress guards, you'll be allowed to enter the building.

Go through the fortress door as quickly as you can. Once you do, you'll automatically destroy the fortress and go on to the next level.

Once you've completed all eight levels, you'll start back at level 1.But don't be fooled. It may "look" the same. But it certainly won’t “play" the same. Because every round gets tougher, faster, and much more intense.

LIVES AND MORE LIVES

You start out with three lives. And for every 10,000 points you earn, you'll receive another life.

KEEPING SCORE

Here's how you'll earn your points:

Enemy (shot with machine gun)	200
Enemy (knocked out with grenade)	500
Blowing up a tree	500
Crossing over grenade boxes	1,000

COMMANDO RAID

You are in defense of your buildings which have come under attack by android commando raiders. Without warning they appear, intent on capturing your buildings and destroying your gun emplacement.

First the troop carrying helicopters fly in dropping android paratroopers to test your defenses. Soon the sky is filled with fluttering helicopters and wave after wave of android paratroopers. They must be destroyed! Each paratrooper allowed to land on a building destroys a portion of that building. If three paratroopers land on a building. It will be totally destroyed and must be considered under commando control.

Worse still, the androids can now tunnel towards your gun emplacement. Each paratrooper who lands on that building expands the tunnel. If they are not stopped, they will plant an explosive charge under the gun.

In the midst of the battle, an aircraft may appear. It will drop a devastating bomb which can destroy all buildings and the gun emplacement. You must shoot it down or at least shoot the bomb it drops. If you miss, its back to basic training!

SCORING
Shooting down a helicopter or bomber is equal to 200 points.

Shooting down a commando paratrooper or a bomb is equal to 115 points.

AWARDS
Every 10,000 points you will be awarded a new building to take the place of the building that is most badly damaged. A ringing bell signals the award.

LEVELS OF PLAY
There are eight levels of play. Each level is defined by a different colored paratrooper Squad. Each level contains more paratroopers in a single helicopter attack.

GAME VARIATION SELECTION
The COLOR SWITCH selects anti-aircraft fire control
    Color = Manual Fire
    Black & White = Automatic Fire
The LEFT DIFFICULTY SWITCH selects bullets type
    A = Straight Bullets
    B = Steerable Bullets
The RIGHT DIFFICULTY SWITCH selects the Bomber
    A = No Bomber
    B = Bomber

CONGO BONGO

You're a hunter on a jungle safari. The jungle is full of creatures determined to give you a run for your life but none of them can match the mischief of CONGO BONGO, the jungle gorilla.

On the first screen you'll have to climb Jungle Mountain to get the gorilla. Climb the cliffs and leap across the chasm. Don’t get a monkey on your back or you won't get anywhere. Watch out for the coconuts CONGO will throw your way. They’re deadly!

The second screen takes you to the Great Jungle River in your search for CONGO BONGO. You’ll have to cross the river by hopping on hippos, floating lily pads and man-eating fish. Once you cross you'll have to deal with charging rhinos and they're no fun. One slip and it's safari heaven!

USING YOUR CONTROLS
Skill switches select play options:
    LEFT - Selects numbers of lives
        B/Novice: select five lives
        A/Expert: select three lives
    RIGHT - Select speed of the hunter.
        B/Novice: slow speed (easier to control)
        A/Expert: fast speed

HOW TO PLAY
<u>SCREEN 1 - JUNGLE MOUNTAIN</u>
Here you must climb up the mountain without falling off, while avoiding the killer coconuts CONGO will throw your way.

In play levels 1-3 there is a safe path area close to the wall but it gets smaller as play levels increase.

Also the coconuts will follow you more closely as play levels increase. After you cross the bridge, carefully jump the ledge. Don’t stay on the ledge too long or it caves in taking one of your three lives with it.

Next you come to Monkey Plateau. Up here you'll be bothered by two pesky chimps. If they hop on your back they'll slow you down to a crawl. Jump your hunter twice to get the chimps off your back. As play levels increase the monkeys become more annoying.

After you cross the river climb the last two steps to CONGO'S perch, and run up to the light green of Congo's turf. Your success is rewarded with a quick trip to the next jungle encounter ... The Great Jungle River.

SCREEN 2 - THE GREAT JUNGLE RIVER

Here the hunter must jump across the river on lily pads, hippos to the safe island and the ferocious fish. Avoid the charging Rhinos to get to CONGO on the other side.

Player must first jump to the lily pads and/or the hippos to get to the safe islands.

The lily pads move in a simple pattern in play levels 1-4, but get harder to jump on in higher play levels. Be sure to land on the lily center, as they are floating and sinking and you might fall off the edge.

Hippos and fish only allow the hunter to stand on them for a limited time before tossing you into the water. The time limit gets shorter as play level increases. Fish change color just before snapping.

Be careful if you land on the fish's tail ... they can flip you into the water and you lose one life.

Once safely on the other side, watch out for raging RHINOS. Be careful to avoid them as you go across.

Keep walking across the far side and get to CONGO BONGO.

SCREEN 3 - THE HUNTER GETS EVEN

Here you will enjoy lighting CONGO with play fire. But don't worry - CONGO can take the heat and will return to harass you in Screen 1 at the next play level.

SCORING

You begin each screen of play level #1 with 5000 bonus points. The number of bonus points steadily decreases by 100 points until you reach zero and have run out of time. As you advance play levels the beginning number of bonus points is higher:

LEVEL 2	6000 points
LEVEL 3	7000 points
LEVEL 4	8000 points
LEVEL 5 or more	9000 points
EACH STEP TAKEN	10 points
JUMPING ACROSS THE CHASM	500 points

When you earn 10,000 points you receive an additional life. You will play that life immediately after your current life is over.

COSMIC ARK

The sun of Alpha Ro is fading fast! Soon it will flicker out. The Cosmic Ark races to save creatures from doomed planets in that solar system. Meteor showers bombard the Ark, threatening its Atlantean crew - and planetary defense systems make this mission of mercy doubly treacherous! Time and energy slip away - work fast or these defenseless little beasties will disappear for all time.

The Cosmic Ark has traveled thousands of light years in order to preserve the many exotic species peculiar to the Alpha Ro solar system. When that sun novas, life on planets there will wither and die.

Nothing about this mission is easy. Heavy meteor activity throughout the system makes travel hazardous. And each planet has an automatic defense system that cannot be knocked out. Can the Ark succeed in saving the many helpless creatures of Alpha Ro? Can the Cosmic Ark survive? How many planets can you reach?

GAME OBJECTIVE

Pilot the Cosmic Ark through dangerous territory. Destroy meteors that come too close. You score each time you eliminate a meteor. If you survive the meteor shower, launch a shuttleship to the surface of each planet. Try to capture 2 skittish beasties in your tractor beam in order to gain fuel and points. Be quick about it! Return to the Ark before it undergoes another meteor barrage. But be careful - automatic planetary defense systems attempt to disable the shuttleship, releasing your precious cargo before you can safely transport them to the Ark. Reach as many planets as your fuel reserves allow. Game ends when you've exhausted your store of fuel.

GAME PLAY

Cosmic Ark moves through 2 distinct sections: Meteor shower and Shuttleship Rescue.

Meteor Shower

The Cosmic Ark battles its way through a meteor shower. You control Cosmic Ark weapon fire with your joystick. To fire, push the joystick in the direction you wish to fire. Note: red button does not fire weapon. The joystick must be returned to center upright position between each shot.

Shuttleship Rescue

If you survived the meteor shower, the Cosmic Ark proceeds to the nearest planet. Once the Ark is in position, use your joystick to launch the shuttleship to the planet surface. To launch shuttleship from Cosmic Ark: pull joystick toward you.

The shuttleship maneuvers easily. To approach the planet surface, pull the joystick toward you. To move back toward the Ark, push the joystick away from you. Line up the shuttleship over the little creatures. To capture them, use the tractor beam. To operate tractor beam, press the red button. When you capture a creature, keep it in the tractor beam until it arrives onboard the shuttleship, or it will slip from the beam and return to the planet surface. A blip sounds when the creature is safely aboard. Try to catch both beasties and return to the Ark before a warning blast alerts you to renewed meteor activity. If both beasties are caught, the Ark moves to the next planet. The pace picks up.

If the warning sounds before you've captured both beasties, get back to the Ark and defend it against bombardment. If the Ark survives the assault, it will return to the same planet surface in order to complete rescue operations. Note: You cannot fire at meteors while the shuttleship is away from the Ark. To do so would endanger any creature already captured and on the shuttleship.

Beware! Automatic planetary defense systems will fire at the shuttleship. Located on either side of the planet surface, they move up and down and fire at intervals. If hit, you lose valuable energy, and the shuttleship releases one creature you have captured on that planet. The shuttleship will have returned to the Ark. You must maneuver it back toward the planet surface.

FUEL

The game ends when Cosmic Ark runs out of fuel. The red bar in the box at the lower center of screen represents fuel supply. It only appears during meteor showers. You begin with the equivalent of 40 fuel units. If the Cosmic Ark destroys a meteor, you gain 1 fuel unit. Capture a beastie to gain 10 fuel units. Capture both beasties and return to the Cosmic Ark before the warning sounds and regain all fuel units. If a Meteor hits the Cosmic Ark you lose 10 fuel units. When you fire at meteors, you burn 1 fuel unit.

SCORING

Your score appears to the right in the box at the bottom center of screen.

Destroy a meteor:	10 points.
Destroy a special wavering meteor:	30 points.
Reach planet, capture both beasties and return to Cosmic Ark:	1000 points.

GAME VARIATIONS

1-Player Games	Game 1: Regular Cosmic Ark Mission
	Game 2: Meteor Shower
	Game 4: Advanced Cosmic Ark Mission
	Game 5: Advanced Meteor Shower
2-Player Games	Game 3: Regular Ark Mission
	Game 6: Advanced Ark Mission

In 2-player games, one player battles meteor showers while the other controls the shuttleship. The Right Difficulty Lever controls joystick options: Position A: Right joystick battles meteor shower Left joystick controls shuttleship. Position B: vice versa. The Left Difficulty Lever controls the width of the Ark: Position A, the Ark is wider, and so, more difficult to defend. Position B, the Ark is narrower and more easily defended.

COSMIC COMMUTER

Way back in the twentieth century, a bunch of Ivy League Professors sat around inventing space colonies. They were lauded as visionaries and went on as lecture tours. Do you think they thought about traffic jams in space?

Somehow, we don't think they did.

We're the G.T.A --- Galactic Travel Authority. The movers of the daily grind, circa 2075 A.D.

And we're glad you're working for us now.

FOUR PART EMPLOYEE PROCEDURES

1. Land your Rocket Module. The Astrobus will instantly separate and begin the commute route.
2. Pick up commuters when they appear at surface but stops. Stay on schedule.
3. When route is completed, return to the Rocket Module and reconnect.
4. Lift-off, Deliver commuters to Grand Central Space Station.

DRIVER BASICS

Select game level one or two with the game select switch. Level two is most challenging, with obstacles being faster and more numerous. The Difficulty Switch is not used. To start a new game at any time, press the Reset Switch. You can now land your Rocket Module. To pick up a commuter, fly over his head and quickly pull the Joystick towards you. A bonus bus will be added to your fleet with each increase of 10,000 points. Mandatory retirement is enforced when you have lost your entire fleet of busses.

RULES OF THE ROUTE

Before an Astrobus can begin its route, it must touch down as part of the Rocket Module. For this initial landing, Joystick action must be delicate and precise. Push forward to thrust, pull back to cut back engines.

The Route Scanner Strip is the lower left of your instrument panel. The eight yellow squares represent the commuters waiting along your orbital route. The moving white dot is represents your Astrobus. Use the Scanner to check your distance from the Rocket Module and your direction. It also displays the number of commuters remaining and their location.

Commuters won't wait all day! If you're taking too long to arrive, they'll leave...and you will hear a series of low tones. You must pick up at least one commuter on the route or you will be unable to reconnect with the Module.

When you've completed your route, a continuous beep will sound. Fly to the 'end of the line' to meet the Rocket Module. When it appears, land the Astrobus directly on top of it.

Watch your fuel level. When the indicator drops to "3", your engines will sputter. Refuel by flying into a purple fuel pod. Fuel pods are unavailable once you've completed the route.

Meteors, fireballs and space mines can be dealt with handily by using your red button blaster.

Commuter Delivery. After the Module reconnection, prepare for lift-off. Thrust your engines and head directly up to Grand Central Space Station. You'll hear the commuters pay their fare in the form of points. If all eight commuters have been picked up, delivery points will double!

OVERHEARD AT THE UNION HALL

Tips for Trainees Jou Muldooner, Local 472, said, "The best way to stay on schedule is to fly close to the surface. You'll lose time if you fly all over the place, trying to shoot everything."

Maude Spinetti, Local 12, added, "I aim to get all eight commuters. That's when those bonus fares really pour in."

Amron Smert, dispatcher, said, "Learn to use the Scanner to choose direction. Remember that it represents an orbit, not a straight line. So sometimes the quickest way to either end of the display is to fly in what appears to be the opposite direction."

Finally, an anonymous voice whispered a secret: "If there are no fuel pods around, one will often appear if you fly to the top of the screen and shoot three times. But even this won't work once all the commuters are gone."

COSMIC CREEPS

BLAST OFF

Civilization is doomed...unless you can save the Cosmic Kids. You must get your Orbinaut from the planet up to the space station. Then rescue the kids before the planet's orbit decays completely. But watch out! Villainous Space Skeeters and Cosmic Creeps are constantly on the attack. To succeed, you'll need every ounce of skill and stamina you possess. And succeed you must. The fate of all Kid kind is in your hands. The difficulty switch has no effect on this game.

THE VOYAGE

First get an Orbinaut from the planet to the flashing white portals of the space station at the top of the screen. If he collides with red plasma or a Space Skeeter on his way, he barrels off into space. You then must release another Orbinaut, which drops the planet one notch and hastens its demise.

Push the Joystick forward to release your first Orbinaut. He heads straight out from the planet, so time his release carefully. Use the Joystick to move him up, down, right and left; avoiding plasma and Skeeters. (Notice that the planet is falling lower and lower as play progresses. It will fall a total of 12 notches before it disappears completely.)

When your Orbinaut enters the space station and disappears from the screen, you gain control of the space station and the second part of the game begins.

THE RESCUE

From the lower left corner of the screen, the first of your Cosmic Kids begins his escape to the space station. Close on his heels are Creeps who will send your Kid back if they catch him. Your job: bop the Creeps back to the planet, allowing your Kids to reach the upper right corner of the screen and escape. But be careful not to bop your Kids. DON'T LET A CREEP THROUGH EITHER OR THE GAME'S OVER!

To release a bopper, push the red button on the Joystick. Moving the Joystick left to right will move the Space Station. After one Kid reaches safety (or gets bopped, heaven forbid!) you may release another Kid by pushing forward on the Joystick. Every time you release a Kid the planet falls another notch.

You can never have more than one Kid and two Creeps on the screen at the same time.

If the planet sinks off the screen before you reach 5,000 points, the screen flashes and the game is over. If you score over 5,000, you progress to a new planet, a new Orbinaut and a faster-paced voyage and rescue.

SCORING You earn 1,500 points for each Kid who escapes safely. You earn 100 points for every Creep you bop.

CRACKPOTS

We're infested! A bug barrage is swarming out of the sewer, chomping away at every building in town. Entire neighborhoods are now crumb piles! Over in Brooklyn, Potsy, the rooftop gardener, is defeating his beloved building with his only weapon - potted petunias. Be a good neighbor. Help him take potshots at the insect invaders. Quick! When too many bugs crawl into the windows, they'll start eating you out of house and home!

Game 1 is for 1 player, Games 2 is for 2 players.

To push the pot over the ledge, press the red button when Potsy is behind it.

To begin a new game, press the game reset. You'll hear the pitter-patter of tiny bug feet rising up through the sewer. Take a breath and get ready...here they come!!

Bugs come in waves. The first wave is black, then colors progress to blue, red and green. There are twelve bugs in each wave. When you make it through the green wave, the cycle will repeat. However, you'll then be at the next level and all the bugs will move faster.

Six Bonus Bugs are displayed below the sewer at the beginning of each wave. Whenever a bug slithers into a window, a Bonus Bug will disappear from this display. When six bugs have crawled into the windows, all six Bonus Bugs will be gone and your Joystick's red button won't release any more flowerpots. Then, one of the crawlers will chew up a layer of your building, and you'll repeat the wave at a slower level.

The game ends when the bugs have gobbled up six layers of the building.

SCORING

	1	2	3	4	5	6	7	8
Black	10	20	30	40	50	60	70	80
Blue	20	40	60	80	100	120	140	160
Red	30	60	90	120	150	180	210	240
Green	40	80	120	160	200	240	280	320

Bonus Bugs. 200 points are awarded for each bug print remaining at the end of every wave.

BUGS OF MANY COLORS

The bugs crawl up the wall in four different directions, depending one their color.

- Black bugs crawl straight up.
- Blue bugs wiggle side to side.
- Red bugs crawl diagonally.
- Green bugs zig-zag between two windows.

GETTING THE FEEL OF CRACKPOTS

Becoming a seasoned Crackpot doesn't just happen after one day in the big city. You need to stick around for a while and practice. For starters, hang out with Potsy. Check out his speed and style. Develop a sense of timing based on the speed and direction of the bugs and the time it takes for a petunia to fall. This will vastly improve your accuracy at pitching a plant at just the right time.

HOW TO BECOME THE NEIGHBORHOOD CRACKPOT

Dan Kitchen grew up in a family of game designers and computer pros (Garry and Steve are his brother designers). It's no wonder that he was designing games right out of high school - in 1979! In his spare time, he plays folk guitar, tinkers with electronics and jogs.

"Crackpots is a game that requires balance, advanced planning, good aim and the ability to remain calm when things appear hopeless. Follow these tips and you'll soon be a smashing success.

"Play the sidewalk - that is, try to hit the bugs while they're crawling along the sidewalk or when they're just coming out of the sewer. The closer they get to the windows, the less time you'll have to react.

"When you're up in the higher levels, the bugs will crawl too fast for you to get them all. You're better off playing, say, three selected windows in the middle. It's OK if a few crawlers get in on the extreme right or left. You only have to get seven out of twelve bugs to go to the next level.

"Notice that the red bugs end up 2 windows away from where they began their diagonal climb. And, while the building is still pretty high, the green bugs will end up at the window over the spot they started from below. Keep this in mind and you'll soon be dropping the right pot at the right time.

"Then, if you still can't stamp out bugs, you can always buy the original, inner-city bug killer - a pair of shoes with pointed toes. Know what I mean? Drop me a line if you do. God bless!"

CRASH DIVE

THE OBJECTIVE

Your mission, should you choose to accept it, is to score as many points as possible by destroying enemy ships, helicopters, planes, giant sharks, sting rays, squids, angler fish and lobsters before running out of fuel or crashing the flying sub. You may also acquire points by picking up the treasures that lie on the bottom of the sea.

TO BEGIN

Left Difficulty Switch A: Creatures appear in random order
Left Difficulty Switch B: Creatures appear in set order
Right Difficulty Switch A: Missiles are steerable
Right Difficulty Switch B: Missiles fire straight ahead

THE CONTROLS

The Sea Hunter, your flying submarine, is entirely under your control. Tilt the joystick up to rise and down to descent. Move the joystick right to accelerate and left for quick deceleration. Each flying sub is equipped with a missile launcher, which is activated by the joystick button.

THE GAME

Reinforcements: You begin each adventure with three flying submarines in reserve. If you are able to fill the prize indicator at the bottom of the sea with six treasures, you will be awarded an extra life.

Fuel: The fuel gauge is located at the bottom of the screen. Keep your eye on it. Refueling is accomplished by docking with the mothership, the Sea View (the submarine at the top of the sea). The fuel supply gained is proportional to the amount of time docked with the Sea View.

SCORING	
Plane	300
Helicopter	100
Bird	0
Boat	50
Sting Ray	20
Shark	100
Angler Fish	200
Squid	100
Lobster	25
Sea Monster	1
Mines	Indestructible

TREASURES	
Sword	200
Wine Bottle	400
Sunken Boat	500
Crown	1,000
Chalice	2,000
Pot of Gold	3,000
Key	5,000

SPECIAL FEATURES

Prize Indicator: The Prize Indicator is located in the lower right-hand corner of the screen. The prize displayed in the far right position is the prize that will be found under the minefield. The prize to its left is the random prize that will be found under the sea monster.

The mines cannot be blown up. You must dodge them to acquire the main prize.

Your maximum speed and freedom of motion is determined by your vertical position.

- Air: Fastest way to travel
- Water: One half air speed
- Sea Floor: No horizontal movement

HINTS FROM THE DESIGNER

So you'd like to search for sunken treasure with me. Well, it's going to take a keen eye, a good ear and quick reflexes to grab these treasures from the creatures of the deep. Before you hop aboard the Sea Hunter, let me give you a few navigational pointers.

Obstacles always travel in groups: one in the sky, one on the sea, two in the water and one on the sea floor. Always approach these groups from the sky.

During sky travel, you can hear the bird, helicopter and plane before you see them. (The refueling ship can be heard in any position.) If it's the bird, skip it. If it's the plane, boat or helicopter, disable it before traveling underwater. Then you'll be safe from missiles when you enter the sea.

The seventh group of obstacles is always the minefield. If you survive, there is always an opportunity to refuel before advancing for the next treasure.

Now that you have the knowledge of a fine sea captain, it will only take time and practice to become the finest sea hunter that ever lived. Good luck and happy treasure hunting.

CROSSBOW

Over scorching deserts, through dark, icy caverns, around a fiery volcano, and under the leafy cover of a steamy jungle, you and five brave friends set out to retrieve the treasures stolen by the Evil Master. Your goal is his castle, far, far away.

Your friends are unarmed, but you carry your trusty crossbow. By shooting swift arrows you can save your companions from the dangerous attacks of the Master's Evil Creatures - scorpions, ants, vultures, man-eating plants, bats, monkeys, and other horrible beings.

When you reach the castle, the Evil Master's expert archers await you, ready to test their aim with deadly swords and arrows. Inside the castle a fierce dragon also waits, guarding the treasure with his fiery breath.

Few adventurers have dared to make this trek. No one yet has come back alive.

GETTING STARTED

Use the left difficulty switch on your console to change the speed of your crossbow. Move the switch to the "A" or left position for faster shots. Move it to the "B" or right position for slower shots.

Press [Select] or move the joystick handle to choose a difficulty level. For one player, choose an odd number (1, 3, 5, or 7). For two players, choose an even number (2, 4, 6, or 8). Levels 1 and 2 are easiest; levels 7 and 8 are most difficult. The number appears at the bottom of the screen.

For game variety, choose a level in which your friends are protected from your crossbow shots. For a greater challenge, choose a level that has an invisible crossbow sight (you can only see it after you press the fire button to shoot). Or choose both.

Level	Number of Players	Crossbow Sight	Friends Protected
1	1	Visible	Yes
2	2	Visible	Yes
3	1	Visible	No
4	2	Visible	No
5	1	Invisible	Yes
6	2	Invisible	Yes
7	1	Invisible	No
8	2	Invisible	No

SETTING OUT

Your adventure begins on the Paths screen. This screen shows your first friend and the six Danger Zones you must pass through to reach the treasure. Once you've chosen a game level and pressed [Reset] or the fire button, the crossbow sight (a small square) appears in the center of the Paths screen. You must figure out which paths to take to reach the castle and the treasure. Move the crossbow sight (with the joystick handle) to either the red or green path at the bottom of the screen. Then press the fire button to instantly arrive at a Danger Zone.

PROTECTING YOUR FRIENDS

Once you get to a Danger Zone, the Master's Evil Creatures immediately begin attacking your friend. If they touch him, he'll dissolve. You must stop these enemies by shooting them with your crossbow. With the joystick handle, move the crossbow sight onto a target to aim, then press the fire button to shoot.

If you escort your friend safely through the Danger Zone, you return to the Paths screen and choose a path once again, this time either red, green, or blue. Then press the fire button to transport yourself to a Danger Zone.

If you lose a friend, another one replaces the unfortunate companion. If you lose all your friends, your trek is prematurely over. When you make it safely through a Danger Zone, your surviving friends appear on screen. Then you return to the Paths screen for another choice.

If you fulfill your quest and rescue the treasure, you'll return to the beginning of the trek with your surviving companions and start again.

THROUGH THE DANGER ZONES

You start your trek with two Friends. You gain a new friend the first time you make it safely through the Desert, Caverns, Volcano, and Jungle Zones (up to a maximum of four friends at one time).

In the Desert your friends are attacked by deadly scorpions, vultures, snakes, and ants. You gain another friend the first time you survive this zone.

While wandering through the Caverns, watch out for swooping bats and falling stalactites. Shoot down the hanging stalactite to fill in the crevice in the path so you can get across. Another friend joins you the first time you make it safely through the Caverns.

The Volcano spews burning rocks and fiery lava, so watch out. Shoot the resting rock to make a bridge over the lava river. Passing by the volcano safely for the first time gains you another friend.

In the steaming depths of the Jungle, wicked monkeys hurl coconuts with deadly aim and man-eating plants are a constant danger. The first time you survive the Jungle Zone you earn a new friend.

If you're not careful, you'll meet your match at the Drawbridge as the Evil Master's loyal archers and vultures try to stop you. To enter, shoot through the two ropes holding up the drawbridge.

At the Castle Hall, a dragon breathes fire, daggers drop from the ceiling, and arrows fly from the walls. A trap door is your last barrier to the treasure - shoot the statue's flashing staff to open it.

Shoot the Evil Master's Eye that appears once on every screen and earns bonus points.

SCORING

Shoot the Master's Evil Creatures and score points. Scores appear at the bottom of the screen. Player 1's score is on the right and Player 2's score is on the left.

Across the Desert	
Snake	200
Vulture	100
Scorpion	50
Ant	50

Through the Caverns	
Bat	100
Falling Stalactite	50
Hanging Stalactite	50

At the Volcano	
Burning Lava	100
Falling Rock	50
Resting Rock	50

In the Jungle	
Monkey	100
Coconut	100
Voracious plant	50

Outside the Drawbridge	
Vulture	200
Archer	100
Arrow	50

Inside the Castle Hall	
Statue's Staff	200
Dagger	100
Arrow	100
Dragon's fire	100
Torch	50

In every danger zone the Evil Master's Eye is worth 1,000 points.

When you get all your friends through the trap door in the Castle Hall, you earn 10,000 bonus points and gain another friend (unless you already have four friends). Then you return to the Paths screen to start again.

CRUISE MISSILE

You control your own Starship in this space battle, which takes place in the galaxy of Interwand. Your Interwand Starship is equipped to do battle with the enemy guard towers and spaceships of the planet Antiwand. Your mission is to destroy the guard towers that protect the underground enemy settlement and enter the secret tunnel that leads to Antiwand. You must constantly be on the alert and attack the guard towers before they collide with and destroy your Starship. When you have destroyed 10 towers, you will go to Level 2 where you can enter the underground world of the Antiwands. It is here that you will do battle with Antiwand spaceships and underground missile command towers which will try to destroy your Starship. The more Antiwand towers you destroy, the more the attack speed of the towers increases and the tunnel itself grows more and more narrow making your journey more perilous than ever.

INSTRUCTIONS FOR PLAY

You begin with eight (8) Starships which you can control one at a time. Set the DIFFICULTY switch to A (slow) or B (fast).

You must use your Starship to destroy the two kinds of Antiwand guard towers that protect the underground settlement. You receive 20 points for each low tower you destroy and 50 points for each high tower you destroy. To destroy the high tower you must hit the firing arm of the tower. NOTE: Move your Starship slowly and return to the upper left corner of the screen after you finish attacking the enemy.

The game shifts to Level 2 after you have destroyed 10 towers. Now you will have three (3) chances to enter the underground tunnel that leads to Antiwand. If you choose to stay above ground, the firing speed of the towers will increase. To enter the tunnel you must move quickly.

Once in the tunnel you must attack and destroy enemy space vehicles and underground missile command towers before they destroy you. The underground tunnel will grow narrower as time passes. This makes it more difficult to negotiate a path for your Starship, so be careful!

You receive 50 points when you hit a tower. The number of points you receive for each hit increases as the number of towers you hit increases. The highest score you can receive is 360 points.

You can also try to pass through the tunnel without ever hitting an enemy tower or spaceship. Whenever you do this, you will receive 20 points. The firing speed of the towers doubles if you stay in the tunnel after hitting 10 towers.

When you hit 50 towers, the ground changes color from green to blue. At this time, if you hit 10 more towers (either above or underground), you will receive one extra Starship. The firing speed of the towers will triple after you've hit 80 towers.

CRYSTAL CASTLES

A BEARABLE TALE

Once upon a time, Bentley Bear was rambling through the woods, daydreaming about poached salmon. He stopped to take a nap in his favorite hollow tree trunk. But when he awoke, he found himself inside a huge castle glittering with diamonds, emeralds, and pearls.

Though Bentley didn't know it at the time, he was trapped in Crystal Castles, home of Berthilda the Witch and her evil cronies. To escape their spell, he must harvest the gems in the castles before Berthilda and her malicious gang sends him into permanent hibernation.

HOW TO PLAY CRYSTAL CASTLES

Bentley must avoid the deadly touch of the evil inhabitants of the castles by jumping over them. Press the red joystick button, and he jumps in the direction the joystick is pointing.

Set the left difficulty switch to 'a' to play the hard version; push the switch to 'b' to play the easy version.

GAME PLAY

You begin CRYSTAL CASTLES at level 1 through 8, but Bentley can trample through level after level, as long as he survives his enemies. Each level has four castles. Bentley has five lives and must outmaneuver a maximum of seven creatures, depending on the castle. At every 20,000 points, he wins an extra life.

THE MAGIC HAT

Bentley can make himself temporarily invincible if he dons the magic hat by running or jumping over it. Wherever a witch appears, so does the magic hat. No enemy can pass through this headgear. At game level 4 and above, the hat bounces up and down; at game level 9 and above, it turns into a crystal ball if Bentley doesn't grab it immediately.

THE INHABITANTS OF CRYSTAL CASTLES

Gem Eaters compete with Bentley for gems. As long as Bentley isn't wearing the hat, he can turn them into dust by running over them just as they swallow their lunch.

Nasty Trees make a beeline for Bentley as they gobble up gems. He can avoid these woody monsters by trapping them behind a wall or in a corner.

Crystal Balls also eat gems. They chase Bentley just like Nasty Trees, but with a rolling motion.

A Pot of Honey helps Bentley win extra points in several castles. Bentley should take a honey break as soon as possible or ...

A Swarm of Bees flies down to protect the pot. If Bentley waits too long, the swarm returns again and again to track him down. If he takes too much time harvesting gems, the bees find him, whether or not the castle has a honey pot.

Ghosts and Skeletons move randomly, slowly, and over short distances.

The Witch's Cauldron turns Bentley into bear stew if he touches it. He can avoid this deadly pot by jumping over it.

Berthilda the Witch has a touch that's fatal. But Bentley can smash her if he's wearing the magic hat. The only thing predictable about her is her favorite snack - large furry mammals, served with a bear-naise sauce.

SCORING

Harvest a Gem: 1 point for the first gem, 2 points for the second gem, and so on up to 99 points per gem

Harvest the Last Gem in the Castle: 1,000 points for the first castle, increasing 100 points in every castle thereafter.

Don the Magic Hat	500 points
Eat the honey	1,000 points
Crush a Gem Eater	500 points
Smash Berthilda the Witch	3000 points

BONUS LIFE: At every 20,000 points, Bentley wins an extra life.

PAWS FOR SOME STRATEGY TIPS

- If Bentley harvests the last gem in the castles, he wins extra points.
- Elevators make perfect escape routes. However, they only operate one at a time.
- Bentley is invincible while he's jumping.
- Bentley can temporarily stun Nasty Trees and Gem Eaters by jumping over them. But this maneuver won't work if he's wearing the magic hat, or while the Gem Eaters are swallowing gems.
- When floating scores appear on the scene, creatures can't move through them; nor can the creatures move through each other.

DARK CAVERN

INSTRUCTIONS

The object of the game is to avoid the blobs, spiders and robots... and destroy as many of them as you can!!! Your man is trapped in the cavern, there's nowhere to hide. Escape the creatures' bites and keep away from robot fire. Shoot to destroy... rack up points! It's a bitter fight to the end!

THE GAME

It's a battle for survival in an underground cavern! You have five men. They enter the cavern one at a time through the center trap door. Once inside, blobs, spiders and robots begin to enter the left and right doors. (Neither the creatures nor the man can exit through these doors.)

Direct your man down the tunnels. Pick up ammunition as you go. Keep clear of the creatures... avoid robot fire. Shoot to destroy! Get hit by a robot's bullet... action stops. Now bring out your next man... get them before they get you!!!

Your man starts with 20 bullets. Every few seconds a gun flashes on the screen. Land on it before it disappears and you get 10 more bullets. Shoot at any of the nasty cavern creatures and you use up one bullet. Watch out for the blob... run into him and he "steals" your bullets.

The game ends when the robots blow all five of your men away! The final score is displayed. Press RESET and start again.

HOW TO PLAY

Set your LEFT difficulty switch to "A" or "B"."A" is the more difficult level. The game begins with four two-headed robots coming after you and when you destroy a robot, a new one takes its place faster. On "B" the game begins with one-headed robots.

ENTER THE CAVERN:

The game begins with your first man at the center trap door. Push up on the joystick and he enters the cavern. The door locks behind him... he is trapped in the cavern!!!

After the robot blasts your man, your next man is peering through the trap door. Push up on the joystick to get the man into the cavern... the fight begins again!

You start off with 5 men. Each man can run and shoot. When you lose a man, the next man appears at the trap door in the center of the cavern. A white number briefly shows in the upper right corner of the screen. This tells how many men you have left.

Each time you destroy a yellow robot you get another man. But you can only have a maximum of 9 men at a time. When your last man is blown away by robot fire, the game is over.

The gun is the man's main defense in the creature-infested cavern. When the game begins, the man has 20 bullets. Every few seconds a gun flashes on the screen. If the man lands on it before it disappears, he gets another 10 bullets. You can only have a maximum of 99 bullets at a time. The black numbers in the upper right corner tell how many bullets are left.

Spiders creep through the cavern ready to "bite" the man. Whenever the two come in contact, the man is paralyzed for a few moments. When this happens, he cannot run or fire his gun. He is a sitting duck for the robot!

Blobs slink around the tunnels. Their purpose is to catch the man and steal his bullets. The longer the man touches the blob the more bullets he will lose. Get away quick!

There are two types of robots that roam the cavern tunnels: One-headed and two-headed robots! One-headed robots can only shoot bullets in front of themselves. The man can sneak up from behind and blast away! At level "B", the game begins with the one-headed robots after the man! Two-headed robots look forward and backward and shoot in front of themselves and behind! Two-headed robots appear when your score reaches 20,000 (and at the beginning of level "A"). The one- and two-headed robots each come in four colors. All robots are one color at a time. Different colors are worth different points. Point values are listed below.

Start the game with purple robots. Shoot one and the rest turn red. Shoot another before a new robot takes its place, and all robots turn green. Shoot another before any new robots appear and the last robot is yellow. Once a new robot enters the cavern, all robots turn purple again. You have to be fast to get to the high point robots! IMPORTANT: Robots can shoot even after they have been shot! So watch out... get out of their line of fire!!!

SCORING

Spider	0
Blob	0
Purple Robot	1,000
Red Robot	2,000
Green Robot	3,000
Yellow Robot	5,000

WINNING TIPS

- Wait at a corner - when a robot is in target range, fire! Quickly move around the corner to dodge his bullet!
- When a new man enters the trap door, wait until it's safe to enter the cavern.
- Get a gun as soon as it appears in the cavern It disappears quickly!

DARK CHAMBERS

You're on a dangerous search, deep underground. Wraiths, wizards, and moldering skeletons surround you. Even now, a grim reaper stalks you.

The exits take you -- where? Only deeper into the maze. Find weapons in the darkness and fend off your elusive enemies. Claim the treasure and fight your way even deeper into the caverns.

Your strength will outlast the weaker ghouls. But are you a match for the strongest?

GETTING STARTED

Press [Select] to choose a skill level and number of players (one or two). Or move the joystick handle up or down for players and left or right for skill level. A hero for each player appears at bottom right. A bear's face at bottom left shows your sill level.

- Low: smiling bear with small eyes.
- Medium: straight-faced bear with two big eyes.
- High: straight-faced bear; big left eye, small right eye.

SEARCHING DARK CHAMBERS

You're lost in Dark Chambers. Enemies, treasures, and curses are scattered through all 26 levels from A to Z. Your goal is to survive all levels and take the greatest amount of treasure. Only by finding the hidden gates can you descend from one level to the next.

Your enemies -- dangerous ghouls -- are everywhere. At times they'll chase you. Other times they'll chase you. Other times they'll back off, but its a ploy -- they're trying to lead you further from the exits.

Move your joystick handle to move through the chambers. (In the early levels of play, beware of false doors that won't open.) Search each chamber for treasures and weapons. Pick them up by walking over them.

Stay away from the curses -- traps and poison. If you touch them, they'll take away your strength. Go through the exits to move on. (In a two-player game, you won't be able to walk any farther than you can see unless your partner goes with you.)

Ghouls drain your strength by touching you. Shoot them by moving your joystick or they'll take away your strength. Go through the exits to move on. (In a two-player game, you won't be able to walk any farther than you can see unless your partner goes with you.)

Ghouls drain your strength by touching you. Shoot them by moving your joystick handle in their direction and pressing the fire button. Be watchful, though, because you can't walk while you're shooting. Ghouls will use that time to move in and touch you.

Potions are also hidden in the chambers. When you find one, pick it up to renew your strength. A bar at the bottom of the screen shows how your strength.

Find the hidden gate to escape from a level and descend to the next. As long as you have strength left, you can go through all 26 levels. If you lose all your strength, you collapse and the game is over.

In a two-player game, if one hero collapses, the keys are given to the other hero. If the surviving hero makes it to the next level, the other hero revives on that level.

When a game is over, press the fire button or [Reset] to start a new game at the last level played. Press [Select] at any time to start a new game from the title screen.

HEROES, TREASURES, AND POWERS

Pick up potions to increase your strength. (When your strength bar is full, you don't need the potions.)

The more keys you pick up, the more doors you can unlock to enter secret rooms. Each key unlocks one door. You can carry up to 15 keys.

Pick up weapons for defense. Guns let you fire faster. Daggers make your shots more powerful. Shields minimize the amount of strength you lose when an enemy touches you. When you're carrying a weapon, a box appears next to your strength bar.

Set off bombs to slay all ghouls and curses in the area you're in. Grab the bomb and press the fire button twice quickly. Or carry them and detonate later.

Gates lead to the next level

Grab the strongboxes, jewels, and silver and gold chalices to earn points.

DENIZENS AND CURSES OF THE DARK CHAMBERS

The inhabitants of Dark Chambers drain your strength by touching you. When shot, they mutate to the next weaker form.

- Zombies are the weakest form. They explode when you slay them.
- Wraiths want to scare you crazy.
- Skeletons shake their bones, coveting you skin.
- Wizards hate live heroes. They attack without mercy.
- Grim reapers are the strongest form. They'll slice you down if you let them get close.
- Spawners hatch new ghouls. They also hide treasures, weapons, curses, and gates. Shoot them to discover what they're guarding.
- Traps and Poisons drain your strength if you tough them.

SCORING

Slay the ghouls and pick up treasures and potions to score points. Scores appear at the bottom of the screen, next to your strength bar.

Ghouls & Curses		
	Slaying	Touching
Spawner	100 points	0 energy
Grim Reaper	100 points	-5 energy
Wizard	50 points	-4 energy
Skeleton	30 points	-3 energy
Wraith	20 points	-1 energy
Trap		-6 energy
Poison		-4 energy

Treasures & Potions	
Gold Chalice	3,000 points
Amulet	1,000 points
Silver Chalice	500 points
Strongbox	100 points
Potion	+3 energy

DECATHLON

Requiring discipline and sweat, stamina and speed, with muscles opposing muscles, compete in the most celebrated game of the Olympics: the ten events of the decathlon. Earn points for each event. Highest final score wins!

The difficulty switch is not used.

Continually move Joystick to the left and right to run or to approach the scratch line. Press red button to jump, throw, hurdle, put the shot or vault. Total scores may be reviewed by pressing the red button before any event.

The ten decathlon events are: 100-Meter Dash, Long Jump, Shot Put, High Jump, 400-Meter Race, 110-Meter Hurdles, Discus Throw, Pole Vault, Javelin Throw and 1500-Meter Race.

Contestants compete separately in each event. Some events allow more than one attempt per contestant. When all contestants have completed an event, the next even automatically appears.

Contestants earn points for each event. Screen displays the contestant's event score following the event, and then each contestant's total score is displayed. For the events that allow multiple attempts, only the highest event score is added to the total score.

End of competition. When the last contestant has completed the 1500-Meter run, The Activision Decathlon is concluded. Final scores for all contestants are displayed.

SPECIAL HIGHLIGHTS

Speed Gauge

Registers your relative running speed or approach speed throughout each event. The faster or quicker you move the Joystick, the closer the gauge measures to the right-hand limit.

Real-Time Clock

Counts the minutes, seconds and fractions of seconds on the screen during all races.

Distance Measure

In each throwing event - Shot Put, Discus, and Javelin - the distance of each throw displays on the screen in meters. The distance measure also calculates how far you jump in the Long Jump.

Scratch Line

Don’t cross the scratch line before pressing the red button to jump the Long Jump, throw the javelin, put the shot or hurl the discus. "Scratching" disqualifies the attempt, resulting in a score of 0.

Musical Tribute

Each time you score 1000 or more points in any event, a musical tribute recognizes your special accomplishment.

Current Contestant

A small square enclosing the number 1, 2, 3 or 4 reminds all contestants which decathlete is currently competing.

Practice Heats

All decathletes can practice any event before the Games. Hold the game select switch down and the name of each event will appear on the screen one at a time. When the event you want to practice appears, release the game select switch and press the game reset switch.

EVENTS

100-Meter Dash

Just one opportunity to sprint from start to finish. Explode out of the starting blocks, then give it your all by moving the Joystick as fast as you can for the entire dash. When you see the 100 meter marker, find a final burst of strength. The quicker your time, the higher your points. Every 1/100 of a second matters.

Long Jump

Each decathlete gets three jumps. You begin with a running start of 30 meters. Press the red button just before you reach the scratch line to jump. The faster you are running when you jump, the farther you'll go. Your longest jump earns the most points.

Shot Put

All contestants "put" the shot three times. Move the Joystick as rapidly as you can to approach the scratch line, then press the red button. The quicker your approach, the farther your "put" will go, and the more points you'll earn.

High Jump

You are allowed a maximum of three attempts at each height. Your turn ends when you miss the same height three times. There is a 30 meter approach run to the high jump standards. Press the red button to jump. Each time you successfully "clear" a height, the crossbar automatically raises. The higher you jump, the more points will be added to your total.

400-Meter Race

It's one middle-distance race. Nothing to throw or jump. Pick your feet up and put 'em down as fast as you can. The distance markers, set every 100 meters, show how far you've run. The faster you complete the race, the more points you'll earn.

110-Meter Hurdles

There are ten hurdles to jump over that are positioned at 10 meter intervals. Run by moving the Joystick, and jump the hurdles by pressing the red button. You won't be disqualified for 'spilling' a hurdle, but it will slow you down. And that's important, because the faster you complete the race, the more points you are awarded.

Discus Throw

You get three throws, but don't forfeit any of them by "scratching." The approach to the scratch line is just a few feet, so start moving the Joystick as fast as possible before pressing the red button to hurl the discus. The farther the throw, the greater the points awarded.

Pole Vault

Each vaulter gets a maximum of three tries at each height. Turn ends when you miss the same height three times. Run to the vault pit and plant your pole by pressing the red button. Continue to move the Joystick as you vault and, just at the peak, press the red button again to release the vaulting pole. Each time you "clear" a height, the crossbar automatically raises. The higher you vault, the more points you'll get.

Javelin Throw

All contestants throw the javelin three times. Run to the scratch line and press the red button to throw the javelin. The farthest of your three throws earns the most points. There’s only one event left, so give this one your all.

1500-Meter Race

Each decathlete gets one chance to score well in the final event...you'd be too exhausted to race this one twice. Maintain a steady pace for the first 1300 meters and then sprint to the finish. Distance markers are placed every 100 meters, so you'll know how far the finish line is at all times. The faster you complete the race, the higher the number of points you'll earn. Good luck!

THE ACTIVISION DECATHLON CLUB

If your final score is from 8,600 to 8,999 points, then step up to the first award level and receive your Bronze Medal patch. Let all contestants take special notice if you scored from 9,000 to 9,9999 points, and climb to the second award level to receive your spirited Silver Medal patch. Stand at the top award level, where only champions have stood, if you score 10,000 or more points, and be presented with the glorious Gold Medal patch.

DEFENDER

ATARI DEFENDER is very similar to the Williams coin-operated DEFENDER game. However, you will find some differences in the game play as well as in the graphic images and game controls. For example, in the coin-operated DEFENDER game, two or more Alien Landers can kidnap Humanoids simultaneously, whereas in the ATARI version, Landers can abduct only one Humanoid at a time. In the coin-operated game, you can accidentally kill a Humanoid with your own missile fire while attempting a rescue, and even lose a life in Hyperspace. Such tragedies cannot happen in ATARI DEFENDER. ATARI Humanoids are invulnerable to missile fire, and Universal Space Ship Defender will always emerge from Hyperspace intact.

Scoring is the same in the ATARI and coin-operated DEFENDER games, with one exception: ATARI gives you 500 points instead of 150 points for blasting a cluster of Alien Swarmers with your laser missiles.

The game differences are mostly minor and technical. We feel sure that they will not detract from the fun you will have with this exciting and popular ATARI game.

RESCUE THE HUMANOIDS

Earth's "friendship" signals, beamed into deep space and beyond the Milky Way, have attracted extraterrestrial beings, all right, but not the ones we expected. Now wave after wave of warlike Aliens from some unidentified solar system "home in" and attack. In the cockpit of Universal Space Ship Defender, you wait tensely, watching your scanner for approaching aliens. There they are! First comes a lone Bomber, laying space mines. You pick that off with your laser missiles with no trouble. But an innocent-looking Pod ship explodes when you hit it, releasing clusters of missile- splitting Swarmers. Whew! That was close! Now what? Your Scanner shows a convoy of saucer-shaped Baiters coming fast and escorting a squadron of Landers. Space Intelligence has informed you that the Landers' diabolical mission is to kidnap Earth's Humanoids and transform them into hideous flying Mutants programmed to destroy the cities and take over the Earth.

In the city below, Humanoids run helter-skelter through the streets like frightened ants. Some cower in doorways, hoping, no doubt, that the Landers will overlook them. No chance! Look! See that terrified Humanoid wriggling helplessly in the force of the Lander beam? No time to lose! Thrust out and blast that Lander with your laser missiles. There! That got him. Now dive down and catch the Humanoid. Hurry! Hurry! He's falling fast!

GAME PLAY

As Commander of Universal Space Ship Defender, you have been assigned by Earth Security to rid Planet Earth of the Aliens and rescue Humanoids from the Landers. You score points for each Alien space ship you destroy with your laser bombs and smart bombs and for each Humanoid you save. In one-player games, your object is to top your highest score. In two-player games, the player with the highest score wins the game. A game ends when the Aliens finally destroy Defender and conquer Earth.

LIVES AND SMART BOMBS

You begin a game with three Defender lives and three smart bombs. The number of lives remaining in a game is displayed at the bottom left of the television screen, and the number of smart bombs remaining is shown at the bottom right. For a discussion of how to use smart bombs, see YOUR DEFENSE in this section.

Each time Defender collides with an Alien missile or mine, it disintegrates with a "whoosh" and vanishes. If it's Defender's last life, the game is over. If a life remains, Defender rematerializes in its starting position on the left side of the television screen and the game continues.

Every 10,000 points, Defender acquires a bonus life and smart bomb. You can earn any number of bonus lives and bombs, but the computer only displays three at a time. The computer gives you an audible signal when you earn another life and smart bomb.

ALIEN ATTACK WAVES

The first wave of Aliens attack when you press the red button on your Joystick Controller (or the GAME RESET switch on your game console) to start the action. Be ready with your Joystick Controller to blast Aliens as soon as you hear the air raid alarm. See USING THE CONTROLLERS for Joystick maneuvers.

Bombers lay mines to trap you. Baiters are fast pursuit ships that home in and shoot at you. Pods explode when hit and release Swarmers, fast little ships that travel in clusters of four and fire missiles. Landers also fire missiles as they search the city for Humanoids to kidnap and mutate. Mutants move in fast for the kill, shooting as they come.

When Defender has destroyed all the Aliens in the first wave, another wave of Aliens - faster and tougher than the first ones - moves in. The longer Defender survives, the harder the waves of Aliens become.

END OF A WAVE

A wave does not end until Defender has destroyed all the Aliens in it. When that happens, the number of the wave completed flashes in the center of the television screen, as shown in Figure 3.

YOUR DEFENSE

Defender uses conventional laser missiles and smart bombs to blast enemy Aliens and can employ its secret weapon; Hyperspace Time Warp, to stage a "strategic retreat."

Laser Missiles

Laser missiles are Defender's first line of defense. Fortunately, they are unlimited. To deploy missiles, point Defender at the target and press the red controller button.

Smart Bombs

Smart bombs are an effective means of mass destruction. One detonation takes care of every Alien on the television screen in front of you, and you earn points for each Alien destroyed. To detonate a smart bomb, move Defender down behind the city and press the red controller button.

Use smart bombs sparingly and strategically. It's a good idea to keep one in reserve in case you get fenced in by Aliens or need a push across a 10,000 point boundary to win another life and smart bomb. Under HELPFUL HINTS you will find other suggestions for deploying smart bombs.

Hyperspace Time Warp

This Ultra Secret device enables Defender to disappear, warp through time and space, and instantly reappear in another space quadrant. It's an effective maneuver when Defender needs to stage a "strategic withdrawal," or get away fast. A word of caution, however. Your new position is selected by the computer at random,and there is no guarantee that it will be better than the old one.

To enter Hyperspace, push the Joystick Controller fully forward (away from you) and hold it in that position until Defender has moved to the top of the television screen and disappeared behind the Scanner. Then press the red controller button on your Joystick. As Defender warps through time and space, Aliens disappear. When Defender reappears, the Aliens also reappear.

USING THE SCANNER

Get into the habit of using the Scanner to fight Aliens and rescue Humanoids. The Scanner gives you the following vital information:

- How many Aliens are approaching, what kind of Aliens they are, and what their positions are.
- Which Humanoid is being abducted by a Lander.
- How many Humanoids remain to be defended and where they are.

The Scanner is similar to a radar screen. Every "blip" on it reflects an object in the game

Aliens can "wrap" around the television screen horizontally and vertically. For example, an Alien traveling across the screen right to left can leave the screen at the left side and reenter at the right; one traveling from bottom to top can leave the screen at the top and reenter at the bottom.

The blips are colored to help you distinguish between blue Baiters and Bombers, orange Landers and Pods, or red Mutants. The positions of the blips on the Scanner give you the approximate altitude, range, and position of the Aliens. Fore- armed with this information, you can maneuver Defender into position to blast Aliens with missiles or smart bombs as soon as they appear.

RESCUING HUMANOIDS

While destroying Aliens is very important, your chief obligation is to rescue the Humanoids from the Landers. At the end of a wave, you score 100 bonus points for every Humanoid survivor.

The five Humanoids are cowering near the buildings at the bottom of the television screen (see Figure 4). You can't see all five at one time, but if you push the Joystick Controller to the right or left and take a slow flight over the city, you will see them all.

Defender is the Humanoids' only defense against the Landers. Use the Scanner to locate them and patrol their positions. When a Humanoid is kidnapped and you hear his plaintive cry for help (like the chatter of an excited chipmunk), go to his rescue immediately. Nine times out of ten, however, he won't be on the television screen in front of you and you will have to locate him. If you fly over the city searching for him, you may arrive too late to save him. Use the Scanner.

The Scanner is the fastest way to spot a kidnapping. Look for the Humanoid that is being lifted up toward the top of the Scanner (see Figure 4). Keep monitoring the Humanoid's position on the scanner as you fly to his rescue, and adjust Defender's position accordingly. With practice, you will arrive in time to blast the Lander and save the Humanoid even during the fastest waves.

HOW TO SAVE A HUMANOID

- Destroy the Lander and let the Humanoid free-fall safely to earth.
- Destroy the Lander, catch the Humanoid, and carry him back to earth.

The free-fall rescue is only effective if the Humanoid is close enough to the earth to land safely. You'll have to do a little experimenting to find out how close that is. If the Humanoid lands safely, the computer plays a short happy tune and adds 250 bonus points to your score (in addition to the 150 points you earn for destroying the Lander). If the Humanoid does not land safely, the computer emits a little "crash" or "crunch" sound and that's all. Needless to say, no bonus points are added to your score when a Humanoid crash-lands.

NOTE: Don't worry about the Humanoid getting hit, either by an Alien missile or your own missile, during an attempted rescue or free-fall. Atari Humanoids are not vulnerable to missiles and bombs, only to heights.

Catching a Humanoid in midair and bringing him back alive is much more difficult than the free-fall rescue and earns more bonus points. To catch a Humanoid, maneuver Defender into contact with him, as shown in figure 5. If you succeed in catching the Humanoid and bringing him back to Earth, you earn 1000 bonus points. If you manage to catch him but do not return him safely to Earth, you earn 500 points.

There are times when you may want to catch a Humanoid and hold on to him instead of returning him to Earth. As long as you hold a Humanoid, Alien Landers cannot abduct any other Humanoids during the wave. At the end of the wave, the Humanoid counts as a survivor and earns you 100 bonus points. However, you are not allowed to carry him into the next wave; the computer automatically returns him to the city. See HELPFUL HINTS for some applications of this Humanoid capability.

NOTE: A Humanoid cannot get hit while Defender is carrying him around, since he in invulnerable to missiles.

There is a third way to save a Humanoid. Defender can sacrifice a life for him by colliding with the Lander abductor. While this is very noble, it is not very practical unless Defender has lives to spare. Defender's self-sacrifice does not earn you any bonus points; only 150 points for destroying the Lander.

MUTANT TAKEOVER

If the Defender does not succeed in rescuing a Humanoid, the Lander that abducted him carries him up into space, transforms him into a Mutant, and programs him to return and attack Earth.

When all five Humanoids have been destroyed, whether by mutating or falling, the city blows up and disappears, and Mutant populations take over the Earth. The game continues with the Mutants until they destroy Defender or revert to Humanoids in Wave 5 or a multiple of Wave 5.

NOTE: Game action is the same after a Mutant takeover. To detonate a smart bomb, move Defender down behind the blasted plain where the city once stood and press the red controller button.

THE FIFTH WAVE

The Mutant takeover is only good for four waves. Every fifth wave, the Mutants revert to Humanoids and any cities destroyed are rebuilt. Unfortunately, the rebirth of the Earth attracts more Aliens and the struggle for survival begins again. That's life.

USING THE CONTROLLERS

Use your Joystick Controllers with this ATARI (R) Game Program TM cartridge. Be sure the controller cables are firmly plugged into the CONTROLLER jacks at the back of your ATARI Video Computer System TM game. For one-player games, use the Joystick Controller plugged into the LEFT CONTROLLER jack. Hold the Joystick with the red button to your upper left, toward the television screen. See your owner's manual for further details.

DEFENDER MOVES

Defender moves in the direction you move the Joystick Controller. To move toward the right, push the Joystick Controller right; to reverse direction and move left, push the Joystick left; and to move Defender diagonally, push the Joystick diagonally.

Push the Joystick forward to move Defender up toward the top of the television screen; pull back on the Joystick to move Defender down.

FIRE BUTTON

The red controller button on your Joystick Controller is the fire button. Press it to fire laser missiles, detonate smart bombs, and enter Hyperspace. See GAME PLAY for information on smart bombs and Hyperspace Time Warp.

TWO-PLAYER GAME CONTROL

In two-player games, players take turns controlling Defender, starting with the player using the left Joystick Controller. At the end of a wave, control of Defender passes to the player using the right Joystick. When one player loses his last Defender life, the play continues with the remaining player. When both players are out of Defender lives, the game ends. Press the red controller button to play the same game again.

GAME SELECT SWITCH

Find the number of the game you want to play in the GAME SELECT MATRIX. Press the GAME SELECT switch until the number appears in the game window at the bottom of the television screen. The number on the left is the game number; the number on the right indicates the number of players.

NOTE: Press and continue to hold down the GAME SELECT switch to cycle through the game numbers.

GAME RESET SWITCH

When you have selected your game, start the action by pressing the GAME RESET switch or the red button on your Joystick Controller. Note that the score counter appears in the game window at the bottom of the television screen (see Figure 8).

To interrupt a game and start over with zero score, use the GAME RESET switch. The Joystick Controller button cannot be used to interrupt a game.

DIFFICULTY SWITCHES

If you are using the left Joystick Controller, your DIFFICULTY switch is on the left side of the Video Computer System console. If you have the right Joystick, your DIFFICULTY switch is on the right side of the console. The position of your DIFFICULTY switch determines Defender's vertical speed:

- Set to B: Defender rises and descends rapidly.
- Set to A: Defender rises and descends slowly, making it harder to chase Aliens and rescue Humanoids.

SCORING

Your score appears in the game window at the bottom of the television screen when you press the GAME RESET switch or the red button on your Joystick Controller to begin a game.

In two-player games, you and your opponent take turns scoring. When it's your opponent's turn to score, the computer resets the score counter for him. But it keeps track of your score and status so that you can resume the game where you left off when it's your turn again. Don't worry, you can trust the computer.

When the game ends, the computer flashes your score and your opponent's score, alternately. Highest score wins.

Alien	Points
Pod	1,000
Swarmer	500
Bomber	250
Baiter	200
Lander	150
Mutant	150
Humanoid Rescue Mission: 150 for Lander Plus	
Falls from Lander and lives	250
Caught but not brought back down	500
Caught and brought back down	1,000
Each Humanoid alive at end of wave	100

BONUS LIVES AND SMART BOMBS

Every 10,000 points, you can earn an additional Defender life and smart bomb. There is no limit to the number of lives and bombs you can earn, but only three lives and three bombs can appear on the television screen at one time. If you have more than three lives or bombs, the computer holds the extra ones in reserve for you until it can display them on the television screen.

USE THE SCANNER

Practice using the Scanner to find out where Aliens are coming from, which Humanoid is being kidnapped, and which Humanoids remain to be defended. The Scanner is an important strategic element in any game. When you learn to rely on it, it will help you improve your score.

SPEED IS IMPORTANT

Keep Defender moving forward at the highest speed you can manage without losing control. Remember that a moving target is harder to hit.

SUDDEN REVERSALS

Reversing direction suddenly is a good ploy. It confuses Aliens and stops them in their tracks. In the instant it takes an Alien to recover, you can get Defender into a strategic position, reverse again, and blast the Alien with your laser missiles.

SMART BOMBS

If you don't want to let loose a lot of Swarmers at the start of a wave, use smart bombs instead of laser missiles to destroy Pods. But use the bombs sparingly. You may need one to save a Humanoid in the nick of time, or to blast enough aliens to cross a 10,000 point boundary and win another life and smart bomb.

CATCH AND CARRY

If you are in a fast wave, catch and carry a Humanoid. Remember that a Lander can't pick up another Humanoid while Defender is holding one. A good strategy in the later waves is to wait until you've destroyed all but one Alien before you set the Humanoid down.

GAME SELECT MATRIX

	1	2	3	4	5	6	7	8	9	10
Humanoid Pickup Speed	M	F	-	M	F	-	M	F	-	S
Mutant Training Mission	-	-	X	-	-	X	-	-	X	-
Mutant & Baiter Speed	M	F	V	M	F	V	M	F	V	S
Starting Wave	1	1	1	3	3	3	5	5	5	1

S = Slow
M = Moderately Fast
F = Fast
V = Very Fast
X = Mutant Training Mission (all 5 Humanoids are mutated)

Game 10 is a special children’s version.

Games 11-20 repeat the pattern above for 2 alternating players.

DEFENDER II

Alien marauders are attacking your planet, kidnapping the defenseless Humanoids and turning them into dangerous Mutants. You've got to stop them!

You begin with three ships, three Smartbombs -- capable of wiping out everything in sight -- and Inviso, a mysterious cloaking compound. But your most powerful defense is the Stellar Gateway, which instantly transports you across the planet to rescue Humanoids.

Pilot your ship along the planet surface, blasting away at the evil aliens while rescuing Humanoids. But watch out -- the slightest contact with an alien can be disastrous! Only you, with the help of the Stellar Gateway, can save your planet's beleaguered Humanoids from attack and maybe -- just maybe -- wipe out the aliens forever!

PLAYING THE GAME

Your objective is to rescue the Humanoids and eliminate all aliens. You begin the game with three ships, three Smartbombs, about six seconds' worth of Inviso, and enough energy to hyperspace temporarily out of danger. The number of ships and Smartbombs and the amount of Inviso you have left are shown at the top of the screen. You have an unlimited amount of regular ammunition.

Use the left joystick's handle and fire button to maneuver your ship and fire regular ammunition. Press the right joystick's fire button to drop Smartbombs. Push the right joystick's handle forward to activate Inviso; pull it back to jump into hyperspace. When you run out of Smartbombs, pressing the right joystick's fire button activates Inviso. Once your Inviso is gone, pressing the right joystick's fire button will send you into hyperspace.

Defender II has up to 100 attack waves. As soon as you clear the planet of aliens in one wave, the next wave begins. You score points whenever you destroy an alien. For every 10,000 points you score, you earn another ship, another Smartbomb, and more Inviso.

When you lose a ship, a new one appears until all your ships are lost. Action resumes when you move the joystick handle.

The game ends when you lose all your ships. Press [Reset] or the left joystick fire button to begin a new game.

THE DEFENDER

SMARTBOMBS destroy all aliens on screen. They are most effective when aliens surround you.

INVISO makes you invisible for about two seconds. Aliens can't hurt you while you are invisible, although you can still fire and anything you pass through is automatically destroyed.

HYPERSPACE sends you into space warp. You never know where you'll reappear, so use it only as a last resort! You could easily end up on or near an enemy, which will destroy you immediately.

The STELLAR GATEWAY warps you to a part of the planet where a Humanoid is in danger. If all the Humanoids are temporarily safe, The Gateway transports you to the opposite side of the planet.

HUMANOIDS are defenseless. The alien Landers snatch them off the planet's surface and carry them up through the atmosphere to turn them into Mutants. When shooting Landers, be careful not to shoot the Humanoid by mistake. Once freed, Humanoids start drifting down. Catch them before they reach the planet's surface, and then gently guide your ship down. The Humanoid automatically beams to the nearest Humanoid Space Station You receive extra points for every Humanoid safely deposited on the planet.

You can keep rescued Humanoids on your ship. In waves 1 through 9, passing through the Stellar Gateway while transporting four or more Humanoids on your ship will advance you three waves. However, carrying Humanoids makes you a larger and easier target for the aliens. If you lose your ship, the Humanoids will escape safely to the planet's surface.

ENEMIES

LANDERS are the most dangerous aliens. They swoop down and kidnap the Humanoids, turning them into dangerous Mutants when they reach the top of the screen. They can't follow you, but if you are nearby they will fire lethal charges in your direction.

MUTANTS move fast, their heads spinning and flashing with bright colors. They can sense your presence and will track you down if you don't keep moving. Mutants also fire lethal charges at you when making their assault.

YLLABIAN SPACE GUPPIES are mindless, but they'll home in quickly and destroy you if you're not careful.

FIREBOMBERS are treacherous. Blast them out of your way early on.

PODS bob around like bouncing balls. Don't get too close to one -- once you destroy it, you still have to worry the three swarmers that will be released.

SWARMERS fly straight at you when their Pod is destroyed. Three quick shots should take care of them.

DYNAMOS are cubic creatures that swirl around above the planet's surface. They are oblivious to everything and always fly in the same diagonal path across the sky. Stay out of their way!

BAITERS come out when you take too long to finish off a wave. They know right where you are and close in on you quickly. Destroy them right away.

PHREDS are no fun. They have excellent vision and zoom straight at you, exploding on contact and disintegrating both of you.

MUNCHIES are looters looking for the spoils of war. They are small, fast, and can sniff out your ship when it's in a vulnerable position.

SCORING

Pods	1,000
Firebombers	250
Dynamos	200
Baiters	200
Phreds	200
Yllabian Space Guppies	200
Mutants	150
Landers	150
Swarmers	150
Munchies	50

At the end of waves 1 through 5, you receive 100, 200, 300, 400, and 500 points, respectively, for every Humanoid left on the planet. Beginning with wave 6, you receive 500 points for every Humanoid remaining.

In waves 1 through 9, if you pass through the Stellar Gateway while transporting four or more Humanoids on your ship, you'll automatically advance three waves in the game.You'll also receive 1,000 points for every Humanoid left on the planet.

DEMOLITION HERBY

You're out to clear the tracks with Demolition Herby. But on your way bash! Crash! Knock anyone who gets in your way. If you don't, it's the junkyard for you! Squash a squad car, trash a tow truck...shift into overdrive and give them the slip. But watch your fuel--even hotshot hot rodders run out of gas! Controlling this dastardly driver could drive you mad!!! So just jump on the throttle and let him rip!!! Demolition Herby. He'll turn you into a wreck.

OBJECT OF THE GAME

Black out all the squares on the demolition course--and score as many points as you can--before you lose your last car.

GETTING READY TO PLAY

The Difficulty Switch has no effect on this game.

TO BEGIN PLAY

There are a total of three Demolition Herby games (see game variations for details). Game number is indicated in the lower middle of screen. Push game select button to choose the game you wish to play. Push red button on Joystick to begin or start a new game.

PLAYING THE GAME

You control Herby--the little green car that starts out at the top of the screen. Use your Joystick to move him up, down, left, and right. You don't have to follow any set course, but he only travels on the lines, not within the squares.

You'll notice the white lines turn red as Herby goes over them. When you've changed all four lines around a square to red, the square gets blacked out. You earn points and get more fuel. The bar at the bottom of the screen is your gas gauge. You'll hear a warning tune when you're nearly on empty. If you hit empty, you'll have to use one of your extra cars.

But you've got more to worry about than running out of gas! There's no way you can just go on your merry way, blacking out squares undisturbed.

Just when you think you've got a square done, here come the chase cars. These guys could be your undoing! If they go over a line you've turned red, they change it back to white! They also try to bash right into you. If they do, they can knock you off the track. You'll have to get a new car when that happens. So rear-end them first! You'll stay on track and earn bonus points besides!

Note: When a chase car is on the same line as Herby, its speed doubles.

When you do manage to black out all the squares on the screen, you've completed a lap and the action stops. Push the red button on your Joystick and you'll start all over--but this time your pursuers are really on your tail. The better _you_ get at outwitting them, the smarter and faster _they_ get.

COLLISIONS

You begin the game with three spare cars, indicated by the three cars at the bottom of the screen. Every time Herby gets knocked off the track, you lose one car.

When you see a chase car coming at Herby, get out of the way! Any time they're heading toward you and hit you, you get knocked off the track. To knock the chase cars away and stay on the track yourself you have to hit them from behind (while they're going away from you).

If you do get hit, Herby will come to rest at the screen's edge. Just move your Joystick to get him back on track.

SHIFTING INTO OVERDRIVE

To really step on the gas, push the red button on your controller and Herby shifts into overdrive.

Use this carefully, because in overdrive you use fuel up a lot faster. And you no longer change the color of the track-- unless you've knocked out all the chase cars.

NOTE: If you knock all three chase cars off the track, you can shift into overdrive and the track will still change color. This is your chance to really rack up some points. So put it in high gear and go for it! Chase cars stay off the track for 8-10 seconds.

TWO PLAYER GAME

You can turn Demolition Herby into a two-player game by just moving the Joystick plugged into the right side of the game console. When you do, you control all three chase cars. And you're the spoiler. You can really get in the way of Herby's progress.

Pick out the fastest chase car and set him in hot pursuit of Herby. You can move in all directions, but can only change directions at intersections. So all three cars will move the way you shift the Joystick when they individually reach their next intersection.

SCORING

Black out a single square--32 points + fuel
Complete two squares with one line--145 points + more fuel
Ram a chase car--117 points

For each 1,000 points you score you get an additional car, up to six maximum.

GAME VARIATIONS

There are three game variations.

- Children's Race The other demolition racers are fairly slow. The speed stays the same every lap.
- Beginner's Course Pace stars out slow, but gets progressively faster with each lap. After 7 laps, the other racers get going so fast, they don't even erase your red lines--they don’t need to!
- Dastardly Derby Start out quick, and then try to keep the pace! After just two laps, your opponents don't bother to erase the red lines anymore. They’re just after you!

HELPFUL HINTS

- As often as possible, set yourself up to complete two squares with one line.
- After you hit a chase car, get away so you don't get hit when he ricochets.

INSIDE INFO

Here's a little peek at how the chase cars and Herby are programmed to stack up at each level of game play.

You'll notice quotients on the chart below, for example: 25/25.The first number is the intelligence, or IQ of the car. The second number is its speed.

Herby's speed is 100.You determine his smarts. You’ll notice that no chase car's IQ reaches 100, or perfect. We like our computers to be at least _slightly_ human.

G=Game L=Level C=Car

G1	L1	C1-25/25	C2-25/25	C3-25/25	C4-XX/XX	Chase Cars Erase
G2	L2	C1-XX/XX	C2-50/25	C3-25/25	C4-25/25	Chase Cars Erase
G2	L3	C1-75/25	C2-90/25	C3-25/50	C4-XX/XX	Chase Cars Erase
G2	L4	C1-XX/XX	C2-90/25	C3-25/50	C4-50/50	Chase Cars Erase
G2	L5	C1-25/50	C2-75/50	C3-25/65	C4-XX/XX	Chase Cars Erase
G2	L6	C1-XX/XX	C2-50/50	C3-90/50	C4-50/65	Chase Cars Erase
G3	L7	C1-75/50	C2-50/65	C3-25/80	C4-XX/XX	Chase Cars Erase
G3	L8	C1-XX/XX	C2-90/50	C3-75/65	C4-50/65	Chase Cars Erase
G3	L9	C1-25/65	C2-25/80	C3-90/80	C4-XX/XX	Chase Cars Don't Erase
G3	L10	C1-XX/XX	C2-50/65	C3-50/80	C4-90/80	Chase Cars Don't Erase
G3	L11	C1-75/75	C2-90/80	C3-90/80	C4-XX/XX	Chase Cars Don't Erase
G3	L12	C1-XX/XX	C2-90/65	C3-90/80	C4-90/80	Chase Cars Don't Erase
G3	L13	C1-25/80	C2-90/80	C3-90/80	C4-XX/XX	Chase Cars Don't Erase
G3	L14	C1-XX/XX	C2-50/80	C3-90/80	C4-90/80	Chase Cars Don't Erase
G3	L15	C1-75/95	C2-90/95	C3-90/95	C4-XX/XX	Chase Cars Don't Erase
G3	L16	C1-90/95	C2-90/95	C3-90/95	C4-XX/XX	Chase Cars Don't Erase

DEMON ATTACK

Marooned on the ice planet Krybor, you watch legions of eerie creatures scream overhead. They hover ominously. They give you no quarter. Attack and destroy them, or be destroyed! Armed with your Laser Cannon, you confront the ultimate challenge: SURVIVE!

OBJECTIVE

Destroy demons and accumulate points before you and your LASER CANNON meet with oblivion. Keep RESERVE BUNKERS intact and increase their number by avoiding your foes' fire. When the last bunker disintegrates, the next enemy hit will pulverize you!

GAME PLAY

Your LASER CANNON has unlimited firing power. Dodge left or right to avoid enemy fire while pursuing aliens. Accumulate RESERVE BUNKERS (bottom left of screen). You begin with 3. Each attack wave you survive completely unscathed earns you an additional bunker, to a maximum of 6. Every hit you absorb destroys an additional bunker. When all bunkers disappear, another alien barrage will vaporize you.

CONSOLE UNIT

RIGHT AND LEFT DIFFICULTY LEVERS determine how aggressively the demons attack: A=Aggressive Action B=Basic Bombardment

GAME VARIATIONS

	1	2	3	4	5	6	7	8	9	10
Players	1	2	1	2	1	2	1	2	2	2
Regular	🟥	🟥								
Tracer Shot			🟥	🟥						
Advanced					🟥	🟥				
Advanced Tracer Shot							🟥	🟥		
Co-Op									🟥	
Advanced Co-Op										🟥

GAMES 3 AND 7 feature special TRACER SHOTS. Your Laser Cannon powers fire all over the screen.

SPECIAL CO-OP VERSIONS

GAMES 9 AND 10 allow 2 players to take turns against the same wave of attack.

LASER CANNON CONTROL ALTERNATES EVERY FOUR SECONDS. Keep track of your color!

Independent scores appear on screen.

You share reserve bunkers; when they're gone, another blast ends the game.

If you are hit in games 9 or 10, your "PARTNER" scores an additional 500 POINTS.

SCORING

	1 & 2	3 & 4	5 & 6	7 & 8	9 & 10	11 & 12
Demons	10	15	20	25	30	35
Split Demons			40	50	60	70
Diving Demons			80	100	120	140

How many waves all told? You tell us!

TACTICAL TIPS

FOR 2 PLAYERS: Even the odds between players of varying skill.

Expert players set the Difficulty Lever corresponding to their joystick to A.

Beginners set the Difficulty Lever to B.

DEMONS TO DIAMONDS

You and your best friend are spending a super Saturday at the Cosmic Carnival. So far you've done all the usual things. Now you're restlessly looking around for a new thrill--something exciting and different, some competitive skill sport. Suddenly you hear a taunting voice coming from the vicinity of Target Skill Gallery.

"Whoa, let's see what that's about!" you say as you make a sharp left and jog off in the direction of the high-pitched speech.

The non-stop voice belongs to a squat, two-food tall demon parading back and forth in front of a huge, vertical shooting range.

"Hey you!" squeaks the demon, pointing directly at you. “Would you like to command a laser base? Like to hit targets and score points? Are you looking for fun, excitement--a game in which you must dodge danger? We are the demons and we dare you to try your laser-sharp shooting skills on us! We’re full of surprises. We sidestep all over the shooting range. We yak at you until you shut us up. We change into new target forms-- precious diamonds or deadly skulls. Hit a diamond and you'll score a small fortune in bonus points. But beware of skulls!

"So come on, reach for your laser, exercise your trigger finger on us. Put us through our paces and we'll dazzle you with demonic tricks!"

GAME PLAY

Your objective in DEMONS TO DIAMONDS is to score as many points as possible while losing as few lives as possible. You start the game with 5 lives; 4 of your lives are displayed on your side of the screen in the far right corner. They look like white triangles.

Use your Paddle Controller to move your laser back and forth across the top or bottom of the playfield. Press the red button to fire at demons. The longer you hold in the red button, the farther your laser will extend up or down the screen. The laser disappears when it hits a demon, a skull, or any object on the screen.

Hit demons the same color as your laser base to score points. Demons will first appear in the middle two rows (rows 4 and 5). When you hit a demon of your color, it eventually changes into a pulsating diamond. If you or your opponent can hit this diamond before it disappears, the one who hits it scores bonus points. When you hit a demon of your opponent's color, it transforms into a skull that shoots in both directions. Watch out for these skulls; you lose a life every time you are struck by a skull's bullet. In some game variations, you also lose a life when your laser base is hit by your opponent. Skulls disappear after a while.

Demons move back and forth across the screen. They change color when they bump into either wall. They can also move up or down the screen into new rows when they hit the sidewalls. Each time you shoot all the demons on the screen, you get a new wave of the little devils to shoot at.

The screen flashes briefly to signal the end of one wave and the start of another. At first, the demons move slowly and the skulls are stationary. As the game progresses, the demons pick up speed and the skulls move about. By the fifth wave in all two-player versions and immediately in one-player games, the skulls spontaneously appear. At first skulls do not move, but by wave 3 in one-player games and wave 7 in two-player games, they move up and down the screen, making it hard to dodge their deadly fire.

When a skull's bullet hits you, you will know. A deep, reechoing doom bong sounds and everything on the screen momentarily stops.

In two-player games, you score bonus points for lives that remain after your opponent has lost all his lives. A high, bell-like sound rings off each remaining life as your bonus points are added.

DIFFICULTY SWITCHES

DIFFICULTY switches control the speed of the skull's bullets in all games. In the A position, the bullets fire almost twice as fast as in the B position.

GAME VARIATIONS

DEMONS TO DIAMONDS contains 6 game variations. Games 1 through 3 are standard versions, while Games 4 through 6 are easier versions suitable for beginners. Here is a breakdown of your game choices:

GAME 1: A one-player DEMONS TO DIAMONDS games in which the skulls fire bullets at normal speed, shoot often, and move quickly up and down the screen. GAME 2: A two-player version of Game 1. GAME 3: A two-player version of Game 1, except that you or your opponent loses a life each time you hit the other's laser base.

GAME 4: An easy one-player game in which the skulls fire more slowly than in standard games, don't fire as often, and take longer to move up and down the screen. GAME 5: A two-player game exactly like Game 4. GAME 6: A two-player easy game like Game 4, except you and your opponent can lose lives by hitting each other's laser base.

SCORING

DEMONS Every time you hit a demon of your own color, you receive 1 to 8 points, depending upon which row the demon occupies. For example, a demon in the row nearest your laser base is worth 1 point, while a demon in the third row from your laser is worth 3 points. For a breakdown of point value per row.

DIAMONDS Each pulsating diamond is worth 10 to 80 points, or 10 times the value of the row it occupies.

<u>BONUS LIVES</u> Lives that you have remaining after an opponent has lost all 5 lives are credited to your score. The value of a bonus life increases with each wave.

Wave	1	2	3	4	5	6	7	8
Points for each life left	10	20	30	50	100	150	200	250

Wave	9	10	11	12	13	14	15	16
Points for each life left	300	350	400	500	750	1,000	1,500	2,000

HELPFUL HINTS
Create skulls as far as possible from your laser base; these are more likely to hit your opponent than you.

Aim at demons of your own color that are as far away as possible; they are worth more points than the close ones. But beware of your opponent hitting your bonus diamond. He gets those points, too.

Try to hit the diamonds whenever you can. They are worth a lot of points and, if you can hit them consistently, your score will rise quickly.

Spontaneous skulls usually appear at the edge of the rows. Don’t spend too much time in this vicinity. The safest position is just to the right or left of the center.

Take care when firing into the center of the screen. This is where demons first appear, and you can inadvertently hit an opponent while aiming at your own color. The same thing can happen when you try to hit your own color at the edge of the screen. Since demons change color when they bump into the right and left sides, you can usually end up hitting an opponent and making a skull there.

GAME SELECT MATRIX

Game	1	2	3	4	5	6
Players	1	2	2	1	2	2
Slow Skull Bullets				🟥	🟥	🟥
Fast Skull Bullets	🟥	🟥	🟥			
Can Shoot Opponent			🟥			🟥
Cannon Shoot Opponent	🟥	🟥		🟥	🟥	

DESERT FALCON

A DARING DESERT QUEST FOR TREASURE!

All around you are long stretches of sand, ancient pyramids baking in the hot dead air, and constant danger.

The legends that brought you here are 30 centuries old. The tales tell of thieves who plundered the Pharaoh's tomb, loading bags of gold, silver, and precious gems onto their camels, then making off into the desert. But in the night, horrible desert beasts pursued the robbers, and the priceless treasure was scattered and lost. Not even a camel was ever seen again.

Now you search for the lost treasure, daring the beaks and claws of the desert guardians. As you scan the endless sand for the glitter of jewels, your eye catches sight of gliding shadows. Something’s coming!

You could turn back now and be safe. Or you could go on, and dare to steal the Pharaoh's jewels.

GETTING STARTED

Move the joystick handle up or down to choose one of four skill levels: Novice (easiest), Standard, Advanced, or Expert (most difficult) and to choose between a one- or two-player game. An option is selected when it lights up.

GAME PLAY

The Pharaoh's lost treasures--enormous gems, big golden eggs, and silver ingots–are scattered among the ancient pyramids and obelisks. Fly towards the treasures, then hover or hop over them to pick them up and earn points. Use your joystick handle to maneuver. (Follow the chart above.)

The treasures are guarded by flying and crawling beasts. Burrowing Uwes crawl out of the sand to charge at you, and Vultures, Warrior Phleas, Scarabs, Flying Fish, and Phantom Gliders attack from the air. Darts fly at you, spit our by the Howling Sphinx waiting at the end of the trail. All these enemies will destroy you if they hit you.

Protect yourself by firing darts. A direct hit destroys enemy creatures and gains you points. You can also maneuver around enemies. At higher levels, watch out for flame-throwing Fire Pots and dart- shooting Mini-Sphinxes.

You begin the game with five lives. Each time you're hit or you crash into an object you lose a life, but you will recover as long as you have lives left.

The end of each desert trek brings you to the Howling Sphinx. You must shoot this Sphinx in the middle of its face in order to get past it, all the while dodging the darts and nasty creatures it spits at you.

Action	Fire Dart	Activate Super Powers	Fly; Gain Altitude	Land, Hop, or Swim	Maintain Alt; Stop on Land
Joystick	Press Button	Press Button Twice	Pull Back	Push Forward	Release

SUPER POWERS

Hop over any three hieroglyphs scattered in the sand to gain super powers. Super powers give you great advantages, such as letting you destroy all enemies on screen at once or paralyze the Howling Sphinx.

Check the Gaming Box at the bottom of the screen to find out which power you've gained and whether if requires pressing the fire button twice quickly ("DBL-PRESS"). Some powers will be used up when you double-press the fire button; other powers last for about 20 seconds. A new power is awarded when you pick up three more hieroglyphs, whether or not the previous power was used.

There are many super powers for you to discover (some of them are described on the next page). But beware: in the higher levels of play you can earn super problems, such as Shackles, as well as super powers.

Super Power	Description
Air Bomb	Destroys all airborne enemies and darts in sight.
Decoy	Enemies are tricked into flying towards a decoy instead of you.
Hold Sphinx	The Howling Sphinx is unable to launch enemies or darts.
Invincible	Nothing can destroy you.
Omnicide	All on-screen enemies are destroyed.
Points	You are given free points.
Polywater	You can fly and hop, but not swim.
Shackles	You can fly and swim, but not hop.
Warp	You fly at lightning speed to the Howling Sphinx.
Roulette	You are given two random Hieroglyphs, the next one you pick up determines your next super power.

SCORING

Each enemy you destroy earns you points. Destroying a flying enemy increases the base value of treasures. You cannot shoot the Howling Sphinx's darts.

Beast	Points	Points added to abse value of treasures
Mini-Sphinx	1,000	0
Warrior Phlea	500	5
Scarab	300	3
Flying Fish	200	2
Vulture	200	2
Burrowing Uwe	150	0
Phantom Glider	100	1

DESTROYING THE HOWLING SPHINX

First Sphinx	5,000 points
Each additional Sphinx	previous Sphinx score plus 1,000 points (up to 10,000 points maximum)

STEALING TREASURES

During regular game play, each treasure you pick up earns you the base value, plus increase that treasure's value multiplier by 1. In the bonus round, each treasure is worth the base value times its value multiplier.

BONUS LIVES

You earn a bonus life at every 10,000 points scored. You can have a maximum of four lives remaining.

BONUS ROUND

Destroying the Howling Sphinx gains you entrance to the bonus round. Here your goal is to pick up as many treasures as you can in the time allowed.

During the bonus round, your time allowed is counted down in seconds in the Gaming Box. The bonus score is tallied next to the time. When the round ends, the bonus score is added to your current score. The last hieroglyphs or super power you gained reappear along with your remaining lives.

You are not attacked in the bonus round, and colliding with objects will not cost you a life; only time is lost.

STRATEGY

Gauge the altitude of flying beasts by watching their shadows.

Figure out what combination of hieroglyphs awards you which power. For instance, the combination "Bird, Cane, Bowl" gives you Warp (except at Novice level) while the combination "Cane, Bird, Bowl" (the same hieroglyphs in a different order) gives you Air Bomb. Pick up a particular combination when its power will do you the most good.

In the bonus round, go for the treasures that have the highest value multiplier.

DIG DUG

You are Dig Dug, the underground miner. With your jet-powered shovel, you create intricate, subterranean mazes. Ever on the watch for vegetable prizes, you must also look out for the fierce Fygar and mean Pooka that lurk underground. Their touch kills| Worse, these two meanies can transform into spooky ghosts that will appear out of nowhere and haunt you to death.

Use your Joystick Controller to dig through the earth in this one-player game. Your objective: Destroy the meanies who lurk below and uproot the prized produce. Destroy meanies by using the fire button on your controller to pump them up until they burst or by drooping boulders on them. To get the valuable vegetable, dig to it as soon as it appears and cover it completely by moving Dig Dug over it.

Each round is completed when you destroy all the meanies or when the last one escapes. The game ends when you lose all your lives.

GAME PLAY

Create your own tunnels and escape routes as you carve your way through the earth. You dig in the same direction as you move your Joystick.

The meanies who chase you are: the fire-breathing Fygar, whose flames fry you, the balloon-like Pooka, and the ghosts of Fygar and Pooka. You lose a life when any meanie touches you.

To blow up a meanie: Press the red fire button on your Joystick once or twice to stun the creature, then continue pressing the button to pump up the meanie until it bursts.

To drop a rock: Dig under the rock, then move away fast| The falling rock will crush any close-pursuing meanie(s) that it touches. It can crush you, too, if you don't get out of the way. When only one meanie is left, he will always try to escape, thus ending that round of the game.

Your underground mine is composed of four layers of dirt. You receive more points for blowing up meanies in the bottom layers that in the top soil.

A high-scoring prize, which is usually a vegetable, appears once per round at the same spot where you started digging. It appears for only a few seconds and you must get Dig Dug to completely cover the prize to score big points. So keep your eyes open and watch for it|

You start the game with five lives. Remaining lives are displayed as squares at the lower left side of the screen. You can also earn bonus lives. You win your first bonus life at 20,000 points. After that, a bonus life is won at every multiple of 50,000 points up to 200,000 points. The maximum number of lives you can have at any one time is eight.

Periodically, the game action speeds up. The musical tempo increases, the meanies move more quickly and turn into ghosts more often than usual.

To keep the challenge huge, you can restart a game at the same round you last played after you lose all your lives. To do this, simply press the red fire button on your controller after a game ends and while the title DIG DUG appears on the screen.

SCORING:

Your score is displayed at the lower right side of the screen. You can score a total of 999,990 points before the score resets. In EASY play, the top score is 99,990. The table below gives point values for the DIG DUG game.

Activities

	Dropping Rock on X number of Meanies						
Digging	1	2	3	4	5	6	7
10 points/2 chunks	1,000	2,500	4,000	6,000	8,000	10,000	12,000

Items

Round	Points	Prizes
1	400	Carrot
2	600	Turnip
3	800	Mushroom
4 & 5	1,000	Cucumber
6 & 7	2,000	Eggplant
8 & 9	3,000	Bell Pepper
10 & 11	4,000	Tomato
12 & 13	5,000	Onion
14 & 15	6,000	Watermelon
16 & 17	7,000	Galaxian
18 & up	8,000	Pineapple

Inflating Pooka or Fygar from above or below	
Top soil layer	200
2nd soil layer	300
3rd soil layer	400
Bottom soil layer	500

Inflating Fygar from the side	
Top soil layer	400
2nd soil layer	600
3rd soil layer	800
Bottom soil layer	1,000

GAME VARIATIONS

DIG DUG contains two game variations: EASY play and NORMAL play.

EASY: There is only one pattern of tunnels, rocks, and meanies. Each round is identical to the previous round, with only two meanies per round. The meanies never speed up and they never turn into ghosts. The prize is always a carrot worth

400 points. A teddy bear head indicated easy game play and appears in the top score digit throughout the EASY play.

NORMAL: The pattern of tunnels, rocks, and meanies varies from round to round. Pooka and Fygar frequently turn into ghosts and the game action periodically speeds up. In higher rounds, as many as seven meanies can be on the screen at once. The prize changes and increases in value with higher rounds.

DIFFICULTY SWITCHES
The DIFFICULTY switches have no function in DIG DUG.

HELPFUL HINTS:

At higher rounds your priority should be to get the bonus vegetables because they're worth more points than destroying meanies.

The prize will not appear in a round until two boulders have fallen and there are fewer than seven meanies on the screen.

The last meanie on a screen will always try to escape, thus ending the round. So, if just one meanie remains and the prize hasn't appeared, you may want to stun that meanie long enough to allow the prize to appear.

Since the last meanie will always try to escape at the top left side of the screen, you can strategically position yourself above ground on the left and wait for the meanie to emerge then quickly blow him up.

You can't pump through the soil, so back off if a ghost is approaching through the dirt toward your tunnel. Wait until the ghost gets inside the tunnel then quickly turn and pump it up.

To crush a ghost, tunnel under a rock and wait (as long as you don't move, the rock won't fall). When a ghost covers the rock, quickly move out of the way and the ghost will be crushed.

A good way to trap and squash several creatures at once is to tunnel straight up under a rock and wait for the meanies to follow. When they get close, quickly move out of the way to the right or left. They will be trapped in the path of the falling rock.

If a meanie is pursuing you, try to get to a tunnel. Since you move more quickly in a tunnel than through soil, this gives you a better chance to escape.

Try to group meanies behind you by stunning them and then running. (You can run right through a stunned meanie.) When several are in pursuit, lead them toward a boulder and drop it on them for high points.

DODGE ’EM

USING THE CONTROLLERS
In all games, your racecar automatically moves forward around the four-lane track. To steer your car right or left, move the Joystick forward or backward (towards yourself). The red controller button acts as your gas pedal and accelerates your car.

TO BEGIN PLAY
Left difficulty switch In the A position, the computer car or cars travel at twice their normal speed after the first and third sets of bonus points are awarded. In the B position, the car or cars travel at a slower or normal speed.

Right difficulty switch in the A position, the computer car begins game play in different playfield positions. In the B position, the computer car always begins game play next to your racecar.

SCORING
During a game each player receives three turns or heats. Each turn or heat ends when your car crashes--three heats, three crashes! When you run over all the dots on the track, you score eight bonus points and another set of dots appears. However, you are allowed only five sets of dots per turn. The number of your remaining turns is displayed at the upper center of the playfield. At the end of a game, the scores alternately flash on the screen. In one- player games, try to beat your previous score. In two-player games, the player with the highest score after three heats is the winner.

GAME PLAY
Each player controls a car: Red car - left controller. Green car - right controller. Blue car - computer controlled (except in Game 3).

Steer your racecar counterclockwise on the four-lane track. The computer car races clockwise on the track and tries to crash into your car. When a crash occurs, you lose one turn.If you run over two sets of dots, TWO computer cars will appear on the track

In one-player games score as many points as possible during your three turns. There are two two-player games: A. You and your opponent take turns scoring while the computer controls the other car. (Game 2) B. You and your opponent go for it at the same time. The player using the left Joystick starts as the point-scoring car (moving left to right on the screen); the right player controls the crash car with one speed and no point scoring. When a crash occurs, the roles are reversed. (Game 3) The number at the top, right side of the screen represents both players’ scores, and changes color according to the color of each car. You'll hear the roar of the engines and the crashes.

DOLPHIN DECODER

Listen! An endangered dolphin is calling you! Only by learning the dolphin's sonic language can you guide her through schools of seahorses, battling a monstrous squid, to gain magic powers from and elusive seagull. Hurry! Lend an ear...

DIFFICULTY SWITCHES

Set both difficulty switches to b to begin. With the switches in this position, your dolphin will have 4 seconds to touch the squid after intercepting a seagull. In position a, she'll have only 2 seconds to do so (see "Seagull" under "How to Decode").

GAME VARIATIONS

There are eight game variations. Games 1, 3, 5, and 7 are for one player. Games 2, 4, 6, and 8 are for two players. Level of difficulty rises accordingly, with games 1 and 2 being the easiest. At higher levels, the squid will be smarter and quicker.

The Joystick Controller is held with the red button in the upper left position. Push your Joystick forward, and your dolphin will rise. Pull your Joystick back, and your dolphin will dive. Push the Joystick left or right and your dolphin will swim in that direction.

BONUS DOLPHINS

You start the game with one active dolphin and a school of four on reserve. For every 20,000 points you score, a bonus dolphin will be added to your reserves.

HOW TO DECODE DOLPHIN

You will guide your dolphin through openings in the seahorse schools by listening to sonic tones and catching waves (see "Cues" and "Currents" under "Special Features").Pay attention to the following:

The Seagull

Periodically, a seagull will fly overhead. You’ll know he's coming when the squid changes color. Have your dolphin leap up, touch the seagull and then quickly turn and chase the squid. This is the best way to gain points. Also, the game resets at the next difficulty level putting distance between your dolphin and the squid.

The Slip

Another great way to outsmart the squid is by giving him "the slip”. If the squid is right on your tail, wait until he catches a good wave. Then, reverse your dolphin's direction and swim under him immediately. As long as the squid's good wave remains on the screen, he won't be able to reverse and catch you.

SCORING

Points are earned in a variety of ways. Every time your dolphin touches a seagull, or a squid, you score points. The number of points depends on the color of the squid (see "Increasing Difficulty" under “Special Features").Scoring peaks at 800 per seagull and 8000 per squid.

Also, you'll score 100 points each time your dolphin catches a good wave or each time you run the squid into a bad wave. And, when your dolphin swims through the seahorses, you'll score 0 to 50 points, depending on your degree of accuracy in getting her through the opening.

SPECIAL FEATURES

Sonic Cues. The dolphins are communicating with you! The higher the tone, the higher up the opening will be in the upcoming school of seahorses. A lower tone means that the next opening will be lower on your screen. Let your ears guide you! Each time your dolphin doesn't swim perfectly through the opening, she will be slowed down.

OCEAN CURRENTS

Catch a good wave! ‘Good' waves are arrows moving in the same direction as your dolphin. They’ll increase her speed. ‘Bad' waves are the arrows moving head-on into your Dolphin. They’ll slow her down. Avoid hitting bad waves, but try to lead the squid into them to increase your dolphin's lead.

INCREASING DIFFICULTY

The longer you play, the tougher the chase becomes. Each time the squid changes color, he's getting smarter, tracking your dolphin's every move with greater speed and accuracy. So, it gets much tougher to give him "the slip”. Meanwhile, the Seagull flies by faster and bad waves more so quickly you'll think you're swimming upstream.

GETTING THE FEEL OF DOLPHIN DECODER

As you'll learn, the ocean is full of unique sights and sounds. At first, just keep listening to the dolphin's sonic tones to learn which opening matches each tone. Also, practice catching good waves and leading the squid into bad waves. Don't get frustrated! With practice, you can really develop these necessary skills.

Since dolphins don't fly, you can't hold them in the air when a seagull flies by. So get used to timing her leaps our of the ocean with the speed and position of the seagull. And remember, the squid changes color just before the seagull appears.

THE DOLPHIN (Tursiops Truncatus)

Brains:	First class - same order of complexity as that of humans.
Respiration:	Must surface for air - breathes through blowhole.
Hearing:	Ears receive sonic emmisions for underwater scanning.
Maximum Velocity:	30 knots / 35 mph
Speech:	Complex click and whistle system with ability to mimic human speech.
Sonar:	Computes size, shape, speed and distance of far away objects.

Dolphins have amazing abilities, and have often used them to help people, saving swimmers and boats in distress. Find out more at your library!

HOW TO ENTER THE "SECRET SOCIETY OF DOLPHINS"
"The best tip I can give you is this: 'He who hesitates is lunch.' But, for the record, here are a few more pointers.

"At first, don't completely rely on the 'slip'. Instead, become an expert at decoding sonar. Work with one tone at a time until you can easily predict the exact location of each opening. Notice, too, that there is never an opening at the very bottom or very top of the schools.

"Another thing to notice is that a bad wave often follows each opening. So, after your Dolphin swims through, be ready to make a quick move.

"Dolphins are truly amazing, and I hope my work will inspire you to find out more about these great mammals. If you read any interesting facts, or would like to discuss the game, send me a note. I look forward to hearing from you."

DONKEY KONG

Donkey Kong the ape has kidnapped Mario's girlfriend! In this action-packed rescue adventure, you move Mario through incredible dangers to save her. Your skill and speed determine your score.

HERE'S HOW TO PLAY
When the first of your three Marios appears on the ramps, try to get him to the top to save his girlfriend. If Mario is hit by a barrel, he is eliminated. Climb the unbroken ladders to reach the next ramp! Mario cannot climb broken ladders.

HAMMER AWAY!
If Mario jumps up and grabs the hammer, he can face the barrels and hit them for extra points. But if the hammer misses and the barrel hits Mario, he's eliminated! And remember - he can't climb ladders with the hammer, and the hammer disappears in a few seconds.

HOW TIME FLIES
The Score/Bonus indicator shows your bonus "counting down." Watch out! If it reaches ZERO, Mario is eliminated!

SUCCESS OR FAILURE?
If you make it to the top of the ramp, the remaining bonus is added to your score and move on to the rivet screen. But if you fail, Mario is eliminated.

A RIVETING MISSION
Mario must remove all the rivets to save his girlfriend. To remove a rivet, Mario runs or jumps over it - and it disappears!

PLAYING WITH FIRE
Jump over fireballs for points - or avoid them. Remember, the fireballs are following Mario - and they're tricky! Fireballs always stay on the same ramps, but sometimes jump across the gaps.

HURRAH!
When you have removed all the rivets, the game continues to alternate between the two screens - but the action gets harder as you go! Keep playing until you run out of Marios.

SCORING

Starting Bonus Value (each Screen)	5,000 points
Jumping a barrel or fireball	100 points
Eliminating a Rivet	100 points
Smashing a barrel or Fireball	800 points

DONKEY KONG, JR.

Mario has locked up Papa Donkey Kong! Junior must make his way through a treacherous jungle to free him. Racing against time, Junior climbs and swings across vines, while avoiding dangerous creatures, all to reach a flashing key to release his Papa. If Junior succeeds at this mission, he must push keys to the top of chains, once again avoiding clever opponents. If he passes this test, he arrives at Mario's hideout for another trial against time! Can you help Junior save his father?

CHOOSE YOUR CHALLENGE

Turn your game system on, then press GAME RESET. Press GAME SELECT until the number of players (shown at left) and the Skill Level (shown at right) you want appear at the top of the screen.

SKILL LEVELS

There are eight Skill Levels to choose from. Skill 1 is the easiest level, suitable for beginners. Skill 8 is the toughest challenge, even for experts! Skills 4 and 5 play at about the difficulty and timing of a professional arcade machine. After you've made a choice, press GAME RESET. Now you're ready to play.

CONTROLLERS

The Control Stick directs Junior's climbing and running. Climbing: If Junior is on a vine or chain, press the Control Stick up (away from you) to make him climb up. Press the Control Stick down (toward you) to make him slide down. Junior climbs up two vines or chains faster than he climbs up one. But Junior slides down one vine or chain faster than he climbs down two.

If Junior is on a vine or chain, press the Control left or right to make him swing in that direction. If Junior is standing on a flat surface, press the Control Stick left or right to make him run in that direction.

The Play/Action Button makes Junior jump. Press the button when Junior is standing to make him jump in place. Press the button while Junior is running to make him jump in the direction he faces.

If Junior is on a vine or chain, press the button and Control Stick at the same time to make him jump on platform. Hold the Control Stick and Play/Action Button down longer to make a longer jump.

HOW TO PLAY

Press the Play/Action Button. Junior appears and jumps to the first vine. Use the Joystick to make Junior climb up. But he can't climb through a girder! Move him around to the left of the girder. Junior must be on an adjoining vine and above a girder before he can jump/swing onto it. Watch out for the Snapjaws along the way!

The flashing key at the top of the jungle next to Mario can free Papa. But mean Mario sends Snapjaw after Snapjaw to stop Junior! Guide the little ape across the screen to the right and up. Get him onto the highest girder. Leap over Snapjaws for points. If Junior misses the key and runs into Mario, Junior is eliminated. You must start again from the beginning. Press the Play/Action Button to play again.

BONUS

While Junior works his way up to the flashing key, a Bonus Timer counts down. When Junior reaches the key, the number appearing in the Bonus Timer is added to your score. But time can work against you. If Junior hasn't captured the key when the Timer runs out, Junior is eliminated.

Once Junior captures the key, he faces another challenge: he must push three keys to the tops of chains to free his Papa. But this is no easy feat! The keys are so heavy that Junior must climb up two chains instead of one. But that's not all. Snapjaws still chase Junior-both on the chains and on the ground! And Nitpicker birds fly across the ground, trying to catch him. Poor Junior!

MARIO'S HIDEOUT

After Junior has pushed all the keys up the chains, he enters Mario's horrible hideout. Now he has to dash across coils and climb more vines to reach the top hanging vine. But Junior's foes - the Snapjaws - still keep up their chase. Jump over the Snapjaws and keep moving up and across. That's the only way to free Papa!

SCORING

Placing key in lock (Key Mission): 100 points.

Bonus Points When you complete a mission, the Bonus Timer stops. The number remaining in the Timer is added to your score.

Your score always appears at the top center of the screen whenever Junior is eliminated or completes a screen.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing DONKEY KONG, JR., but it is only the beginning! You will find that this cartridge is full of special features that make DONKEY KONG. JR. exciting every time you play. Experiment with different techniques - and enjoy the game!

DOUBLE DUNK

You've spent the day playing some friendly two-on-two basketball. You and our buddy are psyched. You've aced the last three games, and the other guys are getting desperate.

Your inside man dribbles deftly toward the basket. But their man moves in quickly. If he gets the ball, you may get bounced!

Your man passes. You get the ball and line up your shot. The last few seconds of the game tick away. Sink this shot quick and the game is yours!

GETTING STARTED

Press [Select] to display the game options screen. Move the controller handle up or down to select the seven options. Then, move the controller handle left or right to change (yes or no, 1 or 2 players, and so on) that game option.

GAME OPTIONS

Ending The game lasts a set amount of time (2,5,10, or 15 minutes) or until one of the teams reaches a certain score (10,24, 36, or 48 points). Select the time or score you want to use.

3-point shots award 3 points for shots made from the area outside the curved line. Select either yes or no.

10-second clock If the offensive team does not shoot within 10 seconds, the other team gets the ball. Select either yes or no.

3-second lane violation If an offensive player stays in the lane longer than 3 seconds at a time, the other team gets the ball. Select either yes or no.

Foul Detection Penalize players for fouls. Select either yes or no.

Team color selection Select from six team colors. C(computer), 1 (first player), or 2(second player) appears under a team’s selected color. To select a teams color, move the controller right or left to identify a color. Press [Select]. Choose a different color for each player or the computer.

Press [Reset] or the left controller fire button to begin the game.

During play, press [Select] to return to the options screen. Press [Reset] to restart the game.

PLAYING THE GAME

Two teams, with two players (Mr. Inside and Mr. Outside) on each team, compete in this basketball game. You control your players with the controller. If your team has the ball, your controller moves the player who has the ball. If the other team has the ball, your controller moves your player who is guarding the man with the ball (the player with his hands raised).

The two players of each team have different playing skills. Mr. Inside (the bigger player) is great at rebounding and blocking shots, can dunk his shots easier, and sets picks for Mr. Outside. Mr. Outside (the smaller player) is adept at stealing the ball and is great at making long shots.

One of the most effective plays is the pick play. The purpose of a pick play is to get both defensive players hung up on the offensive Mr. Inside, allowing the offensive Mr. Outside to get an open shot. The defensive team can anticipate a pick play by selecting the lower left or lower right position on the controller during play selection. This allows the defensive Mr. Inside to pick up coverage on the offensive Mr. Outside because the defensive Mr. Outside is hung up on the offensive Mr. Inside.

Choose your offensive or defensive play before the ball is put in motion. After a score or a turnover, select your offensive or defensive play. (You don't get to select a play after a defensive foul, rebound, or a steal.) OFF and DEF flash at the bottom of the screen until you choose your offensive or defensive play. To select your play, move the controller into the appropriate position and press the fire button.

Once the ball is in play, use the controller to move your players. When your team is on the offense, press the controller fire button once to start the next part of your selected play. If you pull the controller handle back and press the fire button while the ball is in play, the player with the ball will ignore the play and start a jump shot. When the player jumps, press the fire button a second time and the player shoots the ball.

If a player is very close to the basket when he shoots, he will dunk the ball. After an opponent misses a shot and you get the rebound, you must clear the ball by moving your player until both feet are behind the 3-point line before you can shoot for a basket.

If your team is on defense, you can either attempt to steal the ball or jump to block a shot. To attempt a steal, press the fire button while your defensive player is close to the ball carrier. Make sure the ball carrier is dribbling when the attempt is made.

To block a shot, wait until the ball carrier jumps for the shot. Time your own jump to most effectively block the shot.

THE GAME SCREEN

The score appears at the top of the screen, along with the number of points needed to win the game (or the game clock) and the 10-second shot clock.

STRATEGY

Keep your opponent off guard by varying your selection of plays.

If the defense has your play covered, remember that you can make the player with the ball shoot at any time.

Shoot at the basket when your player is jumping up. Don't shoot as your player is coming down from a jump. If you wait to shoot, chances are you won't make the basket.

Be careful to stay inbounds when rebounding.

Time your blocks for successful interceptions.

When rebounding, there's no foul called for goal tending.

SCORING

You score 2 points for each successful shot. If you select the 3-point shot option, you score 3 points for successful shots made from the 3-point shot area. Shots from the foul line after a defensive foul are worth 1 point each.

Defenders tend toward the direction chosen (either left or right).

OFFENSIVE PLAYS

Match the offensive play descriptions below to the controller positions shown above. After moving the controller in the direction shown for a play, press the fire button. Depending upon the number of times you press the fire button, a different action occurs when play begins.

Pick and Roll

Controller Position	Upper Left or Upper Right
First button press	Mr. Inside moves to post to set up pick
Second press	Pass to Mr. Inside
Third press	Jump
Fourth press	Shoot

Give and Go

Controller Position	Left or Right
First button press	Mr. Inside moves to post to set up pick
Second press	Pass to Mr. Inside
Third press	Pass to Mr. Outside
Fourth press	Jump Fifth press - Shoot

Pick

Controller Position	Lower Left or Lower Right
First button press	Mr. Inside moves to post to set up pick
Second press	Jump
Third press	Shoot

Mr. Inside Shoots

Controller Position	Top
First button press	Pass to Mr. Inside
Second press	Jump
Third press	Shoot

Mr. Outside Shoots

Controller Position	Bottom
First button press	Jump
Second press	Shoot

DEFENSIVE PLAYS

Select the defensive play by moving the controller in one of the directions shown above. The defensive play you select matches the corresponding offensive play for the same controller position.

Lane Defense

Controller Position	Top Inside defender guards against pass

Tight Defense

Right Controller Position	Upper Right Defenders guard close

Pass Defense

Right Controller Position	Right Defenders guard against passes

Pick Defense

Right Controller Position	Lower Right Inside defender switches off if pick is successful

Rebound Position Defense

Controller Position	Bottom Inside defender stays close to basket

Pick Defense

Left Controller Position	Lower Left Inside defender switches off if pick is successful

Pass Defense

Left Controller Position	Left Defenders guard against passes

Tight Defense

Left Controller Position	Upper Left Defenders guard close

DRAGONFIRE

Dragons have driven the Royal Court from the Castle!

"O we are lost, lost" laments the King. “Without our vast treasures we cannot raise an army 'gainst these accursed dragons. Our Kingdom must now languish under lizards!"

"Nay, not so, my liege!" replied the young Prince. “None knows that Castle, those many bridges and storerooms, better than I. Give me leave and I shall loot those lizards of their plunder and restore my lord to his birthright."

"Brave boy," said the King, fully pleased. “But," he added darkly, “beware dread dragonfire!"

GAME OBJECTIVE

To reach the King's treasure's, the Prince runs across the bridge. He must dodge fireballs tossed by Dragon Hatchlings. He nimbly ducks under the high ones and leaps over the low ones. Fortunately, the fireballs can’t hurt the Prince if he runs back into the tower at the right end of the bridge.

When the Prince reaches the left side of the bridge, he arrives in the storeroom. He's inside a hiding place he can return to any time. The storeroom is filled with beautiful objects--and a fierce dragon whose very breath can cost the Prince one of his seven precious chances!

When the Dragon looks the other way, the Prince runs to each object and retrieves it for the King. And when he has bravely cleared out the room of its treasures, a way of escape appears. He runs to it and reappears on the bridge, ready for another daring raid.

Help the Prince get as many treasures as possible, before he's hit by fireballs or Dragonfire seven times!

GAME PLAY

First, run to the treasure room at the left end of the bridge.

Watch out for dragons' fireballs! They’re thrown high and low. If the Prince is hit by a fireball, he loses one chance. To duck, pull joystick toward you.

To jump, press the red button. The Prince leaps farther when he's running toward the fireballs, not just standing still. The Prince can jump while he's ducking, to avoid fireballs that come close together. To jump while squatting, pull joystick toward you and press button at the same time.

Cross the bridge safely and you will reach the treasure room. Push joystick left to leave the hiding place. The Prince can return to his hiding place for safety whenever he's in the room. Move the Prince to every object in the room – but watch out for the Dragon! When the last object has been taken, the exit appears at the upper left screen. Move the Prince to the exit, and escape. After escaping, you reappear on the bridge. Get ready for another raid and another Dragon. The treasures may be more valuable each time, but beware:

EVERY DRAGON YOU MEET IS HARDER TO BEAT!
The game is over when the Prince has been hit seven times by fireballs on the bridge or by Dragonfire in the treasure room. Your final score flashes on the screen. To play again at the same level, just press the red button. To change game variation or number of players, pull Game Reset switch, then press the button.

SCORING

Jug	10 points
Lamp	10 points
Goblet	10 points
Helmet	60 points
Candelabra	60 points
Chest	200 points
Harp	200 points
Diamond	400 points
Crown	400 points

GAME VARIATIONS

Pull Game Select Switch to set variation. Each press alternates from a one player to a two player, then better dragon one player – two player, etc.

1 Player games Take as many objects as you can until your 7 lives are lost.
2 Player games Opponents use different joystick controllers and take alternate turns. Each player's turn continues until his prince clears out the treasure room and escapes. Players will find different treasures, but the same Dragon. Left player takes the first turn. Left player's score is black; the right player's is red. Scores flash alternately at the end of the game, when players have each used all 7 chances.

TACTICAL TIPS

Don't spend any more time on the bridge than you have to. Cross it as fast as you can and you'll encounter fewer fireballs.

If you face an impossible combination of fireballs on the bridge, runback to the right tower if you can make it in time...you're safe there. Or make the Prince squeeze through close-trailing fireballs by jumping from a crouch (pull joystick and press button at the same time).

In the treasure room, run fast to the objects. KEEP MOVING! Return to the hiding place if you need a rest, because the Dragon never stops hunting.

DRAGSTER

DRAGSTER BASICS

Difficulty settings have no effect on the game. Select game with game select switch.

Game 1 Straight-ahead Dragster, one or two players.
Game 2 Steerable Dragster, one or two players.

Your Joystick Controller is both the clutch and gear shift for your Dragster; the red button is your gas pedal. Use left Joystick for the top car; right one for bottom car.

To shift gears, CLUTCH by pushing Joystick to the left and SHIFT by letting the Joystick spring back to the center. Give your Dragster gas by pressing the Joystick button. Your car starts each race in neutral (N). There are four gear positions and you must clutch and shift between each gear. You cannot downshift.

Press game reset or push Joystick to the right to start each race. The race starts with a new countdown and both cars in neutral. When the countdown reaches 0, you can start. If you drop into gear too soon, before the end of the countdown, EARLY will appear on the screen and you have to wait for the next race. You can clutch during the countdown, but you cannot drop into 1st until 0. The object of Dragster is to beat your opponent across the screen, or to race against the clock for best time.

WATCH YOUR TACH

The tachometer (tach) shows how fast your engine is turning over. A dark green line that starts at the left side of your TV screen for each can and turns red at about the middle is your tach. When it turns red, you are in the high power - but danger!- area. You’ll find that you get your best speed in each gear by red-lining your tach close to the maximum and you'll learn by experience just where that maximum is. But watch out! If you rev your engine too much, it will BLOW. So be careful. Once you blow your engine, the race is over for you (your motor falls out!).

The way to build maximum speed is to quickly clutch shift and accelerate through all four gears WITH MAXIMUM POWER AT EACH GEAR LEVEL.

Once you start shifting gears, you can’t downshift. But if you shift too soon, your engine will lug (work heavily); you will accelerate slowly and lose some time. It’s tricky and takes practice, but your patience and perseverance will be rewarded with good times.

WORLD CLASS TIMES

In a one-on-one game, you win if you beat the other player. If you want to become an expert drag racer, you'll want to come in under 6.50 seconds.

READY FOR A BIGGER CHALLENGE?

Try Game 2. Not only do you have to clutch and shift your racer quickly through four gears and give it the gas without blowing your engine, you also have to STEER YOUR DRAGSTER between the grandstands and the center divider. You steer by moving your Joystick up and down. Any time under 6.20 seconds in Game 2 is sensational.

HOW TO BE A WORLD CLASS DRAGSTER DRIVER

David Crane, a senior member of Activision's design team, started computer game playing as a team leader of a college project. David is also the designer of Freeway, Fishing Derby, and Laser Blast by ACTIVISION. Dave specializes in games that other designers consider impossible.

"The key to World Class times in Dragster is training your reflexes to clutch and shift quickly, accelerating at maximum power in each gear without blowing your engine. Call it racing shifting, if you like, but it's the only way you'll get your speed down under seven seconds."

"There are a couple of tricks that are not so obvious, For example, put the clutch in during the last numbers of the countdown, hold it in, rev up (careful) and pop the clutch by letting go of the Joystick the instant the screen reads 0."

"Then you should try to rev your engine to KEEP THE TACH IN THE RED AS YOU GO THROUGH ALL FOUR GEARS (without blowing your engine). You've got to keep your revs up for speed."

"If you drop out of the red in any gear (and particularly in third or forth), try tapping the Joystick quickly to the left a few times ("popping the clutch") to get added acceleration."

"Do a wheelie? Sure, go ahead. When your front wheels come up off the road, you’re getting maximum acceleration. But watch out! Push the gas too hard and you'll blow!"

"I had great fun doing Dragster. Hope you enjoy it. Write and let me know how you do. And if you break 6.00 seconds, take a photo of the screen and send it to us. So far the World Record is 5.61 seconds. If you break that, it will make news!"

E.T. THE EXTRA-TERRASTRIAL

What kind of crazy planet is this, anyway? We came here to conduct a simple study of primitive planets, and look what happened! These...things...came and scared away my friends. Before I knew it, all my friends boarded our lightship and flew home.

What do I do now? The only one I can trust is that nice little alien-- Ellleeott. He gives me those tasty energy pills (What did he call them? Reeessseess Peeesssesss?) But these other aliens! Every time I get ready to assemble my transgalactic communicator, they come and take me away. The one with the white coat sticks that temperature measuring device in my mouth (I wonder why he was so upset when it melted?), and the other one in the trench coat keeps muttering those strange sounds (Naaashaaannaall Seeeccuuuureeetteee?) I just want to go home! I hope Ellllleeott and I can assemble all the pieces of my communicator before my energy runs out.

Oh, oh. Here come those crazy aliens again. Help me, Ellllleeott! Help me get home!

GAME PLAY

Your mission is to help E.T. find the three pieces of his interplanetary telephone, call his ship, and guide him to the landing pad in time to be rescued. Do this before E.T.'s energy runs out, and you'll win the round and score points! E.T. transverses six sites on Planet Earth. Four of these are full of pitfalls--they are dotted with deep wells into which E.T. can fall. A fifth site shows Elliott's house, the Institute of Science, and the FBI building. Here, E.T. is taken by the scientist to be studied. The sixth site is a forest setting where E.T. first lands and where the ship will land to pick him up.

A round ends when E.T. boards the spaceship. At the end of each round, all your bonus points are displayed. If you want to play another round, simply press the controller button. E.T.'s telephone pieces and the Candy will be redistributed for him to find again. You can play as many rounds as you like, since your bonus points will accumulate. A game ends when E.T. runs out of energy or when you decide to quit playing.

On each site E.T. moves through various power zones. While in a power zone, E.T. can execute only one of his extraordinary powers. For example, if E.T. is ready to call his spaceship, he must be in a "call ship" zone. As E.T. stands in a power zone, the symbol for that zone appears at the top center of the screen. At the beginning of each new round, the power zones are redistributed on each site.

POWER ZONES

<u>Find phone piece zone</u> (question mark)
Power executed in this zone will reveal to E.T. whether a part of his interplanetary telephone is hidden on the current screen. E.T. must go to the telephone piece and touch it. Then, via telekinesis, it will move to the telephone construction site at the top of the screen.

<u>Send humans back zone</u> (looks like Roman numeral three)
E.T. can send the FBI agent, Elliott, and the scientist back to their respective buildings in Washington, D.C.

<u>Eat Candy zone</u> (looks like an egg with a dot in the middle)
E.T. eats one of the Candy pieces he's carrying, and converts it into energy. Note: when E.T. eats a piece of Candy, the Candy count goes down one point and E.T.'s energy increases.

<u>Call Elliott zone</u> (looks like an “e” with lines coming out the right side)
Elliott will go to E.T.'s rescue when E.T. calls from this zone. If E.T. has nine Candy pieces, Elliott will take the Candy, chase away dangerous humans, and leave to find a missing phone piece. Elliott will then bring the phone piece to E.T. If E.T. has less than nine Candy pieces, Elliott will take the Candy and go back home. You score points for every Candy piece that Elliott takes back home.

<u>Move to a new site zone</u> (an up arrow)
Executing power in any of these four zones will cause E.T. to immediately move to a new site in the direction indicated by the arrow.

<u>Call ship zone</u> (looks like a little space ship)
E.T. can use this zone to call his rescue ship after the phone is assembled. Once E.T. executes his "call ship" power, a clock will appear at the top right of the screen. The clock will count down the time E.T. has to arrive at the landing zone. In most cases, E.T. cannot call his ship when a human is present.

<u>Landing zone</u> (looks like a box with an diamond in the middle)
E.T. must be on the Landing zone to be rescued. If a human is on the screen when the rescue ship appears, the ship will leave without E.T. and he'll be left stranded once again. NOTE: Sometimes the ship will still land when Elliott is present.

While trying to get home, E.T. encounters many hindrances. He might fall into a well, the FBI agent can take away his phone pieces and Candy by touching him, the scientist can detain him for scientific studies, or E.T. can simply run out of energy.

NOTE: If E.T. has any phone pieces when the FBI agent touches him, the FBI agent will take one of the pieces and hide it in a well. If E.T. has no phone pieces, the FBI agent will take all the Candy that E.T. is holding.

E.T. uses energy when he seeks phone pieces, executes special powers, or when he's escaping from dangerous humans. Although E.T. can replenish his energy with Candy pieces, the supply is limited so they should only be used for energy in an emergency.

If E.T.'s energy expires before he is rescued, Elliott will appear on screen to save the waning E.T. by merging with him. This "emergency measure" results in a revived E.T. carrying 1,500 energy units. Elliott can merge with E.T. three times per game. Once during a round, however, E.T. can encounter a wilted flower hidden in the bottom of a well. If E.T. is revives the flower, Elliott is given the ability to merge with E.T. one extra time. If E.T. runs out of energy after the last "emergency measure," E.T. goes into hibernation to await the next rescue attempt.

CONTROLLING E.T.

E.T. moves up, down, left, and diagonally in the same direction you move your Joystick. To help E.T. levitate out of a well, press the controller button and push your Joystick forward. To help E.T. make a speedy escape from the FBI agent and the scientist, move your Joystick in the desired direction and press the controller button. Remember, the faster you move, the more energy you'll use!

Press the controller button to execute a power while in a power zone. E.T.'s head will elevate whenever he executes a power.

CONSOLE CONTROLS

Game 1	All humans present in game
Game 2	Elliott and FBI agent present, no scientist
Game 3	Only Elliott present in game (easiest version)

The RIGHT DIFFICULTY switch controls the speed of the humans. In the A position, the humans move faster than in the B position. The LEFT DIFFICULTY switch determines the landing conditions for the rescue ship. If the switch is in position A, Elliott cannot be present on the landing field when the rescue ship arrives. If the switch is in the B position, Elliott can be present when E.T. calls the ship and when it lands.

SCORING

There are four ways to earn special points in the game: by keeping E.T.'s energy count up, by carrying Candy onto the rescue ship, by giving Elliott pieces of Candy, and by collecting more than 31 Candy pieces in a round. Your score is displayed on the screen at the end of the game, or when E.T. boards the rescue ship.

PENALTY

After E.T. collects 31 Candy pieces, he loses 700 energy units for each new Candy piece he picks up. The energy units are subtracted from E.T.'s energy count in the *next* round played.

BONUS POINTS

Candy Pieces carried onto Rescue Ship	490 points each
Candy Pieces given to Elliott	770 points each
Candy Pieces after the 31st piece	1000 points each
Remaining energy	1 point per unit

HELPFUL HINTS

Use the wells as escape zones. Since humans can't go into the wells, E.T. can deliberately fall into one if a threatening human approaches. Remember, floating in and out of wells costs energy.

Since the game is set up so that only one human at a time can be on the screen with E.T., you might occasionally want to let the scientist capture E.T. This way, the FBI agent can't get our hero and take away precious phone pieces.

Give Elliott as many pieces of Candy as possible. The more you give him, the more bonus points you score at the end of the game.

To pause play, allow E.T. to fall into a well. You can leave him there as long as you like without endangering E.T. or subtracting from his energy. When you're ready to play again, levitate E.T. out of the well and resume the game.

Sometimes E.T. will fall back into a well after he has levitated up to the planet surface. To prevent this, move E.T. right or left immediately after the scene changes from the well interior to the planet surface. E.T. will move from the well onto solid ground, in the same direction you move your Joystick.

TIPS ON GETTING E.T. HOME FAST!

Help E.T. find three hidden pieces of his interplanetary telephone. The phone pieces are concealed inside deep wells--use E.T.'s special powers to find the right wells. A '?' will appear when E.T. is in the right power zone to find a phone piece.

HOW TO CONTROL E.T.

To make E.T. use one of his special powers, press the controller button while E.T. is standing still. E.T. will execute the power shown in the "power zone" indicator at the top center of the screen.

LEVITATING OUT OF WELLS

Even experienced extraterrestrials sometimes have difficulty levitating out of wells. Start to levitate E.T. by first pressing the controller button and then pushing your Joystick forward. E.T.'s neck will stretch as he rises to the top of the well. Just when he reaches the top of the well and the scene changes to the planet surface, STOP! Do not try to keep moving up. Instead, move your Joystick right, left, or to the bottom. Do not try to move up, or E.T. might fall back into the well.

CALLING THE SHIP

After you've assembled the telephone, you must call E.T.'s spaceship. Find the "call ship" zone (it can be anywhere on the planet surface) and press the controller button. A countdown clock will appear at the upper right corner of your screen. Now hurry! E.T. must find his landing zone on the forest screen and be waiting there when the countdown ends. You did it! You've won--E.T. has finally reached home!

EGGOMANIA

A strangely colored, feathered fowl is bent on bombing your bedeviled blue bear with dozens of even stranger colored eggs. Your only defense is catching those falling orbs in your hat before they break and cause a real mess! If you succeed in catching an entire wave, you get the delightful opportunity to get even and fire them back at that turkey ! You'll be dazzled by his reaction. So go after that bird--if you can "bear" the pressure. Otherwise, the yolks on you!!

DIFFICULTY SWITCHES

The difficulty switches select between a large catcher hat and a small catcher hat as follows: Position A=small hat. Position B=large hat.

CONTROLS

Use left paddle controllers for single or two player games. Both left and right sets for three to four player games. Move bear back and forth with paddle knob. Fire eggs back at the bird with the red fire button.

GAME VARIATIONS

Game 1 Single player	Game 2 Two player
Game 3 Three player	Game 4 Four player

SCORING

Each time the bird is shot with an egg, equals 100 points; plus, if you have egg on the floor, some of it gets cleaned up.

	1	2	3	4	5	6	7	8	9	10
Eggs	20	40	60	40	80	60	80	80	80	80
Speed	1	1	1	2	2	3	3	4	5	6
Points	14	18	22	26	30	34	38	42	46	50

PLAYING HINTS

Move your harried bear back and forth across the screen as little as possible. Any excessive or inefficient movement and you'll wind up with egg on your face!

Position the bear somewhere near the center of the screen and wait for that turkey to pass by – don't follow him!

Timing and accuracy on shooting the turkey during the Eggomania waltz is critical. Try to anticipate his next move and lead his direction a little while shooting only when necessary – constant firing throws off timing and seems to make that turkey dance even more.

Once you have accomplished this task, you can sit back and enjoy bonus points and a flustered, embarrassed turkey!

ENCOUNTER AT L-5

Beyond the orbit of the moon, a defenseless space colony is under heavy attack from the ruthless Megalytes. You are their only hope. Armed with packets of antimatter, you take control of an Antimatter Launcher. Suddenly the sky is ablaze with Megalyte war ships. You must destroy them before their formidable particle beams destroy you and the peace-loving colonists of L-5.It will take every ounce of skill and cunning at your disposal to blast the evil ones out of orbit.

HOW TO STOP THE INVADERS

Odd numbered games are single player games. Even numbers are for two players. Select the difficulty level you find most challenging.

Left Difficulty	Right Difficulty	Approaching Speed
B	B	Slow
A	B	Moderate
B	A	Fast

SCORING

You will score points for every Warrior Ship you hit--the farther away the ship, the more points you receive. You'll also score 10 points for each death ship you destroy.

Keep the Fire Button on your paddle controller depressed, which locks the Antimatter Launcher in one spot and sends Antimatter Packets continuously toward the Aiming Cursor. Using the control knob on your controller, position the aiming cursor so that the invading ships fall into the line of fire of your Antimatter packets. By releasing the fire control button, the Antimatter Launcher momentarily disappears and immediately changes to a new position directly under the Aiming Cursor. Begin firing immediately. You begin each game with four Antimatter Launchers. Each time you're hit, or if a Death ship reaches the colony floor, you will lose one launcher.

There are 26 game variations of L-5.For each accumulated score of 800 points, the game will automatically advance to the next level. As you progress to each level, Megalyte ships will appear with varying frequency, but will increase the speed of their descent. They will also have a wider evasive range, making them harder to hit.

SPACE RAID

You must destroy the attacking Megalyte Warrior Ships before they get you. At the same time, you must be on the lookout for the large red Death Ships that will periodically dive toward the surface of L-5 trying to knock the power out of your Anti-Matter Launchers.

ENDURO

Strap on your goggles. Sink into your seat. And leave all your fears in the pit. You're about to enter the race of your life. You'll be required to pass lots of cars each day. Through sun and snow and fog and ice, sunrise to sunset - as fast as you can. Welcome to the National Enduro!

ENDURO BASICS

Push the Joystick right or left top move your car right or left. The red button is your accelerator. The longer you keep the button depressed, the faster your car will go, until it reaches top speed. To coast at a constant speed, press the red button until the desired speed is reached. When you release the button, this speed will be maintained. To slow down, release the red button and apply the brakes by pulling the Joystick back.

The number of cars you must pass is posted at the beginning of each day in the lower right corner of your instrument panel (200 on the first day, 300 on subsequent days). Each time you pass a car, this meter counts off by one. When you pass the required number of cars, green flags appear. But keep going. All additional kilometers are added to your total. You'll move on to the next day when the present day ends. If you don't pass the required number of cars by daybreak, the game ends.

SPECIAL FEATURES OF ENDURO

From dawn till the black of night, you'll be on the road. Pay attention to the lighting and scenery. It represents the time of day, letting you know how much time is remaining. And, use caution at night. You can only see the tail lights of the other cars.

Weather conditions keep changing, so brace yourself. Can you hang in through ice and fog? A white, icy road means your car will be less responsive to your steering. A thick, fog- shrouded screen gives you less time to react, since it will take you longer to see the cars up ahead.

A realistic odometer registers the kilometers you've covered. Beneath the odometer is the day indicator, which keeps track of the number of days you've been on the Enduro circuit. When the race is over, the kilometer reading on the odometer and the day on the indicator represent your racing results or score.

The race gets tougher with each new day. The other cars travel faster and spread out across the road more and more, making it harder to pass them.

GETTING THE FEEL OF ENDURO RACING

In preparing for a race, every pro driver checks out the course. Be sure to do the same thing. Get to know the timing of the weather and lighting conditions. Learn how your car responds to your touch. Slow down on the ice and keep your eyes on the patterns of the cars in the distance. Drive defensively, since the other cars will not get out of your way. The fog will really test your reflexes. You'll need to slow down and develop a rapid steering response to make up for the limited visibility.

HOW TO BECOME A "ROADBUSTER"

Tips from Larry Miller, designer of Enduro.

Larry Miller is a powerhouse game designer with a PhD in physics. When he isn't designing games, he may be sailing, skiing or playing the piano. His most recent hit was Spider Fighter TM.

"The best way to outlast other drivers is to pace yourself. You won't survive long if you stay at maximum speed because you'll keep hitting the other cars. Go only as fast as it takes to pass the required number of cars each day.

"If you can choose between steering into the side of the road or hitting another car, always steer into the roadside. It's just a minor setback, and you won't lose as much time.

"Also, it's always better to go around diagonally paired cars than to squeeze between them. But, if you must squeeze between them, keep your speed just above theirs and be careful!

"Here's another tip; If you approach a group of cars that are really blocking the road - slow down. Let them disappear back into the distance ahead of you. Then, accelerate. When you meet up with these cars again, they will have probably changed their positions.

"I hope you enjoy the National Enduro as much as I enjoyed designing it. Drop me a card from your next pit stop - I'd love to hear from you. And please, remember to fasten your seatbelts."

ENTOMBED

You and your team of archeologists have fallen into the "catacombs of the zombies." There's no time to look around; these guys are after you, and they mean business! Your only salvation is that you have discovered the secret to the "make-break." Grab them, and you can break through walls when you get stuck, or create a wall behind you -- if you are being chased. The longer you survive, the faster you have to move.

Explore alone, or two archeologists can work together or compete in a frenzied trek through the catacombs.

SET-UP INSTRUCTIONS

Difficulty switches

Position A = Two make-breaks for each blinking block touched
Position B = Three make-breaks for each blinking block touched

CONTROLS

Move joystick in either of four directions you want your archeologist to move.

To make or break a wall section, push fire button while moving in the direction you want make-break to occur.

GAME 1 Single player version. GAME 2 Two player version.

SCORING

You have three archeologists on your team; they are indicated by squares at upper right or left of screen. You lose an archeologist by being scrolled off the top of the screen, or being touched by a zombie.

In single player game, your score is based on how many sections of maze you have successfully traveled through. This is the number showing at the lower right of screen. There are five sections to each maze, after which you float into the next one.

In the two player game, there is no scoring, just hot and furious competition. The survivor wins. You may choose to play cooperatively and help each other through and see how far you can both get. This would be established by the color of the last maze you are in.

PLAYING HINTS

You only have one make-break to start out. Use it wisely! Since the early mazes scroll slowly, you don't have to rush to the bottom of the screen; it is better to hold back near the top of the screen so you can determine the positions of both make-break and zombie. When the make-break appears, be sure you can get to it by using only one (or, hopefully, none) make-break.

If you are low on make-breaks, keep aware of how close you are to amaze change (right-hand number indicates maze increment -- five in each colored maze), you may be able to get to the next maze without using a make-break.

When the zombie warning sound starts, quickly check the screen for his position and color. The color indicates his method of moving through the maze. If he is blue and remains so, he can only move through the channels of the maze. If he appears blue and then suddenly changes too range, he can move through the walls to get you! The secret to avoiding his clammy, deadly grip is to move below him as soon as possible. Better to be a surviving coward than a brave idiot!

When you have advanced to the faster scrolling mazes, you must be ready between maze changes, or after losing a player. Hold the joystick down, or back, to get a jump on the quickly moving maze; otherwise, before you know it, you'll be entombed!

The two player strategy can be either competitive or cooperative. The cooperative method is for nice guys. Here you help each other out of tight spots by opening a passageway for your partner when he has no make-breaks, or luring the zombie away from him.(Foolish -- maybe, but you're a nice guy -- remember?)

The competitive method is, of course, for the deceiving, nasty, or otherwise typical game player who wants to win. Playing nasty is the name of the game and entails taking advantage of your opponent's breaks, trapping him in the maze by blocking his path when he has no make-breaks left, and just being downright mean by beating him to all the make-breaks.

Whichever game variation you like to play, your cleverness, adeptness at control, and foresight will MAKE OR BREAK you!

FANTASTIC VOYAGE

OBJECTIVE

You and your submarine are to be injected into the bloodstream of a critically ill patient. Your mission is to blast your way through several phases of artery obstacles and destroy a life threatening Blood Clot.

THE CONTROLS

Once inside the patient's bloodstream, your sub will be carried along in a steady forward motion. Tilt the joystick forward to increase your speed or backward to slow down or back up slightly. Your sub is equipped with medical technology's finest laser ray. Press the joystick button to activate it. Hold the button down for continuous fire. You may pause the game at any time during the play by flipping the Color/B-W switch.

PLAY OPTIONS

There are six play options which can be selected at any time by pressing the Game Select lever.

OPTION 1 = Normal Game
OPTION 2 = Extended Normal Game
OPTION 3 = Difficult Version For Advanced Players
OPTION 4 = Extended Difficult Version
OPTION 5 = Easy Game for Beginners
OPTION 6 = Extended Easy Game

In the extended option, the first five phases of your voyage are longer. In the difficult options, you will face more obstacles on your journey to the Blood Clot. In the easy options, collisions cause less damage to the patient and there is no time penalty. Each time you destroy a Blood Clot, you are given the chance to save another patient in that same play option.

SCREEN DISPLAY/SCORING

The score is displayed there while the game is in play. A Time Clock is located in the bottom left corner of the screen. A Heart Monitor is located in the bottom center and a Patients Saved tally is in the bottom right corner.

The Heart Monitor is a graphic display of the patients condition. Patients begin each game with a strong, steady heartbeat. EACH TIME YOUR SUB CRASHES INTO AN OBJECT, THE PATIENT LOSES STRENGTH. Every time the slower hand of the Time Clock completes a cycle, the patient also loses strength. A flat heart rate means that you have lost the patient and the game is over.

Points are awarded for shooting obstacles and bonus points are gained for completing each phase. The stronger the patient's heartbeat upon completion, the higher the bonus.

PHASES/OBSTACLES

No matter which play option you choose, you will have to travel through several phases to reach your goal, the dreaded Blood Clot. When operating on your first patient you must battle your way through phases1,2,5 and 6. Phase 3 is added on to your second journey to the Blood Clot in that same play option. From your third voyage on, you must navigate all six phases.

ENZYMES You should attempt to shoot any Enzyme you see in order to release its healing properties. Blasting Enzymes is the only way you can restore lost strength to the patient. Allowing one to pass you by has no adverse effects. Enzymes are present in phases 1 through 5.

ANTIBODIES These are released when your sub touches the artery wall. Destroy as many as possible for those allowed to pass by will steal strength from your patient. Antibodies are present in phases 1 through 5.

PHASE 1 Defense cells from the patient's primary immune system are released from the artery walls as you approach. You may blast these with your laser for points, although the patient is not harmed if they pass by.

PHASE 2 The plentiful supply of blood cells in phase 2 is beneficial to the patients health. Try not to shoot or touch them as their destruction will have a negative effect on his condition.

PHASE 3 Bacteria are an unhealthy addition to the patient's bloodstream. Any allowed to remain there will decrease your patient’s chance for survival. You must shoot the deadly Bacteria three times to totally eliminate them. A partially damaged Bacteria allowed to remain in the system will cause less damage to the patient than a whole Bacteria.

PHASE 4 Defense Cells, Blood Cells, and Bacteria are all present in this very challenging phase.

PHASE 5 As you near your goal, you will find that the artery begins to narrow. You must try to navigate through Phase 5 without touching the artery wall.

PHASE 6 Small Clotlets as well as your final target, the blood clot, await you in phase 6.You must steer carefully through the indestructable Clotlets to reach the Blood Clot. Be careful! Running into the Clot is fatal to both you and the patient. Fifteen laser blasts are required to destroy it. All fifteen shots must be fired before the Heart Monitor goes flat. Then, if your up to it, you can continue with the next patient.

FAST EDDIE

THE OBJECTIVE
Your objective is to help Eddie capture as many floating prizes as he can jump up and grab. You must keep Eddie hopping over the pesky little Sneakers while guiding him up, down and around the screen.

THE CONTROLS
Tilting your joystick left and right makes Eddie run back and forth across each floor and tilting the joystick forward and backward gets him climbing up and down the ladders. Pressing the joystick button makes Eddie jump. For a big leap, press the button while Eddie is running.

Press the Color-B/W lever to pause the game at any time during play.

SNEAKERS
Sneakers are the little critters who guard the prizes and they love nothing better then to trip up Fast Eddie. Eddie's only defense is to climb to another floor or hop over the little pests. Different sizes and combinations of Sneakers appear in each play level. Eddie can hurdle all of them, with a little practice, except for the world's tallest Sneaker, High-Top, who guards the upper floor. Every time Eddie grabs a prize, High-Top gets shorter until Eddie is able to jump over him too!

PRIZES
Each new screen of Fast Eddie has a total of ten floating prizes that will appear two at a time. It's Eddie's job to hop up and grab as many as possible. After he's snagged nine prizes, a key appears directly above High-Top, which Eddie must also jump and grab. Snatching the tenth prize is optional, but worth 90 extra points. After Eddie gets the key, it's on to the next screen and new prizes!

EDDIE
You begin each game with four Fast Eddies. Each time you snatch a key, you get a bonus Eddie. You are limited to three bonus Eddies at any one time. The number of reserve Eddies is displayed by bars located under the score. When your last Eddie is tripped up, the game ends.

HINTS FROM THE DESIGNER
Learn to jump while running toward an oncoming Sneaker. This gives you the longest leap, and is the best way to play the game successfully. Another strategy is to jump when you're right against the edge of the screen. The Sneakers will run under you and either pass by or bounce back before you come down. Eddie is always safe while on a Ladder, but you must be extra careful when Eddie is on Ladders that align. A heavy hand on the joystick will have Eddie climbing up and down Ladders out of control.

FAST FOOD

Burgers, fries, shakes, pizzas . . . Flying by at sub-gastronomical speeds. You and Mr. Mouth have to catch 'em if you can. The higher the calorie count, the better your score. The more calories you consume the faster the food flies. But beware the purple pickles! Catch too many and your binge is over. No matter how much you eat, you'll never gain a pound.

OBJECT OF THE GAME
Get fatter! Consume as many calories as you can before you get your fill of purple pickles and the snack bar closes. The difficulty switch has no effect on this game.

BEGIN TO BINGE
Press game reset. For two-person game press game select button and then reset. Push the red button and your feast begins! Use the joystick controller to move Mr. Mouth up and down, forward and back. When Mr. Mouth comes in contact with any food item on the screen he eats it. It's your job to keep him away from the purple pickles. Green ones are fine.

GETTING FATTER
You and Mr. Mouth will need a breather once in a while. The food stops coming and you get fatter. When you're done chewing push the red button. The barrage begins again and FAST FOOD gets faster. Eat anything you can catch, but don't get purple pickles. They'll hang around at the top of the screen, giving you a bad case of heartburn. Collect six and you'll have to (burp!) call it quits. The game's over.

CALORIE COUNTS
Of course, what you eat is just as important as how much you eat. Here are the calorie counts for your favorite FAST FOOD.

Green Pickle	1		Root Beer	3
Cola	4		Soda Pop	5
Hot Dog	5		Hamburger	6
Ice Cream Bar	7		Milk Shake	7
Ice Cream Cone	9		French Fries	10
Pizza	10		Cheeseburger	20

TWO PLAYER GAME
Players alternate every time the "You're Getting Fatter" sign comes down. The next player pushes the red button on the joystick controller to start his turn. Play continues until both players have burped out.

The first player's score is shown in gold, the second in purple. The highest score for the series of games is shown in white.

FATHOM

Titans have imprisoned Neptina, Neptune's daughter! They've shattered his magical Trident and scattered its pieces far and wide. Without his trident, Neptune is powerless.

Proteus, a member of Neptune's Court, longs to free the lovely mermaid. He sets out to find the missing pieces of the Trident. He roams land and sea, changing from a dolphin to a seagull and back again in order to deceive the mermaid's captors. Deadly trials confront Proteus --octopuses, tangled beds of kelp, screaming flocks of black birds, even erupting volcanoes! But he fights on valiantly!

OBJECTIVES

Locate the three missing pieces of Neptune's Trident and free Neptune's daughter 7 times from her prison at the bottom of the sea. Switch forms from dolphin to seagull to search the sea and the sky for the three pieces of the Trident. Learn to make magical stars appear in the sky and the starfish appearing the sea. They are your key to finding the Trident pieces! Once you have the Trident, swing to the bottom of the sea and free the mermaid! Hurry! Time is ticking down!

DIVING DOLPHIN

You begin every game as a dolphin. To swim, press and hold the red button. Release the button to stop swimming. Use the joystick to control the direction the dolphin swims. As you swim, avoid octopuses and strings of seaweed. You lose valuable points if you touch them. Touch all the SEA HORSES you can. You earn points for every sea horse you touch. A starfish may appear if you manage to touch all the sea horses in one section before leaving that section. You can acquire a piece or pieces of the Trident by touching starfish. The Trident parts will appear at the bottom of the screen. Touch the right number of sea horses and a bird symbol appears at the bottom of your screen. With it you can turn into a seagull when you surface.

WINGIN' IT

When the dolphin leaps out of the water, you'll become the seagull, provided you have the bird symbol. To fly, press the red button once for each flap of your wings. The more often you press, the higher and faster you'll fly. To glide, stop pressing the button. Use the joystick to direct the seagull. Fly off the screen to the right or left, as well as up into the clouds. Each time you free Neptina, you can fly farther and higher than before! Touch the pink CLOUDS. You earn points for every pink cloud you touch. A star may appear if you manage to touch all the clouds in one section of the sky before leaving that section.

Remember: stars are your key to finding pieces of the Trident! You have a limited number of chances to touch pink clouds before they turn gray. Grey clouds can also lead to lucky stars, but touching gray clouds costs you points! Touch the right number of clouds and a fish symbol appears at the bottom of the screen. With it you can change back into a dolphin. Avoid running into black birds. Collisions subtract points from your score!

FLYING THE HORIZON

After changing into a seagull, while the dolphin appears on the screen, you can only fly to the left or right. Once the dolphin is out of view, you can fly higher. Similarly, when a volcano appears on screen, you can only fly to the left or right, not up. Once the volcano is out of view, you can fly higher. Eerie volcanoes cover the landscape. You cannot pass the first volcano until you succeed in freeing Neptina for the first time. After that, you can reach more distant volcanoes each time you free the mermaid. Each time you free the mermaid, the gods extend the territory you can cover by adding one section each of sky, land, and sea in every direction. With more territory to cover, each level becomes more difficult! Finding a lucky star on higher levels will take a lot of shill and daring! Good luck!

SCORING

The Level number appears at the bottom left of the screen. All games begin at Level 1. If you free Neptina, you automatically advance to the next level. Your score for the new Level returns to 50. When you free Neptina, the points you earn on the Level are added to the point bank with the total number of points earned on all previous Levels. The points you earn are multiplied by the Level number you are on.

FOR A HIGH SCORE

Run into all the sea horses and pink clouds you can. They're worth points. Avoid obstacles -- black birds, gray clouds, octopuses, seaweed and volcanoes. They cost you points! Time freezes when the dolphin and the seagull appear on screen together. Otherwise you lose points as the seconds tick away.

GAME ENDS WHEN

Your points reach zero. When this happens, the dolphin or seagull disappears. To resume play, hit Game Reset. You run out of chances to get starfish. This happens when sea horses stop appearing before the dolphin succeeds in getting a fish symbol to appear. To resume play, hit Game Reset. When the game ends, you will see your final score. The number of levels you achieved is indicated by the number of hears that appear. Free the mermaid seven times and watch for a special surprise!

FINAL APPROACH

You are an Air Traffic Controller at a busy international airport. Literally thousands of lives are in your hands every day as you guide giant airliners and small private aircraft taking off and landing. You try to stay relaxed under the intense pressure of your job, but you must always be ready for emergencies.

THE SET-UP

Placing the Difficulty Switch in the 'B' position will provide the easiest play. It controls the speed of the aircraft on your radar screen as the game begins; slower in the 'B' mode, faster in the 'A' mode.

SCREENS

The first screen you'll use in controlling air traffic is the Approach Control Radar Screen (ACR), which will appear when you turn on the power. The ACR screen shows you all the air traffic in the vicinity of your airport. Use this screen to control your aircraft for landing. When an aircraft is aligned with the runway strobes and is on final approach, you must then switch to the Ground Control Approach (GCA) screen. Use the GCA screen to bring your aircraft in for a safe landing, monitoring altitude and heading.

THE JOYSTICK CONTROLLER

On the ACR screen, moving the joystick will move a small black square known as the cursor around the screen. To control the movements of an aircraft, position the cursor directly on the airplane and press the red 'FIRE button. You will remain in control of the aircraft until you again press the red 'FIRE' button, releasing the cursor from the aircraft. On the GCA screen, use the joystick to control the altitude and heading of your aircraft on final approach. Control the altitude of your aircraft by pulling it towards you to reduce altitude, and pressing it forward to increase altitude. Heading is controlled by moving the joystick left or right to keep your aircraft centered on the runway.

GENERAL PLAY

Aircraft will enter your radar screen randomly. There may be up to four aircraft on the screen at one time. When these aircraft appear on the screen, they will not be heading in any fixed direction, so you must take control to steer them in the desired direction. Each aircraft will remain on the last given heading, so you must constantly monitor this heading and change it so that the aircraft are spaced out in a matter in which they can achieve a safe and expeditious landing. The aircraft under your control must remain within the boundaries of your radar screen. If you allow an aircraft to go out of the boundaries, it may reappear at any point on the screen, and you will lose points. You must also insure your passengers' safety by keeping your aircraft spaced adequately. Allowing two or more aircraft to touch will be considered a near-miss, and you will be penalized for a control error (that is, one life).

Your objective in controlling the aircraft on your runway screen is to steer it so that it arrives at the end of the runway strobes heading toward the runway. From this position, the aircraft can make a landing on the runway if it is steered properly. If you do not position the aircraft over the end of the strobes, the aircraft cannot land. Once the aircraft has been positioned to start its approach, you must select the GCA screen to steer the aircraft down the glide slope (which shows the aircraft's altitude) and the localizer (which shows the aircraft's heading).

TO SWITCH from the ACR screen to the GCA screen, you simply move the cursor down to the lower center knob on your console, and press the red 'FIRE' button. A successful landing is accomplished if your aircraft's nose is centered on the glide slope and localizer when arriving at the end of the runway. As soon as the aircraft has touched down on the runway, switch back to the ACR screen simply by pressing the red 'FIRE' button. If the airplane was landed successfully, the aircraft will have already disappeared from the ACR screen, and an additional aircraft will soon appear at an edge of the screen. If a successful landing is not made, the aircraft you attempted to land will continue to be displayed on the ACR screen.

Aircraft under your control may suddenly start flashing, and emitting a warning tone. This indicates they have an emergency and must be brought in for an immediate landing. Other aircraft must be cleared out of the path of the aircraft with an emergency, and it must be given priority for landing. It will continue to flash until it has landed.

SCORING

You receive 25 points for each successful landing. For every emergency landing you receive 50 points if you are able to land the aircraft with an emergency before any other aircraft. You will lose 5 points every time you allow an aircraft to wander off the screen. As the score increases, the speed of the aircraft on the screen increases. You are allowed four control errors, such as allowing a near-miss or not immediately landing an aircraft in distress. You will be allowed an additional control error every 500 points you earn. The number of control errors (lives) remaining is indicated by the green lights at the top of the screen.

VARIATIONS

The FINAL APPROACH game variations include one and two-player games. In the one-player game, the game is concluded when you have made four control errors. In the two-player game, the game is concluded when each player has committed four control errors. Turns alternate on each near-miss or unsuccessful landing. You may also select whether the maximum number of aircraft on the screen will be two, three or four. In games 3 and 4, the game play is made even more challenging by the addition of crosswinds affecting your aircraft on landing. Games 7 and 8 are particularly easy, designed for small children.

Game	1	2	3	4	5	6	7	8
Players	1	2	1	2	1	2	1	2
Aircraft	4	4	4	4	3	3	2	2
Crosswinds			🟥	🟥				

FIRE FIGHTER

Midnight. The city sleeps. Suddenly, cries pierce the night: "FIRE! A Man's trapped up there!" A raging blaze crackles and climbs. A desperate man waves his arms and races from window to window, floor to floor. His perilous situation looks hopeless. Be Strong. Douse the flames with your hose. Line up your ladder. Save him. Keep trying. You're his last chance - his only chance.

GAME OBJECTIVE

Save him! Rescue the panicked man from the burning warehouse. As the fire spreads higher, he climbs a floor at a time to escape the blaze. He reaches treacherous heights. Only by reaching him with the ladder can he be saved. Put out the flames with your hose. Race back to the engine, jump on and scramble up the ladder. Snatch him from his fiery peril! Get moving!

GAME PLAY

You direct all rescue operations with the left joystick. As the game begins, the fire fighter appears on the fire engine. Push joystick left (away from engine) and the fire fighter hops off his engine. Keep pressing left, and he runs across the sidewalk in front of the warehouse. Stop pushing the joystick and the fire fighter stands still. Push joystick right (toward the engine) and the firefighter turns and runs back toward the fire engine. Keep pushing right: he'll jump back onto the engine.

Your hose allows you to control the spread of the flames or put the fire out completely. To launch a stream of water the fire fighter must be in front of the warehouse. Push the joystick away from you. The longer you push, the higher the jet of water goes. Water shoots as high as the top windows of the warehouse. It does not reach the roof. You have a limited supply of water. Make it count!

The fire engine also comes equipped with a ladder. The trapped man can only be saved from the warehouse, and the game won, by using the ladder. The ladder can reach any floor of the warehouse except the roof. If the fire fighter positions the ladder accurately, climbs it and gets to the floor on which the man is trapped, the fire fighter can rescue him. Fire fighter must be on the ground while adjusting the ladder. He can only jump from the ladder to the ground when he is at the bottom of the ladder.

To change the angle of the ladder so it will reach different floors pull the ladder in all the way by holding the red button down while pulling the joystick toward you. The ladder cannot be moved while it is extended. Keep holding the red button down. To angle the ladder toward the lower floors lean the joystick left. To angle the ladder toward the upper floors, lean joystick right. To extend the ladder, hold red button down while pushing the joystick away from you. To pull in the ladder, hold the red button down while pulling the joystick toward you.

CLIMBING THE LADDER

Extend the ladder until it rests directly against theware house. Have fire fighter jump back onto the engine by leaning the joystick to the right. Listen for the sound that tells you he's leapt aboard. To climb: lean joystick away from you. He'll run to the top of the ladder. You've won the game when: The ladder has been extended to the floor where the man is waiting. The trapped man moves all the way to the right and reaches the fire fighter on the ladder. The jubilant song "For He's a Jolly Good Fellow" signals a job well done.

THE FIRE

The Left difficulty Lever controls how quickly the fire spreads through the warehouse. For fast-moving flames, set in position A. For a slow and steady burn, set in position B. When the fire fighter puts out flames in any or all parts of the building, that part of the fire stays out for the rest of the game. The fire spreads upward in the warehouse. When it reaches the top floor, the fire begins to go out on the lower floors. Eventually, the flames will die out completely and the trapped man will come down from the roof.

GAME VARIATIONS

You confront each of Fire Fighter's challenges alone! Rescue the man and win the game. Games 1-8 feature building heights in descending order: 10 stories down to 3 stories.

Game 9 starts with a 3 story building which grows a story after each successful level

SCORING

The fastest rescue wins! Keep track of your best times in each of the Fire Fighter games. The timer at the bottom of the screen lets you know how you're doing.

FIRE FIGHTING TIPS

The trapped man stays ahead of the fire by climbing a floor at a time. Learn to estimate how fast the fire is moving and how quickly he's moving through the warehouse. Place the ladder and have the fire fighter climb so he'll reach the man's floor and rescue him before he moves higher in the warehouse. The man in the blazing building checks to see if the entire floor below him is still on fire. If it isn't, he'll move down. When the fire fighter is on the engine, the man in the warehouse moves to a window on the right side of the building so the ladder can reach him. He may be scared, but he isn't stupid! Listen for the crackle of the fire. Even if the fire appears to be out, it may still be burning. When the fire goes out completely, the crackling stops.

FIRE FLY

TEST PILOT LOG - MARCH 17, 2093:On what started to be the routine high speed test of interplanetary craft Delta 12, a power plant malfunction caused the craft to skip off the rim of a small, black hole. After experiencing level 5 turbulence I became unconscious. Upon awaking, I found myself in a time and place unknown to me; the craft having been completely destroyed.

The place I am in is inhabited by giant bug-like creatures. Through thought waves, the inhabitants explained that they are part of a culture originally insect-like but now almost entirely mechanical. As their biological body parts began to age beyond effective use they replaced them with mechanical parts. Through their will to survive they eventually crated an entire society composed of machines.

During this gradual conversion from living matter to machinery a group of the inhabitants started programming themselves to survive even at the expense of others in the society. They became know as the Bad-Bugs. After the complete metamorphosis to computer controlled minds these bugs began attacking the good creatures.

Because of my human reasoning and ability as an experienced test pilot the good bugs have asked for my help. I have been put in command of the best machine-bug on their planet. My task of saving the good bugs should prove extremely difficult since the Bad-Bugs have creature-machines programmed solely for the purpose of stopping me. I will, however, be awarded valuable treasures by the good bugs for every enemy I eliminate. To further complicate my task the good bugs have asked me to rescue the last remaining living creature on their planet, the Pixy. They have warned me to be very cautious when approaching the Pixy since it is constantly guarded by a killer, machine-bee.

GAME FEATURES

By continually moving from one screen to the next you are actually playing several games in one. Each enemy moves differently and requires different skills of the game player.

The first challenge is to rescue the Pixy. While appearing easy, be cautious of the enemy bee. He is very good at determining where you are and his sting is deadly. Should you survive and rescue the Pixy, you are faced with the flaming pumpkin. He is so hot that merely touching him will be fatal. He also has an unlimited supply of deadly pumpkin seeds to fire at you. The next screen brings you to the true meanness of the demons. Their touch and cannon shots are to be avoided at all cost. The bats will be waiting should the unlikely occur and you survive. The Bad-Bugs aren't worried, however, since they have a sun full of shooting balls of fire ready to ruin your day. If that isn't enough, you can try your luck against the coiled serpents. For the truly talented players who make it through this series of Bad-Bug tricks don't worry, they will all be there again for your next journey through the land of the Bad-Bugs.

GETTING STARTED

DIFFICULTY SWITCHES are not used with FIREFLY. You are only allowed one shot at a time. Once your missile goes off the screen you are able to fire again. It is not possible to move left off the screen. All additional screens are to the right.

BALL CONTROLLERS work very well with FIREFLY. Higher scores should be possible.

GAME SELECT SWITCH will allow you to choose the level of difficulty and whether on or two players will be playing.

Game 1:	Practice Mode, One Player, no scoring, unlimited lives
Game 2:	One Player, regular game
Game 3:	Two Players, regular game
Game 4:	One Player, tougher game
Game 5:	Two Players, tougher game

BEGIN PLAY by pressing the game reset button or by pressing the red fire button on your controller. After each loss of a life a small controller symbol will appear at the top of the screen. Pressing the red fire button on your controller will restart the game.

SCORING

Hit the enemies with a missile, pick up treasures, and rescue the Pixy. Points are awarded on the following basis:

Shoot enemy	10 points
Shoot pumpkin	20 points
Rescue Pixy	30 points
Recover treasure	99 points

LIVES remaining are displayed at the top of the screen. When the game begins you have three lives.

DIFFICULTY is determined by selecting the Practice, First Level or Second Level of difficulty. In the Practice Level you are able to get into every screen meeting all of the enemies but there is no score and you have an unlimited number of lives. The First Level and the Second Level of difficulty have the same features as the Practice Level but all of the enemies are more evil.

FISHING DERBY

Choose your difficulty or handicap for each player (or the computer):

A – Fish won't bite unless you get the end of your line right under his nose.
B – Fish will bite if you get the end of the line near his mouth.

There are six rows of fish. From the top down, they count as follows:

- First two rows:2 pounds each
- Second two rows: 4 pounds each
- Bottom two rows: 6 pounds each

The big ones are down deep. Go for 'em! First player to land 99 lbs. of those beautiful fish wins.

HOW TO MAKE 'EM BITE

Drop the very end of your line (that's where the bait is) down to the level you want to fish. Then move the bait to touch the mouth of the fish you want to catch. The difficulty settings determine how close the bait has to be before he bites.

GOT ONE HOOKED?

If you don't do anything after hooking a fish, he will swim slowly up toward the surface (and the shark might gobble him up).If you want to reel him in fast, push the red button. Be quick, though. When both players have hooked a fish, only one can reel up at a time (the first one hooked). The other fish will swim up slowly until the first fish has either been caught or eaten by the shark.

HOW TO BE A CHAMPION FISHING DERBY ANGLER

"The most important thing I can tell you is to WATCH OUT FOR THE SHARK! I've made him quick and wily and unpredictable. If your fish touches the shark anywhere, he'll turn in a flash and snap it up. So try to keep your fish away from him while you're reeling in.

"Once you've hooked your fish, you'll want to play him back and forth until the shark moves out of the way, then push the red button and land him quickly. You can reel in more or less slowly by pressing or releasing the red button and you can move your line back and forth with your Joystick.

"Since the big fish are in the fifth and sixth rows, go deep. Start with the fifth row if you're the player on the left. You will have a little advantage there, because you can reach the fifth row first. The player on the right should go to the sixth row to catch his big ones.

"Also, watch to see which fish start from your opponent's side and which start from your side. As fish are caught, they are replaced on the side they started from. It's better for you to catch fish that start under your pier, because you can usually go right back for another one.

FLAG CAPTURE

CONTROLLER ACTION

Each player controls an explorer. Your object is to find the flag using your explorer. The left controller player's explorer starts in the upper left corner square; the right controller player's explorer starts in the lower right corner square.

Explorers can move from square to square. During your turn, you can move your explorer to any square position. To move the explorer up or down the maze, move the Joystick up or down. To move the explorer to the right or left, move the Joystick to the right or left. Move the explorer to diagonal squares by moving the Joystick in one of the four diagonal directions you want.

NOTE: Your explorer cannot move occupied by an opponent's explorer.

When you are satisfied with the position of your explorer press the red controller button. Any of the following objects will appear on the square:

- Direction Clue. An arrow may appear which will point to the direction of the flag. Here are a few examples of Direction Arrows. The shaded area refers to the location of the flag.
- Number Clue. A number may appear which will refer to the distance between your explorer and the flag. For example, if the Number 2 appears, the flag is somewhere on the perimeter of a 2-square radius. Here are a few examples of Number Clues. The shaded area refers to the possible location of the flag.
- Bomb. Curses! A trap has been set and you fall for it. A bomb explodes under your explorer. Now, begin again at the starting square.
- Flag. Good Show! You've found the flag.

TWO PLAYER GAMES

<u>Free-For-All</u> Both players start moving their explorers across the maze simultaneously. No need to take turns. Pay attention to your opponent's clues if you can. The first player to find the flag scores a point.

<u>Double Two-Player</u> Each player takes a turn to move his explorer and uncover a clue. The first player to find the flag scores one point.

<u>Solo Two-Player</u> In these games, one player continues to take turns until the flag is found. Then it's the opponent's turn to find the flag. The object is to score the lowest number of points. A player scores one point each time he pushes the controller button and receives a clue.

ONE PLAYER GAMES

<u>One-Player Timed</u> The clock at the top of the screen times out at 75 seconds. That's how much time you have to find the flag as many times as possible. Once you find a flag, start over again.

Stationary Flag No surprises here. The location of the flag remains the same throughout the game. Just study the clues carefully.

Moving Flag Fast thinking and a little luck are the secrets to finding a Moving Flag. Each time a player takes a turn without finding the flag, the flag moves ONE square. The Flag continues to move in the SAME direction until a player finds it. The flag moves in a vertical, horizontal or diagonal straight line. For example, after two turns are taken, the flag has moved in a diagonal straight line two squares.

WRAPAROUND

In all games the explorers can move off the maze and appear on the opposite side. For example, move the explorer horizontally off the right side, and it appears on the first square of the same row on the left side. Note that the flag can behave the same way as explorers.

Games that feature Moving Flags can also feature a Wall. The Wall is an invisible boundary around the maze. When a Moving Flag makes contact with the Wall, it will "bounce" into another square. The Moving Flag bounces at the same angle that it approached the Wall.

SCORING

A player scores one point for each flag he finds during Free-For-All and Double Two-Player games. The first player to score 15 points wins the game.

During Two-Player Solo games, each player scores the number of turns it takes to find the flag. For example, if a player needs six clues or turns to find the flag, his score is six. The first player to score75 points LOSES the game. In timed one-player games, the player scores one point for each time he finds the flag. He races against the clock to score as many points as possible in 75 seconds.

Note: In two-player games, the right player's score appears in the upper right playfield corner. The left player's score appears in the upper left corner.

In one-player games, the time appears in the upper right corner of the playfield. The player uses the left controller, and the score appears in the upper left playfield corner.

In Two-Player Solo games (games where players try to score the lowest number of points), a player scores one point for each flag when the Difficulty is in the "B" position. In the "A" position, a player scores two points for each flag.

In two-player Free-For-All games, the moving action of a player's explorer is slowed down when the Difficulty Switch is in the "A" position.

FLASH GORDON

You can use the Color/B-W lever to pause and restart the game at any time during play.

THE OBJECTIVE

Many dedicated Spacemen have entered Spider City but none has ever been heard from again. It is up to you, Flash Gordon, to rescue any surviving Spacemen and to conquer this hideous city of tunnels. Spider City is conquered when all of its Hatching Pods are eliminated. It doesn't hurt to blast a few Generators or enemy Patrol Ships while you're there.

SCREEN DISPLAY

The lower half of your screen shows a map of the city's tunnels. The city is a closed system, so when you move through the passageways at either edge of the screen, your Rocket Ship will reappear at the opposite side of the map. Your Ship is represented on the map by a small horizontal line. The vertical lines on the map are Hatching Pods which contain the Spider Warriors. The crosses represent Disrupters.

The upper portion of the screen is a close up view of what is happening in the city. Your score is shown at the top of the screen. Extra ships are displayed at the bottom left and in the bottom right corner the number of cities conquered is shown.

SCORING

Debri	10 points
Patrol Ship	25 points
Rescued Spaceman	70 points
Disrupter Generator	100 points
First Spider Warrior shot from any hatching (200 for the 2nd, 300 for the third, etc)	100 points
Penalty for shooting a Spaceman	-1000 points

Each time a City is conquered an extra ship is awarded. Up to nine bonus Ships can be shown on the screen at a time although you may have even more than nine in reserve. Bonus points are also awarded after conquering a City. You will receive 10 points for each Spaceman rescued by the current Ship, multiplied by the number of Cities you have conquered. If a Ship is destroyed before the end of any level, any bonus it has accumulated is lost.

OBJECTS

Hatching Pods, Spider Warriors & Shields: Your primary task is to destroy Warriors. First you need to touch one of the Hatching Pods shown on the map with your Rocket Ship. This causes the Pods to hatch, releasing the Warriors. The young Warriors will try to fly and so you must shoot them before they escape. If you succeed in shooting five Warriors from any hatching, you will absorb enough power to establish a temporary shield which protects you from harm. When the shield is on, you can run into the enemy to destroy them. Two beeps will warn that the shield is about to disappear.

Also, whenever a Ship is destroyed, the replacement Ship is given temporary shields. This gives you a chance to escape any tight situation you may find yourself in.

DISRUPTERS

These are represented on the map by large crosses. Disrupters cannot be destroyed. Although you cannot see where a Disrupter begins or ends in the top portion of the screen, you sure can tell when you are in the middle of one! You will find yourself surrounded by deadly Debris. Avoid contact with the Debris and try to get out of the Disrupter as quickly as possible. Shooting one of the Disrupter's Generators will help you to escape safely. This temporarily freezes the Disrupter so that you can continue on through the tunnel without being followed.

PATROL SHIPS

Lone Patrol Ships in the tunnels are hazardous to your Ship should you accidentally collide with one. Shoot as many as you can.

SPACEMEN

Part of your mission is to rescue Spacemen who have been stranded in Spider City. To rescue a Spaceman, touch him with your ship. Avoid shooting them. A true hero like Flash Gordon would never do a thing like that!

DIFFICULTY LEVELS

The Flash Gordon game play gets more and more difficult as each new City is destroyed. As soon as you have eliminated all the Hatching Pods from the City Map and reach a place in the tunnel free of enemy objects, you will advance to the next level. You cannot advance while inside a Disrupter. Up to 39 conquered Cities can be displayed on the screen at once, although you can continue to rid the universe of Spider Warriors for as long as you wish.

HINTS FROM DAVID LUBAR

The key is to try and maintain shields at all times. Once you have shields, go to another Hatching Pod right away. You can use the shielded Ship to quickly destroy the Spider Warriors.

When the Disrupters speed up at the higher levels, it is almost essential to shoot a Generator in order to escape.

Learn to use both displays. The City Map is your only clue to where you are and to where the Pods are.

FOOTBALL

TO BEGIN PLAY

The Timer Clock at the top center of the playfield begins counting down from 5:00. The clock ticks only during play and stops between plays. Depress the game RESET switch to start a new game.

The left, or orange, player begins on offense. This is indicated by the small arrow under the Timer Clock. The number at top left is the orange player's score. The number at top right is the white player's score. The number to the left of the white player's score is the Down Indicator.

The question mark (?) beneath each player's score is a reminder to program your play, and will disappear when you do so. The play automatically begins after both players have entered a play formation.

The offensive player has four "downs" or attempts to get the ball over the First Down Marker or the line shown on the screen. If the offense moves the ball over the First Down Marker, he receives another four downs. If the player scores, his opponent receives the ball and becomes the offensive team.

To stop your opponent from getting a first down or scoring, you must "tackle" him by stopping his forward motion. Do this by maneuvering one of your players into his path and touching him.

USING THE CONTROLLER

There are five offensive and five defensive formations. Use your joystick to program the formation you wish to use, (see diagrams on back pages).For a punt formation, push the red controller button.

After the play begins, each player (in games 1 and 2) can control his men with the Joystick.(Diagram refers to movement as you see it on your television screen).The offensive player controls only the ball carrier and can pass (or punt from the punt formation) by pressing the red controller button.

The defensive player controls his lineman with the Joystick. When the red controller button is pressed, the Joystick will control the defensive back.

All offensive plays can be pass plays, except when a "punt" play is set. Any player (including your opponent) is an eligible receiver. All passes must be made behind the "line of scrimmage" or the line on which the play started.

To punt, push the red controller button to program the "punt formation." After the play starts, push the red button again and your Quarterback will kick the ball. On a punt play only the defensive back can catch and return the ball. If the ball is not caught, the computer will randomly select the yardage or length of your kick.

In games 1 and 2, the path of the ball on a pass or punt can be "steered" after it leaves the Quarterback by using the Joystick. You can steer the ball left or right only.

SCORING

The offensive team scores a "touchdown" (seven points) by moving the ball past the opponent's goal line. he defensive team can score a "safety" (two points) by tackling the opponent behind his goal line. In addition, the defensive team gets the ball.

SKILL SWITCHES

When placed in the A position your players cannot move from side to side as quickly as in the B position. This will give the more experienced player a handicap.

GAME DESCRIPTIONS

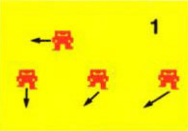
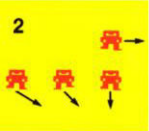
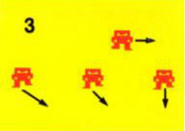
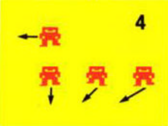
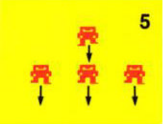
Game 1 After programming your play, use the Joystick to control your players. The offensive player controls only the ball carrier and the flight of the pass or punt. The defensive player controls his lineman or, by holding the red controller button down, the defensive back.

The players will randomly follow the play as programmed when not controlled by your Joystick.

Game 2 In this game, when your players are not controlled by the Joystick, they will follow the play exactly as programmed. Use more strategy and try to outguess your opponent's plays.

Game 3 Program in your offensive and defensive plays and watch the computer run them out. Neither player can control the players movements, but the offense can pass or punt the ball by pushing the red controller button.

OFFENSE

Split Left	Tight Right	Split Right	Tight Left	Punt
				
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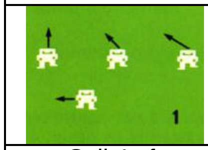
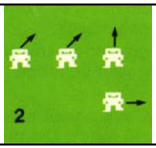
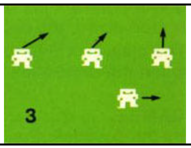
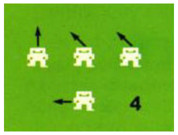
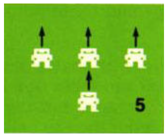
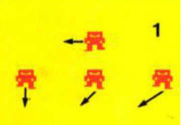
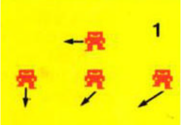
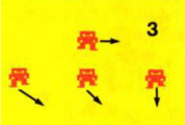
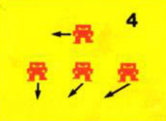
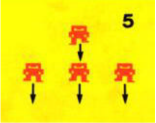
				
Split Left	Tight Right	Split Right	Tight Left	Punt

DEFENSE

Wide Left	Tight Right	Wide Right	Tight Left	Deep
				
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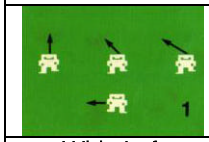	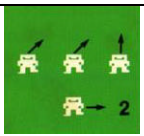	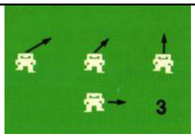	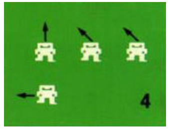	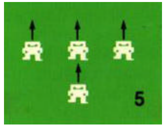
Wide Left	Tight Right	Wide Right	Tight Left	Deep

FREEWAY

INSTRUCTIONS

If you think driving on a busy freeway is intense...wait 'till you try to cross it on foot! In Freeway, your challenge is to guide a chicken across ten lanes of the most perilous freeway traffic imaginable. Be careful, because those speeding cars and trucks don't brake for animals! So, before you start the chicken across the road, take a minute to read these instructions. You'll find out how to score points by leading your fearless fowl to safety without getting his feathers ruffled by a "semi".

Set difficulty switches at B (down) position. Select game with game select switch.

Game 1: Lake Shore Drive, Chicago, 3 A.M.
Game 2: Interstate 5, Seattle, 6 A.M.
Game 3: Santa Monica Freeway, Los Angeles, 10 A.M.
Game 4: Bayshore Freeway, San Francisco, Midnight
Game 5: John Lodge Expressway, Detroit, 9 P.M.
Game 6: The Beltway, Washington D.C., 6 P.M.
Game 7: LBJ Freeway, Dallas, 5 P.M.
Game 8: Long Island Expressway, New York City, 3 A.M.

DIFFICULTY SWITCHES

With the difficulty switch in the B (down) position, your chicken is knocked back one lane when struck by a vehicle. With the switch in the A (up) position, your chicken will return to the curb (the beginning) after being struck by a vehicle. The left difficulty switch is for the left player; the right switch is for the right player.

To begin play. Press game reset. One or two players may play in any game.

SCORING

Each time you guide your chicken successfully across the freeway, you are awarded one point. The score for each player is indicated at the top of the screen, directly above each player's chicken. There are two minutes and sixteen seconds in each game. When the score begins to flash, eight seconds of playing time remain. At the end of each game, the traffic comes to a stop and the final score is shown. Whoever scores the most points is a winner.

SPECIAL FEATURES OF FREEWAY

When game reset is pressed, the traffic in the game you've selected begins to move. This motion is accompanied by sounds associated with a typical freeway: the drone of auto and truck engines, the honks from the horns of the vehicles. Each game has its own combination of these sounds.

Should your chicken get hit, he'll chirp and be knocked back either one lane or all the way back to the beginning (depending on where you've set your difficulty switch). He always gets up, though, and is ready to try again.

GAMES

Each game offers a different challenge. The type, speed and frequency of traffic may vary, depending on the game.

GAME ONE: LAKE SHORE DRIVE, CHICAGO, 3 A.M.

Automobiles only. Traffic is thin. Speeds are relatively slow. Autos move slowest in lanes closest to curbs, then faster with each lane closer to center of highway.

GAME TWO: INTERSTATE 5, SEATTLE, 6 A.M.

Upper lane closest to center of freeway has trucks; all others have autos. Traffic is thicker and moves faster than in Game One. Speeds of autos increase in the same order as they did in Game one.

GAME THREE: SANTA MONICA FREEWAY, LOS ANGELES, 10 A.M.

Trucks are now in both center lanes. These trucks are the fastest moving vehicles, and they move faster than the fastest moving vehicles in Games One and Two. Traffic is thicker in the two lanes closest to the curbs.

GAME FOUR: BAYSHORE FREEWAY, SAN FRANCISCO, MIDNIGHT

There are trucks in all lanes. The trucks in the lanes closest to center, as well as those closest to the curbs, move at the same speed as the trucks in Game Three. The trucks in lanes 2 and 4 move at half the speed of those in lanes 1 and 5. The trucks in lane 3 are the slowest, and move at half the speed of those in lanes 2 and 4. (Lane at bottom of screen is lane 1; lane at top is lane 10.)

GAMES FIVE THROUGH EIGHT

Similar to Games One through Four in the amount of traffic for each game. But, take care, because the speeds of the vehicles are increased and decreased at random throughout each of these games - without regard to lane. You'll really have to be on your toes, because you can never tell when the speed of any particular traffic will change.

GETTING THE FEEL OF FREEWAY

The objective in Freeway by ACTIVISION is to score as many points as you can by guiding your chicken across the ten lanes of traffic as many times as possible in two minutes and sixteen seconds.

For beginners, try Game One (Lake Shore Drive) with the difficulty switches in the b (down) position. Get the feel of how your chicken responds to your Joystick. Since the traffic flow in Game One is relatively light, you have ample time to react to oncoming vehicles. You want to guide your chicken across the freeway as quickly as possible, but you don't want to put him where he can't avoid an oncoming vehicle. You will need to be aware of traffic not only in the lane closest to your chicken, but also in the lanes on either side.

After you get the feel of Game One, try your hand at some of the tougher highways. And, when you're really feeling bold, put your difficulty switch up to a and watch out!

Freeway by ACTIVISION is a game of anticipation and timing. After awhile, you'll learn to judge traffic flow and make the right move at the right time. Sometimes that means bravely forging ahead. And, at other times, that will mean sitting back and waiting for just the right opening.

TIPS

"As unusual as Freeway is, you still will have to employ some tried and true gaming skills to do well at it. For instance, you must become familiar with the different traffic patterns in order to anticipate and make the right moves. This is especially difficult in Games Five through Eight, where traffic speeds can change instantly.

"You'll notice that clusters of vehicles in each lane travel at generally the same distance apart, at the same speed. If a cluster happens to be in a fast lane, you'll have to plan in advance how you're going to get through without being hit.

"Succeeding at Freeway will depend on your ability to develop quick reflexes to avoid the traffic and "hit the hole" at just the right time. Have fun and watch the traffic!

"Drop me a line. I'd like to hear about your exploits."

FROGGER

Leapin' Frogger! Home may look like it's only a hop, skip, and a jump away, but looks can be deceiving. First, there's a dangerous highway to hop across, full of fast-moving cars and trucks. Then there's a swirling river to leap, full of frog-eating creatures. How's Frogger going to get home safely? By letting you hop him on his way. Guide Frogger safely through this perilous journey, and you'll jump for joy!

OBJECT

The object of the game is to hop as many frogs to safety as you can - and to score the most points along the way!

DIFFICULTY SWITCHES

- Position A: You’ll lose Frogger if he's carried off-screen on a floating object.
- Position B: Frogger can be carried safely off-screen on a floating object. He'll then reappear on the other side of the screen so you can continue play. However, Frogger can't hop off-screen.

THE JOYSTICK CONTROLLERS

Use the Joystick to jump Frogger forward, backward, left and right. Move the Joystick *once* in the direction you wish Frogger to jump. Frogger will make one *jump* in that direction. You *must* do this each time you want Frogger to make one jump. In games 5 and 6, Frogger becomes "Speedy" Frogger! As long as you *hold* the Joystick in one direction, Speedy Frogger will jump again and again in that direction.

PLAYING

You'll start the game with 5 frogs. The first frog is shown on the sidewalk below the traffic. The remaining frogs are shown as white squares on the lower left-hand corner of the screen.

TIME BAND

You have only 30 seconds to move Frogger from the sidewalk and into a home bay, one of the blue, open-ended squares at the top of the screen.

Time is monitored by the time band, the black line located in the lower right-hand corner of the screen. When you have only 5 seconds left to get Frogger into a home bay, you'll hear a warning sound and see the line turn red.

If you run out of time before you get Frogger home, you'll lose him. When this happens, you'll hear a "splooch" sound and see a green "X" where Frogger was when his time ran out.

FROM SIDEWALK TO RIVERBANK

Frogger starts his perilous journey on the sidewalk, facing 5 lanes of cars and trucks. When the music stops, you're ready to start Frogger hopping!

Try to get Frogger through the lanes of traffic. Traffic travels in alternative directions and at different speeds, so be careful! Frogger will get "splooched" if he touches any part of a vehicle or is run over.

FROM RIVERBANK TO RIVER

Because Frogger can't swim in the river (the current is too strong), hop him from one row of logs, turtles, or alligators onto the next in order to cross it.

Frogger can hop from side to side on a log; he can also jump forward and backward onto another floating object. But he'll land in the river if he leaps to the left or right off a log.

The red circles that float on the river are the turtles. Frogger is safe on their backs as well as in the water area between a set of them (2 or 3 turtles in a row). He can jump forward and backward from a turtle onto another floating object. But he'll land in the river if he jumps to the left or right off either of the end turtles.

Diving turtles can float on the water and dive under the water! When they're red, it's safe for Frogger to jump on their backs. But once they turn light blue, watch out! That means they're getting ready to dive, so hop Frogger onto another floating object fast! If you're not quick enough, Frogger will get "splooshed."

But these turtles can't stay under water forever. When you see a set of light blue turtles suddenly appear on the screen, this means they're coming up for air. They'll soon be changing from light blue to red, so Frogger will be safe on their backs until they dive again.

While crossing the river, here are some other things to watch for:

Lady Frog Occasionally you'll see a white "lady" frog hopping frantically along a log. If you hop Frogger onto the log to rescue her and take her home, you'll score bonus points. Just hop Frogger close enough to her so she'll jump onto his back. You'll hear a high-pitched sound when she does. Now, try to get Frogger - and the lady frog - home to safety.

Alligators They swim among the logs from time to time. You'll see them snapping their jaws open and closed, just waiting for a tender Frogger morsel to jump their way! Frogger is safe on an alligator's tail and back. But Frogger is a goner if he jumps into its jaws!

Floating Off-Screen Frogger gets "splooched" in DIFFICULTY Position A if he's carried off-screen on a log, turtle, or alligator. This doesn't happen in DIFFICULTLY Position B.

Snakes Snakes will appear on the riverbank and logs as the game gets more difficult. You can hop Frogger onto a snake's back, but he'll get "splooched" if he hops too close to a snake's mouth!

FROM RIVER TO HOME BAY

Successfully hop Frogger into a home bay, and he's safe and sound! You'll score points each time you bring Frogger home, and get bonus points each time you bring 5 froggers home!

When leaping Frogger into its home bay, here are some things to watch for:

Jumping Home Hop Frogger into a home bay when he's directly in front of it. If Frogger hits any part of the green shrubbery on the sides of the home bay, he'll land in the river.

Occupied Home Bay Frogger can't jump into a home bay that's occupied by another frog.

Alligator's Head If an alligator's head is showing in a home bay, it's not safe for Frogger to jump in. However, if the head is just beginning to surface, Frogger won't be harmed.

Fly If you hop Frogger into a home bay while a fly is showing, Frogger gets a free meal – and you score extra points!

GAME DIFFICULTLY

Each time you bring 5 frogs home, you'll hear a short tune. Then the game will continue at a more difficult level with your remaining frogs. The traffic will be more difficult to cross. There will be fewer floating objects on the river, and the speed of these floating objects will vary fast to slow. Frogger-eating snakes will also appear on the riverbank and, in progressively more difficult levels, on the logs.

SCORING

Your score is displayed at the top of the screen throughout the game. Points accumulate as follows:

Successfully jumping Frogger forward	1	point
Successfully jumping Frogger home	5	points
Successfully jumping 5 frogs home	100	points
Taking a lady frog home	20	points
Eating a fly	20	points
Extra points for time left	2	points per remaining second

Every time you score 1,000 points and have fewer than 4 frogs left, you'll get another Frogger! When this happens, you'll see another white square on the lower left-hand corner of the screen.

GAME SELECTION

Games 1-6. Odd games are 1 player, even - 2 player. Easy, medium, hard.

FROGGER II – THREEEDEEP!

Look who's resurfaced in an all new adventure. It's Frogger! Three distinctly different screens take our fearless frog on another homeward bound journey, but this time it's underwater, over water, and through the air! Frogger must swim against strong currents. Whisk over whales and hippos, sidestep submarines, spring from cloud trampolines to high-flying birds and so much more. So, Frogger lovers, kiss your lily pads good-bye and get set some fast and frantic fun!

SETTING THE CONSOLE CONTROLS
The LEFT difficulty switch controls the level at which you start.

- A = level 3 (Hard)
- B =level 1 (Easy).

The RIGHT switch controls the wrap around in the SURFACE SCREEN ONLY.

- A = Loss of Frogger off screen (Hard)
- B =No loss of Frogger off screen (Easy).

You may change the wrap around option during game play.

OBJECT
To get Frogger safely into the required number of home berths. Home berths are dispersed among the three different screens: UNDERWATER, ON THE WATER'S SURFACE, AND IN THE AIR. In Level 1, for instance, there are five home berths; three in the underwater screen, and one each in the surface and air screens. Frogger need not reach ANY OF the home berths in one screen before he goes to the next screen. As you'll see, Frogger may travel from one screen to another without loss of life. To advance to a higher difficulty level, however, Frogger must fill all open berths in each of the three screens.

There are bonus points to be had in each screen, too. But you'll collect them only if you take Frogger to an open berth on that same screen!

PLAYING
In this game, Frogger has five lives. Remaining lives appear in the form of squares at the bottom of the screen. As home berths are filled, they disappear from the top of the screen.(The air screen is an exception to this rule.) Frogger's got a time band to watch out for, too. If he doesn't make it to a berth by the time the band runs down, it's bye-bye, Frogger. Before this happens, however, you'll hear a warning sound and see the band at the bottom of the screen turn yellow.

When Frogger loses a life, he returns to the first screen with his remaining lives.

SCREEN I: UNDERWATER FROGGER
Deep down, Frogger knows he's got his work cut out for him on this first leg of the journey. Here's what Frogger should know as he tries to reach the log berths at the top of the screen:

FISH AND SUBMARINES In a word, "deadly." Don't touch any part of them.

FLOATING OFF SCREEN This will finish Frogger in a flash, so be careful about drifting in the strong current.

JOE THE DIVING TURTLE Joe is pretty nice to frogs. When he gives Frogger a free ride on his back. Frogger is safe from everybody else. Also, when he's with Joe, Frogger can't be hurt by drifting off screen. The two of them will wrap around to the other side.

BUBBLES Catch the air bubbles that float up from the bottom, and you'll earn bonus points. Remember that the bonus points count only if Frogger gets home on this screen!

LARRY THE EEL Larry the eel likes to blow bubbles from the ocean floor. Watch out because Larry can 'eeliminate' you!

LOG BERTHS Once all the log berths are filled, one solid log appears on screen. As described below, a log is the means by which Frogger reaches the surface screen.

GETTING TO THE SURFACE Frogger can reach the next screen in two ways:

- By jumping into a log berth that's already filled.
- By jumping onto the ends or wooden undersides of any log.

Remember: You do NOT have to fill ANY OF the log berths in order to reach the next screen.

SCREEN II: SURFACE FROGGER
Frogger can't swim very well on the surface. Therefore, the only way he can make it to the life preserver berth, is to hop from one creature or object in a row to another in the next row.

If Frogger falls into the water, he sinks all the way down to the bottom of the underwater screen without loss of life. Remember, however, he may lose valuable time!

LOGS Logs always make safe passage.

LILY PADS Lily pads are safe to pass on and you earn bonus points each time you do. (The bonus points count ONLY when you take Frogger home on that screen.) The lily pad disappears when Frogger jumps off.

BABY DUCKS AND MAMA DUCK Baby ducks are happy to give Frogger a lift. But don't let Mama Duck catch him at it, or she'll come after him!

HIPPOS Hippos mean well. They're perfectly safe to ride on, EXCEPT FOR THE MOMENT WHEN THEY RISE UP OUT OF THE WATER. If Frogger is on board when this happens, it's into the drink for our fearless friend.

WHALES Take a ride on a whale. It's fun! But if it dives, Frogger had better be riding on the SPOUT--or else it's Frogger over and under!

TURTLES Frogger is perfectly safe riding turtleback--until it dives...!

SHARKS In higher levels, sharks skim the lily pads. Frogs beware when you hear the shark warning!

TUGBOAT Try not to hit the tugboat. It's the life preserver berth Frogger is heading for.

GETTING INTO THE AIR The ONLY way to get airborne is to jump onto Mama Duck who flaps her wings and flies Frogger there. Just remember that she won't do Frogger this favor when he's riding with her babies!

SCREEN III: AIRBORNE FROGGER

In this screen, our hero finds himself on a large cloud. This cloud has a lot of spring, so start bouncing Frogger up and down, holding the joystick UP to bounce higher and higher. Move the joystick DIAGONALLY to bounce sideways and DOWN to stop bouncing. The trick is to hop onto a bird, then keep hopping from row to row until Frogger reaches the cloud berth.

BUTTERFLIES Yum! Frogger loves to eat butterflies and each time he does, he receives bonus points (and keeps them when he makes it home on that screen). He pays a certain price for it, though, because when he gobbles a butterfly, two holes open up (or widen) in the cloud--holes that Frogger might fall through!

CLYDE THE FLYING DRAGON Because Clyde loves those pretty little butterflies, he stays close by to protect them. He doesn't do this for Frogger, so don't run into him.

BIRDS AND ZEPPELINS Frogger can catch a ride with any of the birds or zeppelins in the sky. If Frogger should miss a connection and fall, he may be caught by a cloud, unless, of course, he falls through a hole.

THE AIRPLANE In higher levels, an airplane appears at the top of the screen. Stay away from it! Little frogs are not meant to ride airplanes.

BONUS FROGGER Every 2,000 points, Frogger earns another chance to stay in the game.

JUANITA WHITE BAT Deadly by night. Deadly by day. Stay away from her!

FALLING THROUGH A HOLE IN THE CLOUD If Frogger falls through a hole in the cloud, he ends up in the surface screen.

DIFFICULTY LEVELS

As the game progresses from level to level, the speed and density of obstacles increase, making the game more an more challenging. There are nine levels in all.

SCORING

Reaching a home berth	99 points
Advancing a row(underwater and surface screens only)	1 point
Time remaining	1 point per tick
BONUS POINTS	
Eating an air bubble	50 points
Jumping off a lily pad	50 points
Eating a butterfly	50 points
Bonus frog	1 every 2,000 points

NOTE: Bonus points are collected only when Frogger reaches a home berth on that same screen.

FROGS AND FLIES

The object of the game is to make frogs catch flies. Points are won by manipulating a frog so that he jumps off a lily pad and scoops up flying insects with a flashing tongue. Jump him too late and you'll miss. Jump him too far and he'll land in the pond. you'll have to wait for him to swim back before trying again. Day & night action. Catch more flies than an opponent. Or beat your own top score!

THE GAME

With TV set turned on, SWITCH ON the console and press RESET. Swamp scene will appear. Press the red button on either joystick. As the action starts, different color frogs sit on side-by-side lily pads. Use the joystick to make your frog jump up and catch flies by touching them with his flashing tongue. Two points for each catch! Scores in contrasting colors at the top of your screen. As the game continues, Day will gradually turn into NIGHT. Game time lasts about three minutes. At the finish, frogs leap off the screen and a title "THE END" will crawl across the sky.

DIFFICULTY SWITCHES

In the two player game, both players DO NOT have to play at the same difficulty (skill) level. Adults can give little kids a break by selecting the HARDER level. Difficulty can be changed at any time - before or during a game.

Push SWITCH to position B for the EASY GAME.

- Moving the joystick will cause the frog to jump in a fixed arc every time from one lily pad to the other. Frog will not fall in the water.
- Frog's tongue can be automatic. As soon as frog gets close enough tongue will flash out by itself and catch the fly. (However, you can ALSO make the tongue flash with the RED BUTTON.)

Push SWITCH to position A for HARDER GAME.

- Joystick will control how frog jumps - high or low, left or right. No fixed arc.
- Red button must be pushed to make the frog's tongue flash.

NOTE: If either player is in the EASY game mode (B position), flies will stay in a fairly narrow path at the top of your screen. Flies will be easier to locate & catch. In the HARDER mode (A position) flies will cover a much larger screen area.

Whenever either joystick controller is not used for 15 SECONDS, computer will take over and jump frog automatically. Automatically controlled frog will jump every couple of seconds. Tongue flash is also automatic.

JUMPING THE FROGS

FULL CONTROL (Harder "A" game). Joystick moves frog in 8 directions.

- TOP or BOTTOM positions make frog jump the SAME way he is facing already.
- Left or right move of the Joystick jumps frog that way, left or right.
- How HIGH frog jumps depends on how LONG you hold the Joystick.
- QUICK release on the Joystick makes frog take a short jump. HOLDING on a second makes frog take a long jump.

WINNING TIPS

DONT FALL IN the pond! Your frog will be out of business. You'll have to WAIT until he swims back to the pad before you can try for another score. In the "B" EASY GAME, the automatic tongue is most effective when frog isn't on the way up or down. Time your jumps so that frog gets closest to fly at the highest or lowest point in his jump.

WATCH THE TIME. Game time is three minutes. Watch for the changing sky - from daylight to sunset and darkness. Change to black of night means scoring time is running out!

REMEMBER: an inactive frog won't stay inactive! In the one player game, the computer COULD BEAT you by working the other frog automatically. And whenever any frog is not moved for 15 seconds, computer will take over.

FRONT LINE

It will take all the skill you've got to fight the battle that wins the war! It's dangerous. It's mean. It's WAR! And now, you are there! Your mission? Invade enemy territory and knock out the fortress. To do it, you'll have to travel over tricky terrain and fight against overwhelming odds at every step.

Evade attacks, search and destroy lumbering tanks! Storm the river bridge to face your most difficult challenge: the enemy fort! You must demolish it or die. And if you succeed? A new assignment is yours on another front, against a more experienced army. There's no rest, no relaxation, no letting down your guard. You're in the Army now!

GETTING READY TO PLAY

You'll notice a number in the upper portion of your screen, indicating skill level (1 = Skill 1, 2 = Skill 2, and so on.). It is followed by a small tank, indicating number of players (One tank = one player and two tanks = two players.). Press the GAME SELECT switch until you reach the Skill Level and number of players you desire. Continue pressing the GAME SELECT switch to cycle through the various game options.

Note: The DIFFICULTY SWITCHES are not used in this game.

USING YOUR CONTROLS

Press the Control Stick to aim his weapon. A moving soldier fires in the direction he is marching. By momentarily tapping the Control Stick while the soldier is standing still, you can also change the direction of his fire (aim) without moving him.

When your soldier is driving a tank, press the Control Stick in any direction to advance the tank in the selected direction.

Press the Control Stick to aim the tank's turret. A rolling tank fires in the direction it is moving. By momentarily tapping the Control Stick while the tank is standing still, you can also change the direction of its fire (aim) without moving the tank. Release the Control Stick to put your battle-weary soldier "at ease"

Play/Action Button: Press this button to fire your weapon while pressing the Control Stick to aim the fire.

FIRING

- When you're an infantryman, press this button to fire a bullet at enemy infantry or to fire an anti-tank missile at enemy tanks.
- When you're in a light tank, press this button to spray machine gun fire at enemy tanks.
- When you're in a heavy tank, press this button to fire a cannon shot at enemy tanks. Military Alert: To fire your weapon in the same direction as previously fired, release the Control Stick and press the Play/Action Button.

JUMPING

To jump into a tank, press this button while you are touching the tank and the Control Stick is in neutral. Jump out by pressing and holding in the button until your soldier leaves the tank.

HOW TO PLAY

When the war begins, the player up and number of soldiers remaining appear in the upper portion of the battlefield. After a few seconds, they are replaced by a number indicating your score.

<u>On the road</u> Your goal is to invade the enemy's territory and destroy their fort. When the action begins, you're a humble foot soldier out on the road, armed only with a loaded pistol and antitank missiles. Use the Control Stick to move up the road and closer to the enemy fort.

<u>The battle begins</u> As you dash up the roadway, the enemy is close at hand. Use the Control Stick to direct your aim, then press the Play/Action Button to fire your pistol.

<u>Tricky terrain</u> Those clumps of trees supply plenty of shade, but sometimes they only get in your way. If you get stuck behind one, you'll have to maneuver carefully to get through or move in the opposite direction to free yourself. And remember: You can't shoot bullets or fire anti-tank missiles through the trees.

<u>Into the brush</u> Whew! You made it to the end of the road--but your enemies won't give up that easily. See what new tactics they have in store as you fight your way through the brush.

<u>Unsafe passage</u> The bad news? That dense underbrush will slow your movement if you don't steer clear. The good news? Your enemies won't be able to travel through it very quickly either!

<u>Fight fire with fire</u> All is not well when your enemies start to retreat. They'll be back in no time at all--protected by tanks! Keep in mind that lumbering, heavy tanks move very slowly, but light tanks are faster. The heat is on.

When you finally make it through the tangled brush, you're getting closer to the enemy's fort. But you've still got a long way to go. This time, the battle will be waged over burning desert sands.

<u>Tanks, I needed that!</u> You locate an abandoned tank just in time! Hold in the Play/Action Button to jump inside. Now you'll have better weapons to use on the enemy. To leave the tank, simply hold in the button until your soldier jumps out.

Bail out! If your tank is hit, it will shake for a few seconds before it explodes. Briefly press the Play/Action Button to jump out in a hurry.

On the rocks The heat is bad, but those rocks jutting out of the sand are even worse. If you keep at it long enough, you'll be able to pass over them, but you'd be wisest to maneuver around them. And don't even try to shoot through them!

Cactus tactics What would a desert be without cactuses? This particular desert has plenty, so watch out. If you run into any (ouch!), you'll have to back out again.

Down by the river There it is! The river at the end of the desert! Use the Control Stick to safely cross the bridge.

Off the wall Once across the bridge, you're confronted with a dangerous obstacle course designed to keep you from reaching the enemy's fort. Those ruined walls provide cover from enemy fire, but they're tough to get around-and even tougher to get over! No tanks!

Now the trouble really starts. You're close enough to fire on the fort, but if you're in a tank, you must jump out and fire an anti-tank missile. Meanwhile, enemy tanks roll on!

Onward, soldier! Congratulations! You've succeeded in destroying the enemy's fort! Your reward? Transfer to another front to fight against an even more experienced enemy at the next highest skill level (up to skill 4). You've won the battle. Will you win the war?

SCORING

You earn 100 points for every enemy eliminated. When you complete a round (by destroying the fort), you receive an additional 1000 points times the number of the skill level just completed.

You start the game with five friendly soldiers and receive a bonus soldier when you complete a round (up to a maximum of five soldiers in all).

THE FUN OF DISCOVERY

This instruction booklet provides the basic information you'll need to start playing FRONT LINE, but it's only the beginning! You'll find that this cartridge contains special features that make FRONT LINE exciting every time you play. Experiment with different strategies--and enjoy the game!

FROSTBITE

Game 1 – Regular
Game 2 - Regular, Two Players
Game 3 – Advanced
Game 4 - Advanced, Two Players

Regular games start at level 1. Advanced games start at level 5.

To reverse the direction of the ice floe you are standing on, press the red button. But remember, each time you do, your igloo will lose a block, unless its completely built.

RESERVES

You begin the game with one active Frostbite Bailey and three on reserve. With each increase of 5,000 points, a bonus Frostbite is added to your reserves (up to a maximum of nine).

Frostbite gets lost each time he falls into the Arctic Sea, gets chased away by a Polar Grizzly, or gets caught outside when the temperature drops to zero.

IGLOO CONSTRUCTION

Each time Frostbite Bailey jumps onto a white ice floe, a "block" is added to the igloo. Once jumped upon, the white ice turns blue. It can still be jumped on, but it won't add points to your score or blocks to your igloo. When all four rows are blue, they turn white again. The igloo is complete when the door appears. Frostbite may then jump into it.

Avoid contact with Alaskan King Crabs, snow geese, and killer clams, as they will push Frostbite Bailey into the fatal Arctic Sea. The Polar Grizzlies come out of hibernation at level 4 and, upon contact, will chase Frostbite right off-screen.

SPECIAL FEATURES OF FROSTBITE

Fresh Fish swim by regularly. They are Frostbite's only food, and, as such, are also additives to your score. Catch 'em if you can.

Frostbite works the day shift and the night shift. He must build four igloos per shift.

A Magic Fish will appear near your score when you've racked up a certain high number of points. Watch for it!

SCORING

Level	1	2	3	4	5	6	7	8	9
Ice Block	10	20	30	40	50	60	70	80	90
Enter Igloo	160	320	480	640	800	960	1,120	1,280	1,440

Scoring remains constant after the ninth level. Fish are worth 200 points each. Also, each degree remaining when Frostbite Bailey enters his igloo will add points to your score as follows: 10 X Degree X Level Number.

HOW TO BECOME AN ARCTIC ARCHITECT
Tips from Steve Cartwright, designer of Frostbite. Steve Cartwright is an Activision senior designer. His prolific talents have already brought you Barnstorming, Megamania, Seaquest, and Plaque Attack. Aside from video games, Steve enjoys motorcycle touring and photography.

"Here are my favorite tips for high scoring:

"Learn to use the red button sparingly. The best time to use it is to 'fake out' the bear by drawing him to the middle of the screen and quickly changing direction.

"Don't be greedy with the fish. Get them if they come by. However, going out of your way often uses too much time.

"Another thing: You can move Frostbite Bailey in mid-air and, at the higher levels, you can really hook him around. Check out just how far he'll go.

"Notice that hazards only get you when both feet are planted. Therefore, it's possible to jump 'around' hazards since they can't hurt you in mid-air.

"Now here's a secret tip I've decided to share: If you jump up onto the extreme left of the shore, the bear can't get you. It's Frostbite's emergency hide-out.

"Now that you know the inside scoop, I'm expecting some really high scores. But don't stay on the ice too long: You can't write when your hands are cold. And, at the very least, I'm expecting a postcard."

G.I. JOE: COBRA STRIKE

Defend and fire! That's your mission in this battle between the G.I. Joes and their archenemy Cobra! Cobra, an evil organization, determined to take over the world, now slithers back and forth over the G.I. Joe training camp in the form of a giant cobra snake. And that means danger for the G.I. Joe recruits running for shelter between the training building and headquarters.

You see, the Cobra is trying to capture them by shooting venom from its fangs and laser beams from its eyes. If hit by venom, a recruit is "vaporized" until he materializes again...at Cobra Headquarters! And if he's hit by a laser beam, he's directly "beamed up!"

But you as G.I. Joe can protect the recruits with your atomic-powered energy shield. You as G.I. Joe can destroy the Cobra with your missile-firing guns. But you must be quick with your wits and deadly with your aim. It's a mission for only a highly trained commando like G.I. Joe--and you.

OBJECT
The object of the game depends on whose side you're on -- the G.I. Joe Special Mission Forces or Cobra. If you're playing as G.I. Joe, the object is to destroy the Cobra while protecting the G.I. Joes. f you're playing as the Cobra, the object is to capture four G.I. Joes before G.I. Joe destroys you.

SETTING THE CONSOLE CONTROLS
Set the DIFFICULTY switch:

- Position A (Expert):
  - 1-player game. Your shield must be next to either gun turret in order to fire.
  - 2-player cooperative game. Your shield must be next to your own gun turret in order to fire.
  - 2-player competitive game. Your shield must be next to either gun turret in order to fire.
  - 3-player game. You shield must be next to your own gun turret in order to fire.
- Position B (Novice): Your shield may be in any position in order to fire.

THE PADDLES AND JOYSTICK CONTROLLERS
Plug a set of paddles firmly into the LEFT controller Jack. The paddle on the LEFT controls the red shield and red gun turret. The paddle on the RIGHT controls the blue shield and blue gun turret. In a one- player game, use the LEFT paddle.

Use the paddle to maneuver your shield from LEFT to RIGHT between the two gun turrets. To fire your missiles, keep the fire button pressed down. The missile will explode automatically. To direct the missile toward your target, turn the paddle dial LEFT or RIGHT accordingly.

Plug the Joystick firmly into the RIGHT controller jack. The Joystick controls the Cobra in the two-player competitive and three-player games, only.

Use the Joystick to maneuver the Cobra LEFT and RIGHT. Press the fire button in order to drop venom. Move the Joystick DOWN in order to shoot a laser beam.

PLAYING

The way in which you play the game depends on the number of players and whether you play as G.I. Joe or as the Cobra.

The one-player game is indicated by "i" at the top of the screen. In this game, you're G.I. Joe; the Cobra is computer-controlled.

The two-player cooperative game is indicated by "ii". In this game, both players are G.I. Joes. You play simultaneously, both trying to destroy the Cobra together. The Cobra is computer-controlled. Two- player strategy can be really exciting. As one G.I. Joe defends, the other can fire. Then you can trade roles. Or both G.I. Joes can work their own strategies--but at the same time. There are all kinds of possibilities when two G.I. Joes work together against the enemy!

The two-player competitive game is indicated by "i i". In this game, one player is G.I. Joe; the other player is the Cobra.

The three-player game is indicated by "iii". In this game, two players are the G.I. Joes; the third is the Cobra.

PLAYING G.I. JOE

When playing as G.I. Joe, use your shield to block vaporizing venom being dropped onto the recruits from the Cobra's ferocious fangs. Watch the Cobra as it slithers left and right over the recruits running for shelter below. Keep your eye on the venom as it drops and try to get your shield underneath it in time. The further left or right you turn the paddle dial, the faster the shield will move. Keep this in mind in order to use your shield most effectively.

In higher rounds of game play, the Cobra also shoots laser beams with the power to "beam up" a recruit into captivity. Just before it does so, however, you'll receive a warning. The Cobra stops moving, emits a warning sound, and turns a bright color. This tells you that in a second, the laser beam will fall. So you'd better move your shield under it fast or it could mean "capture" for any recruits in its path!

To fire your missiles, keep the fire button pressed down while you turn the paddle dial left or right. Use these directions to guide the missile toward your target. Try to hit the Cobra right in either eye; a hit to the body won't count. s soon as you release the fire button, the paddle dial controls your shield once again.

Each time you make a direct hit to the eyes, it's indicated at the bottom of the screen. Make eight hits to the eyes, and you've destroyed the Cobra! The Cobra will split in two and disappear from the screen.

Every so often during higher rounds of game play, you'll hear three rising notes. If you can hit the Cobra in the eyes at that moment, the Cobra is instantly destroyed and you score 10,000 bonus points!

PLAYING THE COBRA

When playing the Cobra, try to hit all four of the G.I. Joe recruits as they run for shelter at the bottom of the screen. To do so, drop venom from your fangs by pressing the fire button on the Joystick. Or shoot a laser beam by moving the Joystick DOWN. Direct your shots by maneuvering the Cobra with your Joystick LEFT and RIGHT over the movement of the G.I. Joe beneath you. The number of recruits remaining in the game is monitored at the bottom left of the screen. Eliminate all four recruits before G.I. Joe destroys you, and you've won the game.

END OF ROUND/END OF GAME

In games in which the Cobra is computer-controlled, you'll progress from one round to the next--as long as you can destroy the Cobra before it gets all four recruits. If you do so, a Cobra of a different color will appear on screen for the next round. As you move from one round to the next, the game becomes a little more difficult: the Cobra moves faster, drops more venom, and shoots more laser beams.

But if the Cobra destroys all four recruits before G.I. Joe destroys it, the game ends.

In games in which the Cobra is player-controlled, you do NOT progress from one round to the next. The game simply ends when either G.I. Joe destroys the Cobra or when the Cobra destroys all four G.I. Joes.

LEVELS OF DIFFICULTY

There are four levels of difficulty. Level one is the easiest; level four is the most difficult.

Level	1	Slow Cobra, slow shield
	2	Fast Cobra, slow shields
	3	Slow Cobra, fast shield
	4	Fast Cobra, fast shields

SCORING

Each recruit reaching safety	10 points
Hitting the Cobra's eyes	100 points
Destroying the Cobra	1000 points
Making the Bonus Shot	10,000 points

Note: For every 10,000 points scored, you'll receive one additional recruit. In all the games, the Cobra does NOT score points.

GALAXIAN

Welcome aboard the missile laser base. I'm Commander Champion, your training instructor. These laser bases are used to protect our Universe from alien attack. Each laser base carries missiles which you'll launch from your control panel.

In your first training mission, you'll be battling an age-old threat, the Galaxian fleet, which has thrived on war and terrorism for centuries. Together, we must destroy these warmongers to maintain peace and tranquility over the Universe.

Before we go into action, let's talk about Galaxian battle tactics. The Galaxian fleet always flies in formation. As one ship descends from the extreme right or extreme left it drops deadly bombs and then returns to original position. The Galaxian leaders, Flagships, are usually flanked by protective Escorts. The best way to get them is to first destroy the Escorts, then go after the Flagship.

GAME PLAY

The object of the game is to destroy the Galaxian fleet before they blast your laser base to stardust. The fleet lines up in ranking order before plunging down to bombard your laser base. If a Galaxian survives a bombing run, he returns to his original position.

You begin the game with three laser bases, and score points for each Galaxian destroyed with your laser missiles. You earn extra points for destroying a Galaxian in flight, and at 7000 points, you receive a bonus laser base.

The Galaxian fleet attacks in waves. Each time you manage to destroy an entire wave, another fiercer wave is launched.

DIFFICULTY SWITCHES

The LEFT DIFFICULTY switch determines your laser base firing response mode. Set the DIFFICULTY switch to B and hold the fire button down for continuous firing. Set the DIFFICULTY switch to A and use your thumb to tap the fire button each time you want to fire a missile.

SCORING

The point value of a Galaxian is determined by its rank and position in the lineup. Drones, the lowest rank are green; Emissaries are purple; Escorts are red; and Flagships, the highest rank are white. you score double points for destroying a Galaxian in flight. Destroy a Flagship in flight and you score even more bonus points.

Your score appears at the upper right side of the screen. The attack wave is indicated by the number in the lower right corner of the screen.

The number of laser bases remaining is indicated by the laser bases shown at the lower left corner of the screen.

Enemy	Points	In Flight
Drones	30	60
Emissaries	40	80
Escorts	50	100
Flagships	60	120
Flagship with 1 Escort		200
Flagship with 2 Escorts		300
Both Escorts then Flagship		800

HELPFUL HINTS

Sometimes exploding particles from a destroyed red escort are deadly.

Shoot escorts (red members of the Galaxian fleet) only when they are escorting a Flagship; shoot the Flagship only in flight. Doing this will help you score higher points.

Study the Galaxian attack patterns; that way you'll know what to expect from each member of the Galaxian fleet.

If you need a rest while fighting waves 1 and 2 of the Galaxian attacks, go to the extreme right or extreme left of the screen for a few seconds. During the higher level waves, stay away from the corners to avoid being trapped by a Galaxian.

GHOST MANOR

You are either a girl (COLOR switch) or boy (B/W switch) and stand in a lonely graveyard outside Ghost Manor. A friend is trapped inside. You must find a way to enter the Manor and rescue the prisoner through 5 game screens. But beware! Unfriendly ghosts lurk behind tombstones; witches and goblins haunt the entryway; and demons and ghastly spirits may attack at any moment. It's very dark. Only brief flashes of lightning aid your search for the magical coffin. Remember...finding your friend is only half the game. You must then find a safe way out. Good luck!

GET READY TO PLAY GHOST MANOR

Your friend is being held prisoner by Dracula inside the eerie GHOST MANOR castle. As night falls your job is to rescue your friend held prisoner by Dracula and escape from the castle -- all before dawn.

A friendly ghost will help you at first, but beware of the guardian spooks -- bats, skulls, scorpions, and the evil chopping mummy. Find crosses and treasure points hidden in caskets in the castle mazes along the way to save your friend.

OBJECT OF THE GAME

Rescue your friend being held prisoner by Dracula, while collecting as many points as possible before time runs out. Highest score wins. There are 5 play screens in the game.

- SCORE is the top line of numbers.
- HOURGLASS in center shows time -- you have four minutes to play! There are 8 grains of sand in the glass, each worth 30 seconds of play.
- SHOTS counter in lower left indicates number of spears collected in 1stplay screen, and shots remaining in 2nd play screen.
- SPEAR tokens above SHOTS counter indicate every 10 shots collected. A maximum of 2 SPEAR tokens will display.
- LAMP token in lower right corner tells you that you have the lantern for use inside the castle to light the way.
- CROSS tokens indicate how many crosses you possess to repel Dracula. A maximum of 3 crosses will display.

DIFFICULTY SWITCHES

There are 4 difficulty levels. Set the switches before you start to play. Once the game has begun the difficulty setting is locked in place. Difficulty switch setting have the following effects on each play screen:

Difficulty	Left Switch	Right Switch
1 – Easy	B	B
2 – Medium	A	B
3 – Hard	B	A
4 – Hardest	A	A

SCREEN	DIFFICULTY LEVEL SELECTS:
1	a) "Rainbow Ghost" or "Bones" tag partner b) Number of shots needed to advance to next screen 25 shots for easy 20 shots for medium 15 shots for hard 10 shots for hardest
2	a) Speed of evil chopping mummy slowest speed for easy fastest speed for hardest
3&4	a) Right difficulty switch lights LAMP if in B-novice position b) left difficulty switch sets speed of MOVING WALL
5	a) Speed of Dracula chasing you

GAME LAYOUT

1. GRAVEYARD At the beginning of the game tombstones rise from the dead. You play tag with the friendly RAINBOW GHOST or BONES the SKELETON to collect spears to shoot in the next screen.

2. THE GATE IN FRONT OF GHOST MANOR CASTLE Many flying spooks guard the castle entrance, and their leader, the evil CHOPPING MUMMY tries to stop you. Shoot the spooks by hurling your spears at them. Kill the mummy after the guards are eliminated.

3. 1st FLOOR INSIDE THE CASTLE Lightning flashes in the night -- your only visible guide unless you have the lamp lighted. A maze of corridors and rooms with caskets awaits you. Touch the casket just right to find an extra cross and treasure points. BEWARE, touching the stationary walls -- they are electrified and can stun you. Watch out for the moving wall -- it can crush you to death. Stairs lead to the next room.

4. 2nd FLOOR INSIDE THE CASTLE More elaborate mazes with more caskets. Collect treasure points and another cross from the caskets, but watch your time -- and the moving wall! Stairs lead to the next floor.

5. PRISON ATOP THE CASTLE Here is the prison holding your friend, and the sinister guard DRACULA! You must imprison DRACULA to free your friend by using the crosses to repel DRACULA. BEWARE he follows your every move! Rescue your friend and get to safety down the stairs -- before time runs out!

6. CONCLUSION As dawn breaks you will be returned to the graveyard. If victorious a merry melody plays and you rejoice with your friend. If you lost, both of you are doomed to descend into the ground with the tombstones!

GHOSTBUSTERS

YOUR GHOSTBUSTERS FRANCHISE

The bank has loaned you $5,00 to start your own Ghostbusters franchise. Earn enough money busting ghosts before their dangerous energy emissions (PK energy) reach critical mass at 9999. Otherwise, your business will be foreclosed.

GEARING UP

The first screen you see after pressing the GAME RESET is the equipment selection screen. Move the arrow up and down by moving the joystick up and down. Buy equipment to outfit you ghost busting vehicle by pressing the button when the arrow is pointed at the equipment you want. (The name of each piece of equipment will appear at the bottom of the screen as you point to it.) You being with $500 as shown on the bottom of the screen. Your purchase selections may include the following items:

IMAGE INTENSIFIER ($800) makes ghosts in buildings ("slimers") easier to see. You may only purchase on image intensifier.

BAIT($400) prevents the Marshmallow Man from destroying buildings. Cost is for an unlimited supply.

GHOST VACUUM ($500) sucks up the "roamer" as you travel the street of the city.

TRAPS are used to catch and store slimers. You MUST buy at least ONE trap. The maximum number of traps you can purchase is nine(if you have enough money). Each trap holds one ghost.(See "BUSTING GHOSTS.") Cost: $600 each.

Once you have purchased all of the equipment you want, move the left difficulty switch. (If it was previously set to 'A' then move it to 'B'. If it was previously set to 'B' then move it to 'A') You will now see the map screen.

MAP SCREEN

On the map of the city, Zuul's horrible temple (spook central) can be found at the top of the screen. The Ghostbusters symbol (representing your vehicle) marks your location. Any city block that is flashing read indicates the presence of a slimer in the building.

Guide your vehicle directly ABOVE or BELOW a red flashing city block by moving the joystick in the appropriate directions. Time is of the essence, so choose your route carefully! Freeze all roamers (ghosts heading for Zuul) by simply touching one of them.

To get to the building directly ABOVE the street you're on, just press the red button. To get to the building directly BELOW the street you're on, pull back on the joystick and press the button.

NOTE: Ghostbusters Headquarters is the second complete block form the left on the bottom row. When it's flashing yellow, you must go there immediately. In fact, you can't go anywhere else! Once there, you will automatically get new equipment and men.

THE STREETS

You must have purchased the vacuum to capture roamers on the streets. Steer the vehicles towards passing roamers (if you had proven any on the map) and press the button to vacuum them up. This keeps them from getting to the Temple of Zuul. The city's PK energy reading jumps 100 points for each roamer that gets to Zuul.

BUSTING GHOSTS

When you arrive at the site of a ghostly disturbance, take the following steps with the joystick:

Direct the first ghostbuster (he automatically appears on the screen) towards the center of the building, and push the button to deposit the trap. Then move him to the far left of the screen by moving the joystick to the left, turn him towards the trap by moving the joystick back to the right and push the button again.

The second ghostbuster will then appear. Direct him to the far right of the screen, turn him towards the trap and push the button. Both Ghostbusters will power on their negative ionizer backpacks. The energy streams thrown from the backpacks are used to trap the ghosts,

Move your ghostbuster gradually inward using the joystick and trap the slimer between the streams. But do no - repeat, Do NOT - cross the streams.

When you have the slimer over the trap, press the button. The trap will pull him in.

Every trapped slimer increases your earnings. The quicker you catch each slimer, the more you'll earn. The amount of money in your account is shown constantly on the bottom of the screen.

Every slimer that escapes from a building increases the PK level of the city by 300 units.

When you run out of traps, get two of your men slimed or cross your streams, you must go to Ghostbusters Headquarters to get new equipment and men.

OUT OF CONTROL

Periodically you will lose all control of your ghostbusters while on the map screen. Your vehicle (Ghostbusters symbol) will freeze up! Also you will notice that the roamers start moving considerably faster towards Zuul. This means that the menacing, monstrous Marshmallow Man is quickly approaching, Your only way out is to drop bait - if you bought any.

To bait the Marshmallow Man, move the right difficulty switch. If it is on 'A' switch it to 'B'; if it is on 'B' switch it to 'A'.

If you're fast enough, you'll bait the Marshmallow Man and earn $2000. He'll appear on screen but quickly run off.

If you're not fast enough, the Marshmallow Man will stomp on one of your blocks and you'll lose $4000.

FINISHED - OR NOT?
The game ends in one of two ways.

1. The city's OK energy level reaches 9999, and you do NOT have at least $10,000. The game will instantly go into demonstration mode. The amount of money you ended up with will remain on the screen for approximately three minutes. To start over, press GAME RESET. You will begin again, starting with $5,000.

2. The city's PK energy level reaches 9999, and you DO have at least $10,000. You will have the opportunity to continue playing with your accumulated earnings.

But, first, you must try to sneak two out of three of your ghostbusters safely past the jumping Marshmallow Man by going between his legs.

If successful you have conquered Zuul - for now. You'll see two ghostbusters crossing their streams and you'll receive a $2000 BONUS. If you do NOT sneak to of the ghostbusters past the Marshmallow Man, you can still go on to the round of the game.

Either way, just switch the GAME SELECT or GAME RESET to go to the selection screen. You will start the new round with your accumulated earnings from the last round.

After you have again chosen you supplies and equipment, switch the left difficulty switch as you did at the beginning of the first round.

To continue on to subsequent rounds, you will have to accumulate at least another $10,000 in each round. If you don't make at least $10,000 more, you'll have to start the game over from the beginning. This will be true for all rounds following the first one.

NOTE: The $2,000 BONUS for sneaking two ghostbusters past the Marshmallow Man will automatically be applied to your $10,000 goal in the next round so you'll only have to earn an additional $8,000.

GOLF

This Golf Game Program is patterned after the traditional game of golf. There are nine "holes" in which you must succeed in hitting the ball into a "cup." Each time you hit the ball in an effort to reach the cup it is called a "stroke." Although the number of strokes you take to hit the ball into the cup is unlimited, each hole has a designated "par." Par represents the number of strokes you are ideally supposed to take to complete the hole.

Total par for this course is 36. The par for each hole is displayed at the top of the screen, next to the hole number. When playing a one-player game, try to match or beat par. In two player games, the player with the least amount of strokes is the winner.

TO BEGIN PLAY
Depress the game select switch for a one or a two-player game. A 1 will appear in the upper left corner of the screen for a one-player game; a 2 will appear for a two-player game.

To begin a game depress the game reset switch. This will also reset a game to hole number one when depressed during a game.

USING THE CONTROLLER
Use the Joystick to walk the golfer around the course, as well as to swing the club and hit the ball.

The golfer's club always points toward the ball. The golfer will walk in all vertical, horizontal, and diagonal directions in accordance with the Joystick's position.

To start the golfer's backswing, press the controller button. The longer you hold the button the longer the backswing, and the farther the ball will travel when hit. When you release the controller button the golfer starts the forward swing. If any part of the club (or the golfer) hits the ball while the forward swing is in progress, the ball will be set in motion.

POSITIONING THE GOLFER
As noted before, the golfer's club always points toward the ball. To change the angles of the club (in relation to the ball), position the tip of the club over the ball and "walk" the golfer around the ball using the Joystick. When you find the position you want, leave the tip of the club over the ball and press the controller button to start a backswing.

Once hit, the ball will travel in a perpendicular direction away from the club.

The direction the ball travels is set the moment the backswing begins. You may not change the direction once the swing has started in motion. Move or walk the golfer away from the ball and take a practice swing to confirm the direction of the swing when in doubt about a shot. There is no penalty stroke when you take a practice swing.

PLAYING THE GAME
When the ball hits a tree without sufficient momentum it will bounce directly backward. When the ball lands in a water hazard, it will be returned to the fairway closest to the point of entry, and a one stroke penalty will be added to your score.

Balls that land in sandtraps are temporarily stuck. The ball loses momentum when hit while in a sandtrap. It also becomes invisible when caught in a sandtrap. You can locate the ball by noting which direction the club is pointing. Notice in the diagram that although the ball is not visible the club is pointing in a specific direction. Move the golfer and club through the sandtrap and note which direction the club is pointing, as well as when the golfer slows down. With these two clues, it should be relatively easy to find the ball.

Given enough power or momentum and a certain distance, the ball can fly over (or pass through) trees, water hazards, and sandtraps. When the ball stops on the green, a green close-up view will be shown on the screen instead of the "fairway" view. With an accurate shot however, you can enter the cup directly from the fairway view without going into the close-up view.

Whenever the ball enters the rough it will stop, or lose power and become invisible depending on the position of the difficulty switch. (See DIFFICULTY SWITCHES.) When hitting the ball from the rough it starts with one-half the normal momentum. It takes twice as much power as on the fairway or green.

DIFFICULTY SWITCHES
The A position for each difficulty switch corresponds to an advanced skill level. The B position represents a beginning skill level. When the switch is in the B position, the cup for each hole will be large and the ball will stop at the edge of the "rough." The rough is the blue area on the screen which surrounds each fairway or green.

In the A position, each hole will be smaller in size. Also, the ball will travel off the course and into the "rough" if hit too hard. The ball loses power while traveling through the rough. When hit from the rough, the ball starts with one-half the normal amount of power. The ball is invisible when in the rough. (When searching for the ball in the rough, remember that the club will always point toward the ball.)

NOTE: The golfer moves at a reduced speed when traveling at a close distance to the ball in order to help you position the golfer and club more accurately.

TWO-PLAYER GAMES
The left player starts and plays the entire hole. Then the right player shoots the same hole, followed by the left player (or first player) shooting the second hole, etc.

GOPHER

Gophers have launched a merciless assault on your carrot patch. Grab your shovel and fill those holes before they tunnel out and eat your choice carrots. With no time to run back to the barn for more seeds to plant, it's a good thing that crazy duck keeps flying by dropping them. But it's awfully tricky to catch a seed, plant it, and still keep those persistent Gophers away. Just when you think everything's under control, they get faster and hungrier! Take a deep breath, and let the battle begin.

DIFFICULTY SWITCHES
Position A - Very Smart Gopher, Position B - Smart Gopher

CONTROLS
Move farmer by moving joystick left and right. Fill the holes and bonk the Gophers by positioning the farmer above hole and depressing the fire button.

GAME VARIATIONS

- Game 1 - Single player with duck.
- Game 2 - Two player with duck.
- Game 3 - Single player; no seed planting.
- Game 4 - Two player; no seed planting.

SCORING
Each Gopher bonked= 100 points
Each section of tunnel filled =20 points

GORF

MESSAGE FROM INTERSTELLAR SPACE FORCE COMMAND

Space Cadet: By the time you read this communiqué, we of the Interstellar Space Force Command will have been destroyed. The evil Gorfian Empire has launched an all-out attack. You are Earth's last hope! Your assignment is to repel the invasion and launch a counter attack. You will engage various hostile spacecraft as you journey toward a dramatic confrontation with the enemy Flag Ship! You will be rewarded for your success with promotions in rank and praise from a grateful planet. But you must act quickly, Space Cadet! Brief yourself on the Gorfian Robot Armada and then attack before it's...TOO LATE!! ...MESSAGE ENDED...

OBJECT OF THE GAME

The object of GORF is to accumulate points by destroying the various types of enemy spacecraft you will encounter as you attempt to complete a variety of space missions.

INTERSTELLER SPACE FIGHTERS

You begin each game with a fleet of five Fighters. Only one Fighter may fire upon the enemy at a time. The number at the bottom of your screen below the score indicates how many of your Fighters are left.

Note: Firing a shot causes a previously discharged bullet to disintegrate if it hasn't yet made contact.

You will be awarded one extra Fighter for every 10,000 points scored.

MISSION 1 – ASTRO BATTLES

Before taking off into space, you must first defend the Earth from the horde of advancing Gorfs and Droids. These invaders descend in column formation and drop dangerous anti-matter bombs. When the entire attack matrix is destroyed you will proceed on to your next mission. If any of the invaders should reach the Earth's surface before you've destroyed them, this mission will be terminated and your Fighter will be sacrificed.

MISSION 2 – LASER ATTACK

This orbital zone is the Gorfian Empire's first line of defense against your counter attack. You must destroy the anti-particle Laser Ship while avoiding its deadly beam. The Laser Ship is protected by three Kamikaze Invaders and a Flying Gorf. The Kamikaze Invaders will each continuously try to ram into you as you attempt to blast them all. If the Laser Ship is blown up before all the Kamikazes and the Gorf are destroyed, a new Laser Ship will take its place within four seconds.

Points are scored for all enemies shot and destroyed. No points are scored for Kamikaze Invaders blown up in a suicide-crash. When all attack ships are destroyed, you will move on to your next battle.

MISSION 3 – SPACE WARP

You are getting closer to the enemy Flag Ship! Sensing your presence, it generates an eerie space web which releases Gorfian Attackers firing subquark torpedoes. Attackers are released one at a time and fly in a spiral pattern. Each one is a different color and will continue to attack until destroyed by a blast of your laser. A destroyed Attacker sends out an audible distress signal as it blows up. When you succeed in destroying all five Attackers, you'll be ready for your next and most challenging mission.

MISSION 4 – FLAG SHIP

To destroy the Gorfian Ship and earn the right to work toward your next promotion, you must score a direct hit in the Flag Ship's internal power reactor vent. In order to get a clear shot at this difficult target, you must also avoid the heat-seeking tracking missiles being launched in your direction. Following a successful hit, a violent neutronium explosion will appear in dazzling color as the Flag Ship disintegrates. You are now a Space Captain and will repeat the sequence of missions fighting against progressively faster and nastier robots of the Gorfian Empire!

END OF THE GAME

The game ends when all of your Interstellar Space Fighters have been destroyed by the robot warriors of the Gorfian Empire.

Note: There are nine levels of mission sequences, each one more difficult than the last. We wish you luck in getting to the toughest level; you'll need it.

SCORING

Mission 1	Gorf & Droids	50
Mission 2	Laser Ship Kamikaze Invaders Flying Gorf	100
Mission 3	Gorfian Attackers	100
Mission 4	Flag Ship	1,000

There is no point value for bombs and missles destroyed by your laser fire.

FIELD PROMOTION SCHEDULE

Missions Completed	Rank
1-3	Space Cadet
4-7	Space Captain
8-11	Space Colonel
12-15	Space General
16-19	Space Warrior
20 and up	Space Avenger

GRAND PRIX

You're about to enter the race of your life. Nothing stands between you and victory except the clock, the road and the other drivers out to beat you to the finish line. So take a little time with these instructions, and you may emerge as the Grand Prix world record holder!

Game 1: Watkins Glen
Game 2: Brands Hatch (1 Bridge)
Game 3: Le Mans (2 Bridges)
Game 4: Monaco (3 Bridges)

GAINING SPEED.

The red button on your Joystick is your accelerator. Press it down to accelerate your racer. Shifting is automatic. The longer you keep the button depressed, the faster your racer will go until it reaches top speed.

SLOWING DOWN

Releasing the red button on your Joystick will slow down your racer. To apply the brakes, move your Joystick to the left.

SPECIAL FEATURES OF GRAND PRIX

Oil Slicks

Just a little extra test of your reflexes. They won't slow you down, but they may send you sliding off into another car. Slicks are best avoided, but, when you need to pick up time, and there's no other car text to you, you can risk steering a straight course through them.

Crashes

They will happen, but should be avoided if at all possible. Crashes with other cars reduce you to a speed slower than that of the car you hit. To really cut your speed and avoid a crash, release the red button while moving your Joystick to the left to apply your brakes.

Steering Response

As in a real racing car, your steering becomes more responsive the faster you go; except your car to react faster when you push the Joystick at high speeds. Your speed is slightly reduced every time you steer; to achieve the fastest time, keep steering adjustments to a minimum.

Bridges

On the Brands hatch, Le Mans and Monaco courses, after each mile of the race, you'll cross a bridge over blue water. As your car enters the bridge, your elapsed time to the bridge is displayed and help. Normal time display is resumed as your race car leaves the bridge. If you scrape the side of the bridge, you'll hear it, and your car will slow down. If you crash into abridge, your car will stop altogether, and you'll have to steer around to cross it, while the clock continues to run.

GETTING THE FEEL OF GRAND PRIX

We suggest you take it easy at first. A couple of slow practice runs through the courses will help you get the "feel" of the track.

You'll find that, just as in real racing, the faster your car is going, the easier it will be to lose control. That's why "pacing" is so important. Try to think ahead and anticipate what's coming up.

When you pass another car, you'll almost never have to worry about it catching up with you. So, keep your eyes on the road ahead. That's where the action will be.

HOW TO BECOME A WORLD CLASS RACING DRIVER IN GRAND PRIX

David Crane is an award-winning Senior Designer at Activision. His games include Dragster, Fishing Derby, Laser Blast, and Freeway.

"Just as in a real Grand Prix race, feel and control are very important in Grand Prix by Activision. The better you know your car and its responses, the better you'll do.

Here are some tips. When steering the car up and down the track, applying a slight pressure to the right on the joystick will eliminate any accidental braking. This pressure must be kept light to allow for quick braking in the event of an emergency.

"The more you play the game, the more keenly you'll anticipate the appearance of other cars. To some extent, you'll be able to memorize the traffic patterns and plan moves in advance. If you don't, the slowdown will happen for you in the form of a crash, and you'll pay for it with a loss of valuable time.

"The cars ahead of you have left a lot of oil on the track near the bridges, so, when you see a lot of oil slicks, watch for bridges ahead.

"Knowledge of the course is very important. Learn where you are and what's coming up ahead for each course. That way, time is on your side, which is exactly where you want it to be.

GRAVITAR

The evil Gravitar has set out to destroy the universe! His deadly weapon? Gravity!

Gravitar bombards unsuspecting galaxies with his hostile gravitational forces. He then installs a powerful reactor within each solar system of the defeated galaxy, creating a killer sun that destroys all life on the surrounding planets. He blockades those planets with lethal rammers and with automated bunkers programmed to shoot.

So far, Gravitar has conquered four galaxies, each made up of three solar systems. And intelligence reports hint that our galaxy may be next. Gravitar must be stopped before he adds our galaxy to his list|

SELECT YOUR GAME

Level 1	the most challenging, with only 6 spaceships at your disposal.
Level 2	you have 15 ships in your fleet.
Level 3	you have 6 spaceships, but the planetary bunkers and enemy saucers cannot fire at you.
Level 4	a good practice game. You have 100 spaceships in your fleet; but watch out for shooting saucers and enemy bunkers.
Level 5	you have 25 spaceships and no gravity to fight; this level is a good place for beginners to start.

Hold the joystick so that the red button is in the upper left corner. Move the joystick handle right or left to rotate your ship in that direction. Push the joystick handle forward to thrust in the direction your ship is pointing. Pull back on the joystick handle to activate your tractor beam and to raise your protective shields. Press the joystick fire button to release missiles.

PLAYING THE GAME

Your task is to break Gravitar's hold on the 12 solar systems under his power. You can do this by destroying all bunkers on every planet or by setting off the reactor in the alien reactor base.

Each solar system consists of a killer sun, an alien reactor base, and three or four blockaded planets - each housing fuel deposits and enemy bunkers.

To move from one solar system to the next, you must either visit all the planets and destroy every enemy bunker or activate the reactor at the core of the alien reactor base and escape before it explodes.

When you complete your mission in the three solar systems of one galaxy, you are automatically transported to another galaxy, where your rescue mission will continue.

You start the game with 6 to 100 starships, depending on the game level, and with 10,000 fuel units. Your ship consumes fuel every time you use your thrust engines, activate your shields, or extend your tractor beam. A warning beep sounds when your fuel level goes below 2,000 units.

The game ends when you run out of fuel or lose all your spaceships. When you complete your mission, the game resets and your points continue to accumulate.

SOLAR SYSTEMS

As the ship leaves its entry port in the solar system, you must steer out of the gravitational field of the killer sun and head for a planet. If your ship is drawn into the killer sun, you will crash.

The alien reactor base of each solar system sends out enemy saucers to shoot at you, except in game level 3. If you fly near a saucer, you will both be thrown out into deep space, where you must duel until your ship or the saucer is destroyed.

PLANETS

One way to complete your mission in a solar system is to visit every planet and destroy all bunkers. You enter a planet's atmosphere by flying very near it. You cannot leave a planet until you have blown up every bunker.

Each planet has its own craggy landscape, and, except in game 5, each has a strong gravitational force that makes your flight around the planet very treacherous. If you fly too close to a planet, your starship will be crushed by its gravity.

Watch out for the rammers that hover above most planets. If one of these enemy ships rams you, you lose a starship.

Shoot your missiles to blow up the bunkers and the rammers. You can also destroy a bunker by crashing into it, but you'll lose a spaceship. Use your tractor beam to pick up fuel capsules as needed.

After destroying all the bunkers, fly your ship to the top of the screen to leave the planet and return to the solar system screen. The planet you have just left will then explode.

ALIEN REACTOR BASE

The other way to complete your mission in a solar system is to destroy the alien reactor base. The alien reactor base is a port into the next solar system. It consists of a winding tunnel that leads to a reactor at the core of the planet.

A clock at the top of the screen counts down the seconds you have to reach the reactor, activate it by firing into its center, and escape before it explodes.

As you move through the first two galaxies, your countdown time on the alien reactor base decreases, from 60 seconds in the first solar system to a harrowing 25 seconds in the sixth. When you reach the third galaxy, the countdown cycle starts over.

You can leave the alien reactor base without setting off the reactor. If your ship is destroyed on the base, you will be returned to your entry port in the solar system. If you blow up the alien reactor base, the explosion will catapult you into the next solar system.

GALAXIES

When you make it through all three solar systems in one galaxy, you automatically go on to the next galaxy.

The four galaxies are similar, except for factors of light and gravity. In the second and fourth galaxies, each planet exerts a reverse gravitational force that repels your ship. In the third and fourth galaxies, the landscape of each planet, including that alien reactor base, is completely dark; only the bunkers, rammers, and fuel deposits are visable.

STRATEGY

Be careful when using your shields. Although they protect your ship from enemy fire, your shields will not withstand a crash or collision with an enemy ship.

When leaving the entry port, rotate the ship to the left or right; then thrust forward to move away from the sun.

Use a light touch on your joystick when thrusting. If your ship hits the side of the screen, it will be repelled by a force field and may be hard to control.

Since the force of gravity gets stronger as you near a planet's surface, aim the nose of your ship away from the planet when picking up fuel. You can then thrust away from the surface as soon as you have the fuel.

To pick up the fuel, steer your ship over the fuel depot and activate the tractor beam by pulling the joystick handle toward you. You can pick up fuel with your ship aimed in any direction.

When picking up fuel, pull back on your joystick and quickly release it. You'll use a minimum amount of energy, and your chances of crashing will be reduced.

You may want to wait until you have destroyed every bunker on a planet before you beam up the fuel. Be careful not to fly near the top of the screen or you'll enter the solar system before you get all the fuel.

When traveling through the dark galaxies, you can find out where the planet surface is by firing missiles. Each time your missile hits, the explosion will briefly illuminate the landscape. This technique works in the alien reactor base as well.

SCORING

You score points for destroying enemy saucers, rammers, and bunkers. Each time you enter a new solar system, you can receive 7,000 fuel units, two bonus ships, and 4,000 extra points. You can earn a total of 999,950 points before the score resets. At the end of a game, your final score appears below the game level number.

Saucer	100 points
Rammer	100 points
Bunker	250 points
Fuel depot	5,000 fuel units
Bonus ship every	10,000 points

GUNSLINGER

This is the same game as Outlaw. Please see those instructions.

GYRUSS

Three billion miles is a long way from home. But there's no shorter route from outer Neptune to Earth. As if that weren't enough... it's got to be a shoot-out all the way. You alone in your rapid-firing spaceship, swirling in a circular flight pattern... orbiting to the right... arcing to the left... trying to mow down wave after wave of enemy plane formations, rocketing meteors and runaway satellites. Stops at Uranus, Saturn, Jupiter and Mars will mark your progression towards Earth. Each one's a short visit, though. Then it's off again to the next planet - and the next wave of enemies. Reach Earth in one piece and maybe you'll think twice about leaving home. Then again... maybe not!

SETTING THE CONSOLE CONTROLS

Each level gives you the option of playing with 3 or 5 spaceships. The number of spaceships you choose is indicated by the symbols alongside the difficulty level number.

THE JOYSTICK CONTROLLER

The joystick controls your spaceship's circular flight pattern through space. Simply move the joystick in a circular motion to do so. Press the FIRE button quickly to rapid-fire your spaceship's ammunition.

PLAYING

After you press the FIRE button to begin, the screen shows the number of remaining spaceships as well as the number of WARPS to go before you reach your first stop... Neptune. When the action starts, your spaceship appears at the bottom of the screen; your score at the top.

Reaching a planet In order to reach a planet, you must survive a given number of warps. A warp consists of four enemy plane formations and their regrouping as described below. Enemy formations guard each planet enroute to Earth to keep out alien visitors like yourself. It takes two warps to reach Neptune and three warps to reach each of the subsequent planets. There will be a brief pause between each warp at which time your spaceship travels towards its next encounter. Also at this time, the screen will flash the number of warps to go and the number of spaceships remaining.

Enemy formations Enemy formations are made up of wing-shaped planes. Planes may emerge from the center of the screen where they may band together - or from off screen where they can create a surprise attack. In either case, try to shoot down as many planes within the formation as you can and don't let them hit your own ship. Planes fire square-shaped missiles... your only option is to avoid them... or be shot down.

Each of the four enemy plane formations is a different color and flies in a different pattern. After the last formation appears, a certain number of planes NOT shot down will regroup in the center and attack again. They will continue to do so until you've eliminated the last one - unless, of course, one eliminates you first!

But planes are not all you need to worry about. There are swirling and deadly satellites and meteors, too.

<u>Satellites</u> They look like giant blue molecules and appear in threes. Try to shoot them down for points. Shoot the middle satellite, and your ship will fire double bullets. The ship will continue to do so until it goes down.

<u>Meteors</u> They are a third type of enemy to watch out for. Meteors look like large rocks and CANNOT be destroyed. So stay clear of them!

Come out alive after completing the two or three warps necessary to reach a planet, and that planet appears on screen. After a brief breather, you'll enter the Chance Round.

<u>The Chance Round</u> It occurs upon reaching a planet. During this round, you get a chance to rack up points. One at a time, four different enemy plane formations will appear on screen... but they have no power to destroy you. So position yourself for maximum firing accuracy. Bonus points are awarded for shooting down all the planes (or satellites) in the formation and Super Bonus points for wiping out all four formations. When the Chance Round is over, it's off to the next planet and the next barrage of formations.

The Planets In case you need to be reminded... the planets along your journey through our solar system appear in this order: Neptune, Uranus, Saturn, Jupiter, Mars, and Earth.

SCORING

Points accumulate at the top of the screen throughout the game. Your last game's score is carried over to the beginning of the next game. By how many points can you beat it?

Enemy	**Points**	**Chance Round**
Plane	100	100
1st Formation	1,000	1,000
2nd Formation	1,500	1,500
3rd Formation	2,000	2,000
4th Formation	2,500	2,500
5th Formation		3,000
Subsequent Chance Rounds		500
Super Bonus for all 4 Formations	10,000	
	Single Bullet	**Double Bullet**
1st satellite	500	1,000
2nd satellite	1,000	1,500
3rd satellite	1,500	2,000

HALLOWEEN

The Game Where HE Comes Home! A homicidal maniac has escaped from a mental institution. On Halloween night, the killer returns to his home town to wreak havoc! You are babysitting for a family in a large, two story house. Somehow the vengeful murderer has gotten inside! Can you protect the children and yourself from the fury of his knife?

HOW TO PLAY HALLOWEEN

Neither the difficulty switch nor the game select switch is used in this game. You control the babysitter character, and, at certain times, the child characters. As you move through the sixteen rooms of the two story house, avoid the killer when he appears. He will attempt to stab you and the children, so look for the knife with which to defend yourself. At the top of the screen are jack-o-lanterns indicating how many of your three lives remain. At the bottom of your screen is the score.

SAVING THE CHILDREN

Using your joystick, move the babysitter through the house, dodging the killer as you search for the terrified children. When you spot a fleeing child, position the babysitter directly over the child and press the joystick button. This will "lock in" the child, and he will thereafter follow the babysitter as you race for one of the four safe rooms.

SAFE ROOMS

Safe rooms are located at either end of the house, two on each floor. After you have successfully delivered a child to a safe room, press the joystick button. The child will be released, and the appropriate points will be added to your score. The child will disappear after points are added and the babysitter leaves the safe room.

THE KNIFE

Somewhere in the house is a knife, which the babysitter may use to stab the killer. To pick up the knife, position the babysitter over the knife and press the joystick button. If you are armed when the killer attacks, press the joystick button to thrust the knife. CAUTION: Your thrust will be successful only if the killer's knife is in the "up" position. The killer will flee the room if stabbed. The knife will vanish from the babysitter's hand and reappear in another room of the house. NOTE: The babysitter may not "lock in" a child while she is carrying the knife! She must first attempt to stab the killer.

DOORWAYS

In the safe rooms at either end of the house, stairways lead to the upper or lower floors. Two other rooms on each level contain hallways. Entering one of these hallways will skip the babysitter two rooms to the other hall door on the same level.

BLACKOUTS

Beware of electrical blackouts on the upper level, for the house is old and the wiring is faulty. At any moment, you may find yourself plunged into darkness with the killer in pursuit!

OBJECT OF THE GAME

Try to lead as many children as possible to the protection of the "safe rooms" before you lose your three lives.

SCORING

- For each child delivered to a safe room, you will receive 675 points.
- An additional 325 points is awarded each time you stab the killer with the knife hidden somewhere in the house.
- Successfully stabbing the killer twice OR rescuing five children advances you to the next level of play.
- Game play on higher levels is more difficult, and point values increase considerably. Point values in Level 2 are twice that of Level 1.Values in Level 3 are three times that of Level 1, etc.

HELPFUL HINTS

- The killer will catch you only if he is toe-to-toe with the babysitter.
- When leading a child to a safe room, you may find the murderer in your path. Try pushing up on the joystick. The babysitter and the child will momentarily separate, allowing the killer to pass harmlessly between them.
- Don't bother search for the knife while leading a child, for it won't appear.
- Listen for the ominous "HALLOWEEN" theme music, which follows the maniac wherever he goes.

HANGMAN

CONTROLLER ACTION

Use the Controller to select the alphabet letter you wish to enter into the computer. Letters of the alphabet appear one at a time on the right of the screen. Push the Joystick forward to cycle through the alphabet letters from A to Z. Pull the Joystick towards you to cycle through the letters in reverse order from Z to A. When the letter you want appears on the screen, release the Joystick. Press the red Controller button to enter the letter you select into the computer.

HANDICAP

When the Difficulty Switch is in the "A" position, a player has 20 seconds to select the next letter with the Joystick. When the difficulty is in the "B" position, there is no time limit.

SCORING

In one-player Hangman games, a player is allowed 11 incorrect letters. If the player has not completed the word after 11 incorrect guesses, the game is lost. You score one point for each game you win; the computer scores one point for each game you lose.

During two-payer games, 11 incorrect letter selections are also allowed between the two players. The player who completes the last letter in the word receives one point. The first player to score five points wins the game.

HOW TO PLAY

Don't let this game make a monkey out of you when you test your word skill. The action begins after you press the Reset switch on the console. Line spaces appear at the bottom of the screen. One space equals one letter of the Hangman Word. If there are six spaces, for example, the Hangman Word could be LUXURY.

Your object? To complete the Hangman Word within eleven incorrect letter guesses. Games 1, 2, 3 and 4 are one-player games in which one player competes against himself and the computer. During two-player games of Game 5, 6, 7 and 8, two players compete to guess the Hangman Word first within eleven incorrect guesses. In Game 9, one player composes the Hangman Word for the opponent to guess.

The difficulty of the Hangman Word is determined by the game number:

- Games 1 and 5 First through third grade vocabulary.
- Games 2 and 6 First through sixth grade vocabulary.
- Games 3 and 7 First through ninth grade vocabulary.
- Games 4 and 8 First through high school vocabulary.

If the letter you select is in the Hangman Word, it appears in the appropriate blank or blanks. If the letter you select is not in the Hangman Word, a part of the Monkey appears in the upper left corner of the screen and that letter is deleted from the alphabet cycle.

If you haven’t completed the Hangman Word after eleven wrong selections, the Hangman Word automatically appears in the spaces and the Monkey is completed in the upper left corner.

In one-player games, the number of games you win appears in the upper left corner; the number of games you lose appears in the upper right corner.

In two-player games, a player scores one point for completing the Hangman Word. The first player to score five points in the winner. The left Controller player's score appears in the upper left corner; the right Controller player's score is in the upper right corner.

GAME 9

Now it's your turn to choose the Hangman Word. Instead of playing with a computer word, one player composes the Hangman Word with the Joystick Controller; the opposing player receives eleven guesses to complete the Hangman Word.

To enter your own Hangman Word into the computer, cycle through the alphabet letters on the screen while your opponent avoids looking at the screen. The Hangman Word may be between one and six letters.

If you want CAT to be the Hangman Word, cycle to the letter C and enter it into the computer by pressing the red Controller button. Repeat this process for the letters A and T. To enter the same letter in succession, cycle to the letter, and enter it into the computer. Cycle off the letter then move back to the letter again. Now enter it into the computer and the letter appears a second time.

Use the blank that precedes the letter A to fill in any empty spaces. Now the game begins, and it's your opponent's turn to guess your Hangman Word, CAT.

Two players take turns composing the Hangman Word and completing the Hangman Word. You score one point when you complete the Hangman Word your opponent has submitted. The player who scores five points first is the winner.

HAUNTED HOUSE

Many years ago in the small town of Spirit Bay, there lived a mean old man named Zachary Graves. Old man Graves was not a very well liked person. He rarely left the old mansion and spent most of his life brooding about the decaying, four story house. When he died, the house was condemned and locked up.

The townspeople claim that old man Graves knew the whereabouts of a magic urn that was a family heirloom of the first family of Spirit Bay. It seems that the mansion was the family's first home and that the magic urn, which broke into several pieces during the earthquake of 1890, is still in the old house.

To this day, no one has had the courage to go into the mansion to search for the pieces of the urn. It is common knowledge that the ghost of old man Graves still haunts the mansion. Some of the neighbors claim to have seen lights flickering in the windows. Some say that they have heard eerie sounds, doors slamming, and heavy footsteps. Some even claim to have seen shadows running through the mansion.

The mysterious mansion has 24 rooms connected by long corridors and staircases. Some of the rooms have been locked up for over 50 years. There is supposed to be a master key hidden somewhere in the mansion. Without the key, it might be impossible to travel from room to room. There is also an ancient scepter hidden in the mansion. Old man Graves always carried this scepter. He believed it scared off evil spirits.

Now that you know the story, ATARI is unlocking the entrance to the HAUNTED HOUSE and letting you test your bravery. Do you dare enter the frightening old mansion? If you do, remember to carry matches; the HAUNTED HOUSE is very dark.

GAME OBJECTIVE

The object of the game is to find the three pieces of the magic urn and carry them back to the main entrance of the mansion, before losing all 9 of your lives. Your score is based on the number of matches you use during your search, and the number of lives you use.

The pieces of the urn are randomly scattered throughout the 24 rooms in the mansion. There are four floors, and each floor has six rooms. The floors are connected by staircases. The rooms are connected by corridors and doorways. Some of the doors are locked, so find the master key which is also hidden in the mansion.

Finding the urn wouldn't be so difficult, except that the mansion is dark. To enable you to see your way around, we have provided an unlimited supply of matches, which you light by pressing the red controller button.

Now that you know that you must use matches, we want to warn you about the creatures you'll encounter as you stumble through the mansion. Be prepared to see a vampire bat, hairy tarantulas and the ghost of old man Graves himself. Every time one of these creatures touches you, you'll be "scared to death", and consequently lose a life.

GAME PLAY

So far, we've told you some of the things to expect in HAUNTED HOUSE. Here is some information to help you understand the objects and characters on the screen, and the progressive levels of difficulty.

OBJECTS

<u>URN</u> The urn is broken into three pieces. A match must be lighted to see all objects including the urn pieces. To pick up a piece of the urn, you (the eyes) must touch the piece. When you touch it, the piece appears at the bottom, right side of the screen. The urn pieces automatically attach as you find and pick up each piece. They bond together to form the whole urn as one object. If you pick up another object, the pieces of the urn (or any other object) that you are carrying will be replaced by the new object. You will learn quickly that you can only hold one object at a time. When you have successfully put the three pieces of the urn together, you must find your way back to the main entrance of the mansion with the urn.

<u>SCEPTER</u> The scepter is a magic stick used to make you invisible to all creatures in the mansion. To use the scepter you must drop any other object, and pick up (touch) the scepter. As long as you hold the scepter, you cannot be "scared to death". Like all other objects, while you are holding the scepter, it appears at the bottom, right side of the screen.

<u>MASTER KEY</u> Games 3 through 9 include locked doors which separate some of the rooms. To open these doors you need to find the master key. It is hidden in one of the unlocked rooms. To use the key, you must pick it up (touch it). When you hold the key it appears at the bottom of the screen. Remember, while holding the key, you cannot hold any other object.

<u>DOORWAYS</u> As you travel through the mansion, you'll encounter several doorways. Some may be locked and some may not. To see the doorways in Games 2 through 9, use your matches.

CREATURES

<u>TARANTULAS</u> Tarantulas look like giant, hairy spiders. They move slowly around the mansion. If a tarantula touches you, you lose a life, unless you are carrying the scepter.

<u>VAMPIRE BATS</u> Vampire bats fly quickly around the mansion. If touched by a vampire bat, you lose a life, unless again you're carrying the scepter.

<u>GHOST</u> There is one very fast moving ghost in the mansion. It can move through locked doors and walls to chase you anywhere in the house. If the ghost touches

you, you will get "scared to death" and lose a life. Carrying the scepter in Games 1 through 7 will protect you from the ghost.

When any creature enters the room, your lighted match is blown out, but the creature's body glows in the dark.

SOUNDS

The game sounds in HAUNTED HOUSE provide important clues to game play.

You will hear yourself slamming into walls or locked doors. You will hear and see flashes of lightning. When you hear the wind blow, don't be surprised if it blows out your match. As you pass through doorways, you'll hear the doors open and shut. The mansion is so creaky you can hear your own footsteps as you race about the rooms. When you climb up or down stairways, you will even hear a spooky tune. As you go upstairs, the tune plays low musical notes to high notes. As you go downstairs, the tune plays high notes to low notes.

USING YOUR CONTROLLER

Move the Joystick up, down, right or left to move yourself (the eyes) around the house. Your eyes will move in the same direction as you move the Joystick. Press the red controller button to light a match. When you light a match, a circular area around you becomes visible. All games have an unlimited supply of matches.

To pick up an object, use the Joystick to guide yourself (the eyes) to touch the object, and it is automatically picked up. To drop an object, use the Joystick to touch another object. The two objects will automatically change places. You can also drop an object by pressing the red controller button if a match is lighted.

Use the Joystick Controller to move up or down stairways. Each stairway travels in one direction only up or down. Stairways leading down start with large steps decreasing in size. Stairways leading up start with small steps increasing in size. To change floors, use the Joystick to move yourself to the end of the stairway and then move the Joystick in the opposite direction to enter the room.

Each floor is numbered and color coded. The number is located at the lower left portion of the screen as shown in Figure 2. The number changes as you move from floor to floor. The whole lower portion of the screen changes colors with each of the four floors in the house.

CONSOLE CONTROLS

If the LEFT DIFFICULTY switch is in the B position, periodic flashes of lightning will help you to see your way around the mansion as the creatures chase you. If the LEFT DIFFICULTY switch is in the A position, you'll have to feel your way around, listening to sounds and bumping into walls. The RIGHT DIFFICULTY switch is not used.

SCORING

Your score is based on the number of matches you use and the number of lives you have left at the end of the game. The game ends when you return to the main entrance of the mansion carrying the urn, or when all 9 lives are lost.

Matches used are counted at the lower, left corner of the screen. The. first number to appear here is 00. The number then increases by one each time you light a match. The lower the number, the better your score.

Each game starts with 9 lives, indicated at the bottom, right corner of the screen. Every time you are "scared to death" (touched by a creature), you lose one life. The higher the number of lives left at the end of the game, the better. As your playing skill improves, you'll be able to find the urn faster, and use fewer matches and fewer lives.

GAME VARIATIONS

GAME 1 Game 1 is the beginning level. It includes lighted walls to help you see the rooms. There are no doors, so no key is required, but you do need to light matches to see objects. Three creatures; one bat, one tarantula, and one ghost try to scare you to death.

GAME 2 In Game 2, the mansion is all dark, and there are unlocked doors. Three creatures, as in Game 1, attempt to scare you to death.

GAME 3 Game 3 is like Game 2 except that some doors are locked, but you'll find the master key in the first room you enter.

GAME 4 Game 4 is the same as Game 3 except that the master key is in a different location each time the game is played.

GAME 5 In Game 5, everything is the same as Game 4, but there are two additional tarantulas chasing you.

GAME 6 In Game 6, all five creatures can chase you from room to room. Only the ghost can pass through a locked door.

GAME 7 In Game 7, if you are touched by the bat, any object you are holding will be dropped and moved to another room in the mansion.

GAME 8 Game 8 is the same as Game 7, but all of the creatures move faster, and to make things even tougher, the ghost is not affected by the scepter.

GAME 9 This is the ultimate HAUNTED HOUSE challenge. Game 9 has the same game play as Game 8, but this time the floor plan is different and you'll find yourself in a completely different maze of rooms. For an added element of surprise, all 5 creatures can chase you from room to room, even through locked doors.

HELPFUL HINTS

Try to find the scepter first. Hold it while you search for the urn pieces. It might help to write down the location of each of the urn pieces and then go directly to their locations and pick them up.

It is possible to move through rooms with locked doors without the use of the key. To do this you must become familiar with the floor plan and use different stairways as a way to get around locked doors. Remember, there are several stairways on each floor.

HOME RUN

GAME PLAY
Play HOME RUN just as you would play baseball. The left or blue player is the "visiting team" and is the first to bat. The pitcher-outfielder pitches the ball. Three strikes (either swinging or pitched) are an out; four balls (any pitch not struck at that is NOT over the plate) are a walk and the batter advances to first base.

If the pitcher hits the batter (and the batter does not strike at the pitch, or the pitch does not pass over Home Plate) the batter will advance to first base.

If the batter hits the ball, the outfielder(s) can catch the ball and make a putout by touching first base ahead of the runner or by tagging the runner. If there are other runners on base, a putout can be made by tagging any runner or, if the runner is in a "force play", by touching the base in front of that runner. With practice, double plays (two outs on one pitched ball) can be made with ease.

BATTER
Swing the bat by moving your Joystick from the neutral (center)position to any other position. If, after hitting the ball, it looks as though the outfielder has a chance to make a putout if you take an extra base, push the red controller button before reaching base and your runner(s) will stop at that base.

PITCHER
To pitch the ball, press the red controller button. Throw curves, fastballs, screwballs, or change-up pitches by moving your Joystick after the ball leaves the pitcher.

OUTFIELDER
After the batter hits the ball, control your outfielder(s) with the Joystick to catch the ball and make putouts.

DIFFICULTY SWITCHES
The difficulty switches control the speed of the outfielders and batted balls. In the A position, they will move more slowly than in the B position.

GAME VARIATIONS
The white letters at the top of the playfield are: I – innings, O – outs, B – balls, S – strikes. The blue number is the left player's score; the red number is the right player's score.

GAMES 1,2,3, and 4 are single-player against the computer. Using the right Joystick Controller, pitch to the computer. Your score appears at the upper right of the playfield, the computer's score appears at the upper left.

GAMES 5,6,7 and 8 are two-player games.

ICE HOCKEY

Welcome to the slam-bank world of Ice Hockey. Before you lace up your skates and step out on the ice, you'd better take a minute to read these instructions. Then get ready for some outstanding head-to-head competition!

Game 1: You against the Activision computer team. Regular Action.
Game 2: You against a friend. Regular action.
Game 3: You against the Activision computer team. High-speed Action.
Game 4. You against a friend. High-speed action.

Note: In Games 1 and 3, you are the blue team; the computer is the yellow team. On black and white TV, the blue team is dark and the yellow team is white.

USE OF JOYSTICK CONTROLLERS
The left joystick controls the blue team in all games. The right Joystick controls the yellow team in Games 2 and 4. You will be controlling the player on your team who is holding the hockey stick. This will always be the player closest to the puck. Moving your joystick left moves your player left, and moving it right moves him right. Push forward or pull back to move up and down the ice.

To take a shot, press the red button on your joystick. You can control the angle of your shot depending on where the puck is on your stick when you fire.

DIFFICULTY SWITCHES
They're used to handicap players. With the difficulty switches in the B (down) position, players are not handicapped. In the A (up) position, a player is handicapped with a 25% skating speed reduction.

OFFENSE
The first thing to do is gain control of the puck, which you do by skating near it. When you've connected, you'll hear a "click" and the puck will begin to move back and forth on your player's stick.

There are 32 shot angles. Your shot will go to the extreme left when the puck is at the left side of your player's stick; it will go to the extreme right when the puck is at the right side of your player's stick. All other shot angles occur when the puck is in between the two extremes. Players can only shoot the puck forward towards their opponent's goal.

DEFENSE
When on defense, use your stick to knock the puck away, or body-check your opponent to slow his attack.

When you're defending your goal, it's important to cut down your opponent's shot angle, since you want to make it has tough as you can for him to get a clean shot at your net.

PASSING THE PUCK

Ice Hockey is a team game, and you should practice passing from your goalie to your forward. You'll find it impossible to play championship-quality hockey if you don't learn how to move the puck effectively. You have to understand the shot angles to become a good passer.

SPECIAL FEATURES OF ICE HOCKEY BY ACTIVISION

Learn how to "play the boards". Just as in real hockey, you can pass the puck by shooting it off the sides of the rink. This is helpful in moving the puck up the ice, and can be really key when you're in position to score a goal.

In addition to body-checking, there's another way to slow down your opponent: knock him down. If you're close enough to an opposing player, you can swing your stick and occasionally knock him to the ice. Downed players will stay on the ice for a short period, giving you an advantage. Goalies and not be knocked down in front of their goals.

GETTING THE FEEL OF ICE HOCKEY BY ACTIVISION

One good way to learn some of the game's basics is to get some ice time by yourself with Game 2. Move your opponent's players to the sides of the rink and practice shooting and skating. You'll soon get a feeling for the different shot angles, and you'll notice that players hav certain movement restrictions. Your forward is prevented from moving too close to his own goal, and your goalie can go only so far away from his goal.

HOW TO BECOME A STAR AT ICE HOCKEY BY ACTIVISION

Tips from Alan Miller, designer of Ice Hockey

Alan Miller is a Senior Designer at Activision. A fierce video game competitor, he's also the designer of Checkers and Tennis by ACTIVISION.

"My Activision Ice Hockey includes many of the features and much of the speed of real ice hockey.

"You really have to be quick right from the face-off. The player who controls the puck most often will wil the game. When you're on defense, don't be too eager to bring your goalie too far out of his net. A smart forward might try for an easy goal by angling his shot off the boards.

"And here's a tip you might not discover, even after hours of ice time. When a loose puck is captured, it's automatically placed on the inside corner of your stick. So, as soon as the puck hits your stick, you can launch an extremely angled shot and surprise your opponent.

"So, lace up your skates and go to it! And drop me a line and let me know how you do".

IKARI WARRIORS

You are a member of those elite combat specialists, the Ikari Warriors. Your buddy and you are on a special mission behind enemy lines, and you've been sleeping, eating, and breathing jungle combat for the last two weeks. Your tired, but that never affect your razor-sharp judgment and your will to survive.

Your main weapons are machine guns, grenades, and your own cunning in the face of danger. Sometimes you'll have a tank at your disposal, which comes in handy when enemy fire is particularly brutal.

You move swiftly through the jungle, wading through rivers and resting from time to time with the ruins of bombed-out buildings. You're tunning out of ammunition and grenades but you know the battle can't last forever. Sooner or later, one side is going to emerge victorious. Let's just hope it's yours!

JUNGLE WARFARE

Ikari Warriors is a one or two player game of survival. You and your partner move behind enemy lines in the hopes of wiping out the enemy. You begin the game with 50 grenades, 99 rounds of ammunition, and 3 lives. If you’re luck you can capture a tank to protect you from enemy fire.

Move your controller to maneuver through the jungle. Your main weapons are machine guns and grenades. To fire bullets and tank shells, press the fire button. To toss grenades, hold down the fire button for one or two seconds until the grenade launches.

Watch you bullet and grenade supply carefully. Pick up new supplies before you run out. To pick up new supplies, simply walk over a supply icon. There are no icons that up-grade your firepower.

The tank, which moves only on dry land, provides safety from enemy bullets. To enter the tank, move your player onto the top of the tank.

The tank can be destroyed by enemy grenades. If the tank sustains damages while you are inside you go with it. To exit the tank, hold down the fire button for one or two seconds. Press the fire button to fire shots from the tank.

You must pick up fuel along the way to keep the tank moving. The tank explodes if it runs out of gas, so don't miss the energy supply icons!

In your journey through the jungle you will occasionally encounter a river or the sea. You will have to cross the water in order to continue. You can still fire while you are in the water.

If you come into physical contact with an enemy soldier you lose a life. You can hide behind rock and rubble to avoid enemy gunfire. However you will still be vulnerable to their grenades, so watch out!

Each time the enemy makes a successful hit you lose a life. You receive a bonus life every 10,00 points. The fame is over when you lose your last life. To win the game, you must rescue the colonel being held captive by the enemy.

Walk or drive your tank over the icon labeled S to replenish your fuel and ammo supplies.

STRATEGY

Conserve bullets and grenades.

Plan your attack carefully. Dash in quickly, shoot, and back off before the enemy has a chance to aim and shoot back!

If you come into contact with an enemy soldier you lose a life.

Learn enemy locations and anticipate enemy attacks.

Run over enemy soldiers with your tank. It saves ammo!

SCORING

The following table shows the number of points you will receive for destroying enemy unit and rescuing the colonel.

Enemy Soldier	100 points
Helicopter	200 points
Enemy Tank	200 points
Bunker	300 points
Gate	300 points
Buildings	200/300 points

INDY 500

CONTROLLER ACTION

In all the racing games, use the knob on the top of your controller to steer the racecar on the playfield. The red button on the side of the Controller is your racecar accelerator. Press it and VROOOM!

SCORING

In one-player time trial games, you race against the clock. See how many laps you can make around the tracks in 60 seconds. Race against another player in two-player racing games. The first player to complete 25 laps wins.

In games of Crash n' Score (r), a player scores one point each time his race car crashes into the white square. In one-player games, a player has 60 seconds to make as many hits as possible. In two-player games, the first player to score 50 points wins.

During two-player Tag games, you score one point for each second you avoid being tagged by your opponent.

In all games you lose only time, not points, when you crash into any playfield boundary or barrier.

DIFFICULTY

Slide the Difficulty Switch from "B" to "A" position and your race car travels at high speed - making it more difficult for you to control.

RACE CAR

Whether you compete against the clock or another player, your race car tackles the curves of some dangerous tracks.

During one-player games, you race against the clock using your left Controller to move the car. The top left number on the playfield is the number of laps; the top right number is the time keeper.

In two-player games, players race against each other. The top two numbers represent the number of laps each player completes. The right score refers to the right Controller player; the left number shows the left Controller player's score.

You'll hear the engines when they accelerate, and the CRASH when your car crashes into the opponent’s car or playfield boundaries.

Car races begin at the starting line. Then, get ready, get set...GO!

GAME 1 Grand Prix Track Hang onto your hats as you round the turns on this track. You're racing against an opponent who's out to complete 25 laps first to be the winner. Give him a run for his money!

GAME 2 Grand Prix Race Track (Time Trial) Race against the clock on the Grand Prix track. You have 60 seconds to complete as many laps as possible. Try to beat your last record. Great practice for your races against opponents on this track.

GAME 3 Devil's Elbow Track You have some wicked turns to master before you conquer this track. At high speed, you race against an opponent. Faster and faster you steer your racecar to be the first to complete 25 laps.

GAME 4 Devil's Elbow Track (Time Trial) It's the race against the devil as you practice for those competitive races. Race against the clock and try to complete as many laps as possible in 60 seconds.

CRASH N' SCORE

Score points by crashing! Each player controls one race car with a hand-held Controller. The white square is your target. When it appears on the playfield, race cars attempt to crash into it. When the crash occurs, the player scores one point and the square disappears.

The square reappears at random on another part of the playfield. Hear the engines roar, and the CRASH when your car collides with the opponent's car. A "BEEP" will tell you when you score one point.

Move your car off any side of the playfield, and it will reappear on the opposite side. For example, steer the car off the top of the playfield and it will appear at the bottom of the playfield. This feature is one strategy to use to reach the square first!

Cars are color coordinated with the scores at the top of the field. The score at the right refers to the right Controller player; the left number shows the left Controller player's score.

GAME 5 Crash n' Score I Track In two player games, players compete for crashes with the box. The first player to score 50 hits wins the game.

GAME 6 Crash n' Score I Track (Time Trial) The player races against the clock to score as many hits as possible in 60 seconds. The top left number is the number of hits; the top right number is the time keeper.

GAME 7 Crash n' Score II Track Two players move at high speeds to be the first to score 50 hits. The playfield is more complex with six treacherous barriers.

GAME 8 Crash n' Score II (Time Trial) One player races at high speed against the clock. The player's object? To score as many hits as possible in 60 seconds on a playfield with six treacherous barriers.

TAG

Two persons play these games like a regular game of tag. Each player controls one car. The car that is NOT blinking is "it."

When your car is blinking, you must avoid becoming tagged by your opponent's car. ("it") Score one point for every second you avoid the tag.

When the "it" car tags your racecar, your car starts to blink. Now you are "it" and must tag the blinking car.

Move your car off any side of the playfield, and it will reappear on the opposite side. For example, steer your car off the top of the playfield and it will reappear at the bottom of the playfield.

The two numbers at the top of the playfield represent each player's score. The top right score refers to the right Controller player; the left number is the left Controller player's score.

GAME 9 Tag- Barrier Chase Track The first player to tally up 99 points wins the game.

GAME 10 Tag - Motor Hunt Track The first player to tally up 99 points on this complicated playfield wins. The racecars move at high speed.

ICE RACE

Cars race around the icy track and compete against each other or the clock. The ice makes steering on the track difficult.

In tow-player games, players race against each other. The top two numbers represent the number of laps each player has completed. The right score refers to the right Controller player; the left number is the left Controller player's score.

During one-player time trial games, the player uses the left Controller to race against the clock. The top left number is the number of laps; the top right number is the timekeeper.

You'll hear the engines when they accelerate, and the CRASH when your car crashes into the opponent’s car or playfield boundaries.

GAME 11 Ice Sprint Race Track Punch the engines on the straightaway, and be cautious on the curves as you try to be the first to complete 25 laps.

GAME 12 Ice Sprint Track (Time Trial) Get the feel of the track as you race against yourself and time. Your goal? To complete as many laps as possible in 60 seconds.

GAME 13 Ice Rally Track Your racecar is moving at high speed as you maneuver those sharp turns to beat your opponent on ice. The first player to complete 25 laps claims victory.

GAME 14 Ice Rally Track (Time Trial) The seconds tick away as you try to complete as many laps as possible in 60 seconds.

INFILTRATE

THE SITUATION

You are a secret agent on a mission of crucial importance. Your mission is to infiltrate a top secret fortress. You must capture enemy documents and get out alive. Your challenge: the diabolical maze of corridors and elevators designed to confuse you and keep you from the documents. Your danger: enemy assassins programmed to shoot on sight. Your weapon: a high-power laser gun as powerful as that of the enemy. Your advantage: you're sharp enough to duck when they shoot. It's a hectic chase. Hop an elevator. Survive enemy fire. Fire back. Duck. Infiltrate...if you dare!

THE DIFFICULTY SWITCH

Placing the difficulty switch in the "B" position will provide the easiest play. When playing in the "B" mode, the range of the shots fired by assassins trying to destroy you are limited to about half the game area. In the more difficult "A" mode, your enemies lasers will travel across the entire game area

THE JOYSTICK CONTROLLER

Hold your Joystick controller so that the red "fire" button is in the upper left hand corner. Moving the joystick to the left or right will cause your agent's figure to run in that direction. When you press the red "fire" button, your agent will fire in the direction of his last movement. Your agent ducks when you move the joystick down (that is, back toward yourself), allowing assassins' laser rays to pass harmlessly over his head. Ducking is a defensive position from which your agent is unable to shoot. Upon approaching an elevator, your agent will automatically stop at the proper loading point, and will step on the elevator when it reaches his floor. The agent will walk across the elevator if you continue to press the joystick in the direction you want him to move. Once on an elevator, your agent will remain there until you cause him to exit either left or right by pressing your joystick in that direction as the elevator reaches any floor. Body contact with any of the assassins will destroy your agent as effectively as their laser fire, so remember...do not allow them to touch him.

SCORING

Your agent must reach both top and bottom floors in order to get the secret documents he seeks, and he receives 3,000 points each time he traverses all levels from either bottom to top, or top to bottom. On the way, shooting assassins will not only keep him alive, but also earn you250 points for each assassin destroyed, plus 75 bonus points if the assassin is riding an elevator when destroyed. You have three agents to accomplish your mission. The hats displayed above your score show how many agents you have in reserve. With each 10,000 points you earn, you will gain one additional agent, up to a maximum of six.

GAME VARIATIONS

When you are playing in the two-player mode, each time you lose an agent, it will be your opponents turn...until he loses an agent. At the end of the game, the score of the first player will flash first, alternating with the score of the second player. There are 12 variations of INFILTRATE as shown in the game matrix below. Also, each player may individually select either novice (limited assassin shot range) or expert (unlimited assassin shot range) by setting the difficulty switch in the proper position. As play progresses, the robots will become smarter, quicker and more tenacious...so beware! For those who really want a challenge, the Invisible Assassins feature may be selected in which the enemy figures are visible only while they are riding elevators!

GAME MENU

Game	1-1	1-2	1-3	1-4	1-5	1-6	2-1	2-2	2-3	2-4	2-5	2-6
Players	1	1	1	1	1	1	2	2	2	2	2	2
Assassin Speed & Intelligence	1	2	3	1	2	3	1	2	3	1	2	3
Invisible Assassins				🟥	🟥	🟥				🟥	🟥	🟥

INTERNATIONAL SOCCER

The object of the game is to score more goals than your opponent in two simulated 45-minute periods. A goal is scored by kicking the ball into your opponent's net. Each player has a 4-man team. You control one man on your team Computer controls the other 3 and moves them to simulate a full 11-man team. You see 1/3 of the soccer field at any given time during game play. Screen moves (scrolls) to follow game play.

THE GAME

There are 2 teams - YELLOW and BLUE. For the first half, Yellow defends the top goal, Blue defends the bottom goal. Teams switch ends for the second half.

A KICK-OFF begins each half of the game and starts play after a goal is scored. Yellow team kicks off the first half. Blue team kicks off the Second half. Team scored AGAINST kicks off after a goal.

To kick off, move the man in the kick-off circle. Until this happens, the player on defense has no control over his team. Once the man in the kick-off circle is moved, both teams may try for possession of the ball. To get possession, move your man so he touches the ball.

WHEN YOU HAVE THE BALL, move it toward your opponent's goal by dribbling or passing. Shoot into the net.

When a goal is scored, the CLOCK STOPS and the ball returns to the kick-off circle. Teams take up kick-off positions CLOCK STARTS again at kick-off. WHEN PLAYING DEFENSE, try to steal or intercept he ball. Your man can outrun the ball carrier. If your opponent gets close to your goal, move your controlled man to protect it. Computer controlled men might not stop the ball.

No off sides, goalies, throw-ins, corner kicks, goal kicks, penalties, time-outs or overtime.

CONTROLLING YOUR MAN

Use the LEFT joystick controller for the YELLOW team. Use the RIGHT Joystick controller for the BLUE team.

You control ONE man on your team. When you have the ball your controlled man is the ball carrier. When playing defense, your controlled man does not change.

All members of a team are the same color but the controlled man has a different shape when not moving, so you can tell him apart.

TO PASS OR KICK THE BALL, press the RED BUTTON. The ball travels in the last direction in which the Joystick as pushed.

NOTE THE DIFFICULTY SWITCHES ARE NOT USED IN THIS GAME. Game speed and level of difficulty are the same regardless of Difficulty Switch position.

TO STEAL THE BALL: Overrun or intercept your opponent, so your man touches the ball. Move quickly away or opponent's man will steal it back.

PASSING

Ball carrier can pass the ball while moving or standing still. When the ball is passed, computer-controlled men on both teams will move horizontally to intercept the pass.

If the ball carrier gets too close to a boundary and shoots directly at it, the ball will bounce off the boundary and pass through the ball carrier on its return. This does not happen when the ball is kicked into the net regardless of the distance from which it is kicked.

SCROLLING

As the ball moves downfield, the screen will move - or SCROLL - in the opposite direction, so the ball is never off screen. The screen will stop scrolling when either goal comes fully into view. If a man goes of the top or bottom of the screen during scrolling he will reappear at the other end of the screen, in the same relative place. This feature is useful for:

PASSING If a team member is moving off screen, pass the ball to the point where he will reappear.

GOAL DEFENSE. Your controlled man may be too far from your goal to reach it in time to defend it. Move him in the opposite direction, until he disappears off the end of the screen opposite your goal. He will reappear at the goal.

WINNING TIPS

LEARN TO PASS EFFECTIVELY. Watch how team members move off and on screen, as the screen scrolls. Make the scrolling effect work to your advantage with off-screen passing.

WATCH YOUR AIM when you pass or shoot. Wild shots and passes may be intercepted by your opponent

STEAL THE BALL. Remember that the man with the ball is slowed down by dribbling.

WHEN PLAYING DEFENSE, if your controlled man falls too far behind the man with the ball, let him drop back all the way off screen. He will reappear in front of the man with the ball.

Remember that the BEST DEFENSE IS A GOOD OFFENSE. Get possession of the ball and keep it until you score!

JOURNEY ESCAPE

You're on the road with JOURNEY, one of the world's hottest rock groups. A spectacular performance has just ended. Now it's up to you to guide each JOURNEY Band Member past hordes of Love-Crazed Groupies, Sneaky Photographers, and Shifty-eyed Promoters to the safety of the JOURNEY Escape Vehicle in time to make the next concert. Your mighty manager and loyal roadies are there to help, but the escape is up to you!

ESCAPE OBJECTIVES

You must lead all 5 members of JOURNEY through waves of pesky characters and backstage obstacles to the Scarab Escape Vehicle before time runs out. You must also protect $50,000 in concert cash from grasping groupies, photographers, and promoters.

Band Members (lumpy looking guy in jeans and green shirt) ---- All JOURNEY Band Members - drummer Steve Smith, keyboard player Jonathan Cain, bass player Ross Valory, lead guitarist Neal Schon, and lead singer Steve Perry, are counting on -you-to lead them to their escape vehicle. It won't be easy. As JOURNEY says, "Some will win, some wil lose..."

Escape Vehicle (kind of like a beetle, or shield) -- JOURNEY's Scarab - The famous Scarab Escape vehicle, featured on JOURNEY's hit album "Escape," is waiting for you. Can you get there with all 5 members of JOURNEY?

CHARACTERS TO AVOID

Love-Crazed Groupies (hearts with legs) -- They will flock to you and can easily relieve you of $300, but most important of all, they will rob you of precious time.

Shifty-Eyed Promoters (unhappy looking torso) -- The promoters will try to corner you and "make you an offer you can't refuse." This one will cost you $2,000.Sneaky Photographers (camera light - kind of looks like a crystal ball) -- Hidden in the crowd, the photographer will jump out at the opportune moment and indiscriminately take your picture. It will cost you time and $600 to secure the negatives.

Stage Barriers (brick wall, or a building) -- These annoying obstacles won't cost you any money, but they will slow you down, making the rest of your run much more difficult.

HELPFUL CHARACTERS

Loyal Roadie (a blue alien) -- He may be hard to reach in the crowd, but contact him and he will render you invulnerable to the onslaught for a short time.

Mighty Manager (Kool Aid man) -- When things are looking bad, your manager is the only one who can keep you in the game. He will not only allow the JOURNEY band members to run through the entire crowd to the escape vehicle without being stopped, but he will also get you an additional $9,900.

HOW TO FIND YOUR ESCAPE ROUTE

To change to game play scene, push down the "GAME RESET" switch on your console. Waves of groupies (hearts), promoters (heads with shifty eyes), and photographers (flashing lights) will continuously descend from the top of the screen. A musical introduction to the JOURNEY hit, "Don't Stop Believing" will be playing in the background. Use the "COLOR/BLACK & WHITE" switch to select the desired background effect. IN the "BLACK & WHITE" position, a plain background will appear. In the "COLOR" position, the background will come alive with a kaleidoscope of strobing stage lights.

Depress "GAME SELECT" switch for one or two player option.

Select your level of difficulty by positioning the "DIFFICULTY" switch at either Level A (for Advanced) of Level B (for Beginners).You can match the skill levels of two players by having one play at Level A and the other play at Level B.

When a single player's turn is over, push down the "RESET" switch to begin a new game. If there are two players, Player 2 must press the red Fire Button on his joystick controller to start his turn. Once Player 2's turn is over, Player 1 must press the red Fire Control Button to start his second turn; and so on.

Once the five players are safely in their vehicle, the game will revert to the introductory scene for about 15 seconds after which time, it will automatically switch to the game play scene and an additional $50,000 will be added to your score. NOTE: To prevent losing your accumulated score, do not reset the game during the replay of the introductory scene. It will automatically change to the game play scene.

If a player fails to reach the escape vehicle in the allotted time, you've missed the next concert and the game is over.

SCORING

At the start of the game, you will have $50,000 and 60 units of time. Each time you get stopped by a groupie, photographer or promoter you will lose some of your money. For example, contacting a groupie will result in a loss of $300, a photographer $600 and a promoter $2,000.Each time you contact a Manager, you will gain a bonus of $9,900.

If you make it to your escape vehicle before your time runs out, any extra time will be applied to the next band member. If you manage to get all five band members into the escape vehicle with time to spare, the extra time will be converted to a bonus of $100 for each unit of time saved.

Once the five players are safely in their vehicle, the game will revert to the introductory scene for about 15 seconds, after which time it will automatically switch to the game play scene and an additional $50,000 will be added to your score.

NOTE: To prevent losing your accumulated score, do not reset the game during the introductory scene. It will automatically change to the game play scene.

ADDITIONAL ESCAPE STRATEGIES

Once you have started the game play, use your joystick controller to guide each JOURNEY band member past the stage barriers, groupies, photographers and promoters. You will only have 60 units of time to reach the escape vehicle, so you must move past the obstacles as fast as possible. For maximum speed, hold the joystick controller in the forward position. when the player moves about two-thirds up the screen, all the obstacles will pass by faster.

Try to contact a roadie or a manager when they appear. Once you've made contact with a roadie, a series of musical notes will play in rapid succession. As long as the notes are playing, you will be able to run up the middle without being stopped by the obstacles. The manager's appearance will be rare, but if you are fortunate enough to contact him, you will earn an additional $9,900 and will be able to run through the entire crowd to the escape vehicle without being stopped. The time you have just saved can be applied to the next JOURNEY band member. But be careful! Move too fast and you may miss the escape vehicle.

NOTE: For extra quick sideways or backward (downward) moves, use the fire control button while shifting the joystick in the desired direction. Since the promoters will cost you more money than the groupies or photographers, greater attention should be given to avoiding the promoters.

JOUST

KNIGHTS ON BIRDBACK!

How on earth did you fall into this bizarre world? Look around you -- the sky is filled with knights astride enormous armored buzzards. These characters look mean, and the buzzards they ride don't look very friendly either.

THE JOUST

The objective of JOUST is to defend yourself and score points by unseating opponents in a joust. The winner of a joust is the rider whose mount is highest at the moment of contact. If the mounts are of equal height, the joust is a draw.

Your opponents are the Buzzard Riders. There are three types, each more dangerous than the last: the Bounders (wearing red), the Hunters (wearing gray), and the Shadow Lords (wearing blue).

When you unseat a Buzzard Rider in a joust, he and his mount turn into an egg and float ominously around the jousting arena. If you grab the egg, it will disappear and you'll score bonus points. If you don't grab the egg it will eventually hatch into an even more dangerous opponent.

When you lose a joust, you'll materialize again on the bottom ledge -- if you have any lives remaining. Until you fully materialize, you're protected from attack. Once your bird is moved, however, you become fair game for a joust.

THE FIRE PITS AND THE PTERODACTYL

Fire pits are positioned on both sides of the lower ledge. After the second wave of game play the pits are uncovered, and any jouster who ventures too close may fall into the deadly lava.

At certain times during the game, another menace -- the pterodactyl -- appears. The pterodactyl will try to eat you, but if you hit it directly on its beak you'll destroy it and earn bonus points.

SPECIAL WAVES

When all Buzzard Riders have been unseated, a new wave of game play begins. The wave number is shown between rounds at the bottom of the screen. In some waves you can earn bonus points. These waves are:

Survival Wave (one-player) or Team Wave (two-player) -- In the one-player version, you are awarded 3,00 points if your player stays alive through the entire wave. In the two-player version, both players are awarded 3000 points if neither player unseats the other.

Gladiator Wave (two-player) -- The first player to unseat the other player is awarded 3,00 points.

Egg Wave -- All the Buzzard Riders begin this wave as eggs. Collect the eggs quickly before they hatch.

Pterodactyl Wave -- The pterodactyl appears immediately on the screen in this wave.

The upcoming wave is shown by a letter that appears at the lower right side of the screen: (S) Survival/Team Wave, (G) Gladiator Wave, (E) Egg Wave, and (P) Pterodactyl Wave.

Each player's current score and number of lives left is shown at the bottom of the screen. You start the game with five lives and earn an additional life with every 20,000 points earned.

SCORING

Bounder	500
Hunter	750
Shadow Lord	1,500
1st Egg	250
2nd Egg	500
3rd Egg	750
4th Egg	1,000

Losing a Life	50
Unseat another Player (2-player)	2,000
Survival Wave	3,000
Coop Team Wave	3,000
Unseat another Player (Gladiator)	3,000
Destroy Pterodactyl	1,000

GAME VARIATIONS
There are two game variations in Joust -- EASY and SKILLED. EASY game variations are identified by a teddy-bear symbol next to the score. In EASY game variations you face only one opponent at a time, and the Hunters, Shadow Lords, and pterodactyls do not appear.

CONSOLE CONTROLS
Use the GAME SELECT switch to choose the EASY or SKILLED skill level for one or two players.

The DIFFICULTY SWITCHES have no function in this game.

HELPFUL HINTS

- Try keeping your flight steady and even, rather than bouncing off ledges.
- Learn the flight patterns of the Buzzard Riders. Try to predict when an area should be avoided, or where to expect the next Rider.
- Clear the screen of opponents as soon as you can. If too much time passes, the pterodactyl will appear.
- Collect eggs quickly. If you wait too long, they'll hatch into new Buzzard Riders.
- Stay away from the sides of the jousting arena since a Buzzard Rider or pterodactyl could appear unexpectedly.

JUNGLE HUNT

A SAVAGE PROBLEM
Let me introduce myself: Sir Dudley Dashly is the name, and big-game hunting is my game. It was, anyway, until yesterday afternoon at 4:00 (teatime, you know) when my wife, Lady Penelope Dashly (Lady P. for short) was kidnapped from camp. It simply ruined my whole tea service! Seems that a couple of savages saw Lady P. and decided to cook her up for their own tea!

Soon after Penelope was captured, the jungle drums started beating. My porters translated the message - they tell me it's some sort of jungle memo:

To: the cannibal community
From: the cannibal restaurant society
Re: teatime

We have a special on today's menu! Our soup du jour is English woman broth, made fresh today and served promptly at 4:00. Don't miss this special tea time treat, brought overseas from the wilds of England!

Directions to today’s meal are as follows:
Take eleven vines through the deadly forest, turn right into the reptile river, go past fourteen crocodiles and emerge on the edge of the boulder field. Run through the boulder field until you reach the cannibal camp. Jump past the two guards. Watch out for spear tips!, turn left, and you're there! Bon appetit!

GAME PLAY
The object of JUNGLE HUNT is to rescue Sir Dashly's kidnapped mate, who, after hours of valiant fighting, was overpowered by two man-eating (and woman-eating) savages.

To rescue Lady P., you'll have to make your way past four sets of obstacles: the vines of the Forest, the crocodiles of Reptile River, a and lide of bouncing boulders, and the spears of the two masked cannibals. You'll score points for each obstacle Sir Dashly successfully overcomes; you'll also score bonus points for rescuing Lady P.

Since jungle hunting is a dangerous business, you are given five lives at the start of the game. The number of lives remaining is shown on the upper left of your screen. At 10,000 points you are given one extra life - if you survive that long!

When you begin the game you are given 500 seconds to reach Lady Penelope. A timer counts down the seconds until you reach her. You'll score more bonus points for rescuing her quickly, so don't dawdle while you're jumping vines or avoiding crocodiles.

The obstacles you'll encounter on your adventure are:

DEADLY FOREST

The Deadly Forest is a swinging place once you get to know it. Here you'll test your coordination and timing as you jump from vine to vine. Since some vines swing faster than others, you'll have to time your leaps carefully. Make a wrong move, and Sir Dashly is finished !

REPTILE RIVER

The Reptile River is filled with schools of cantankerous crocodiles. Make Sir Dashly swim out of their way or fend them off with his knife. Beware of any crocodile with its mouth fully open - his knife will be useless against it.

Most of the crocodiles swim in groups of three, but occasionally you'll find a rogue crocodile swimming alone. Rogue crocodiles are worth more points than other crocodiles. Watch out for them! They swim more erratically than the other crocodiles, and often drop down when you least expect it.

Use your Joystick to steer Dudley underwater, but keep your eyes on the air meter at the top of your screen (see Figure 1). If Dudley is still underwater when the meter runs out, he'll have to breath water - and you'll lose a life!

BOULDER FIELD

After you successfully cross Reptile River, you'll encounter a landslide of tumbling boulders. There are two sizes of boulders: small rolling rocks and larger bouncing boulders. Leap over the small rocks to avoid getting crushed. Larger boulders are harder to avoid - you'll have to leap over, run under, or duck beneath them to keep out of their way.

CANNIBALCAMP

You're finally within reach of Lady Penelope, but she's being guarded by spear-wielding savages. You must guide our hero over the spears of the savages and run to the waiting arms of Lady Penelope. Watch out for the tips of the spears. They're poisoned !

After a tearful reunion with his beloved wife Sir Dashly returns to the Deadly Forest for the next level of play. The game becomes increasingly difficult as you move on to higher levels. You can continue to play until you run out of players, or until the timer runs out.

GAME SELECT SWITCH

Use the GAME SELECT switch to select one of two skill levels. The skill level number is shown at the upper left of the screen, where Sir Dashly's remaining lives are shown during game play.

There are two Skill Levels in JUNGLE HUNT: an easy version and an expert (more difficult) version. Select Skill Level 1 to play the easy version, or Skill Level 2 to play the more difficult version.

SCORING

Jumping to a Vine	100 points
Running under a boulder	50 points
Stabbing a Crocodile (Closed jaws)	100 points
Ducking under a boulder	100 points
Stabbing a Crocodile (Partially open jaws)	200 points
Jumping over a boulder	200 points
Stabbing a Rogue crocodile	300 Points
Jumping over a cannibal	200 points

BONUSES

Bonus life	10,000 points
Rescuing Lady P.	3xTimer value
Each time you exit a section of the jungle	500 points

STRATEGY

The faster you rescue Lady P. the more bonus points you'll receive, so don't waste any time getting to her. The Deadly Forest can be especially time-consuming practice jumping from vine to vine as quickly as possible.

A crocodile's underbelly is particularly vulnerable, try to come from beneath when stabbing one.

Since rogue crocodiles are worth up to three times more points than the crocodiles swimming in groups, try to stab them when possible. Watch out, though! The rogues move more erratically than the other crocodiles, and can easily hit you before you're ready.

If you wish to conserve lives, simply avoid the crocodiles instead of stabbing them.

For an extra lift when jumping over boulders and cannibals, push your Joystick forward after you make Sir Dashly jump. Not only will he jump higher, but he'll also stay aloft longer.

To score extra points, try jumping over the large boulders. You'll get up to four times more points than ducking or running beneath them. Time your jump carefully though, since large boulders bounce higher than small boulders.

KABOOM!

Prepare yourself for a supreme test of reflexes, coordination, and agility. You're about to face the world's most unpredictable and relentless "Mad Bomber." He hates losing as much as you love winning. So, to keep him frowning, take a minute to read over these instructions. Then, grab your buckets and bomb away!

Game 1: You vs. the "Mad Bomber."
Game 2: You and a friend, taking turns vs. the "Mad Bomber."

By turning your Paddle Controller clockwise, you move your buckets of water to the right. Turning the Controller counterclockwise moves buckets to the left.

DIFFICULTY SWITCHES

With the difficulty switches in the B (down) position, buckets are full size. With switches in the A (top) position, buckets are half size (only advanced players should attempt this setting).The left difficulty switch is used by the first player, the right switch by the second player (Game 2 only).

SCORING

Each time you catch a bomb in one of your buckets of water, you score points. The point value of each bomb depends on how fast that bomb is falling and which group that bomb is in. There are 8 separate groups of bombs, as shown by the following chart.

KABOOM! POINT SYSTEM

Game	1	2	3	4	5	6	7	8
# of Bombs	10	20	30	40	50	75	100	150
Point/Bomb	1	2	3	4	5	6	7	8
Group Value	10	40	90	160	250	450	700	1,200
Cumulative Score	10	50	140	300	550	1,000	1,700	2,900

Bomb Group 8 is the highest level. Once you reach this level, all bombs that follow will fall at the same rate of speed and are worth the same points as bombs in Group 8 (unless you miss a bomb).

When you miss a bomb, all bombs explode and you lose a bucket. Lose all three buckets and the game is over. To start over after a miss, press the red button on your Controller.

The object of the game is to catch as many bombs as you can and get as close as possible to the 999,999 maximum points.

Two Player Games. Game 2 is for two players, who take turns against the "Mad Bomber." The score for the first player will be in yellow, and, for the second player, in red. Players alternate turns until both have lost all buckets. The player with the highest score at the game's end is the winner.

SPECIAL FEATURES OF KABOOM!

Sooner or later, it's going to happen. You'll miss a bomb. When you do, all bombs on the screen explode, you lose a bucket, and the "Mad Bomber" expresses his happiness.

Then, depending on which bomb group you're in when you miss, the level of difficulty of the next bombs dropped is affected as follows. There is NO change in difficulty when you miss at Bomb Group 1; your next bombs will still be in Group 1.If you're in Bomb Group 2 or above when you miss, you will re-start play at a level one group LOWER than where you were playing when you missed. But, you'll only need to catch one-half the number of bombs normally in that level before making it back to the level at which you missed.

REPLACING LOST BUCKETS

For every 1000 points you score, you will be given a new bucket (if one or two are missing). However, you may never have more than three buckets, and no additional buckets are awarded if you reach another 1,000 points with no buckets missing.

GETTING THE FEEL OF KABOOM!

There's a method to this madness! And, the more you play, the more you'll see it. Bombs fall a certain way. But DON'T try to aim and line-up your buckets under each bomb. Instead, try to get the feeling for the bomb patterns that develop. After a while, you'll be able to anticipate where bombs will fall. That's when you can get the jump on the "Mad Bomber."

HOW TO BECOME A MASTER AT KABOOM!

"You'll notice that you'll be improving in stages. The first plateau is the 1,000 point mark. Mastery at Bomb Groups 5 and 6 is necessary to do well here. Conquering Bomb Group 7 will place you at the 2,000 point level. As you develop the stamina and concentration needed to progress, you'll conquer Bomb Group 8.From then on, it's a matter of fine-tuning your skills and extending your endurance to improve your score.

"If you hit the 10,000 point level, that really impresses the "Mad Bomber," and he'll show his appreciation. Watch for it.

"Here's one special trick we have discovered to help build up your score while maintaining some control of the game. If you have all 3 buckets and you're just about to cross a 1,000 point level (1,000, 2,000, 3,000, etc.), miss one of the bombs on purpose! You will lose your bottom bucket, but you will start over at the next lower difficulty level. And that'll give you a few bombs to catch at a slower speed. Then, after you've gone over the 1,000 point level, you will get your bucket back anyway, so you haven't lost a thing. Since you will be playing for a while at a slower speed, it gives you a breather, but keeps you in the game.

KANGAROO

The object of the game is to score as many points as you can while helping Mother Kangaroo rescue her precious baby. Use your joystick controller to guide Mother Kangaroo. You star the game with three lives.

During this rescue mission, Mother Kangaroo encounters many obstacles. Push your joystick up to help her climb ladders, hop over logs, and jump over apples; pull the joystick down to help her duck under apples. Help her pick bonus fruit, and ring the bell at the top of the screen by making her hop up to touch the fruit and bell. Push the joystick diagonally right and left to help Mother Kangaroo take Super Leaps across broken logs. Press the red fire button to make Mother Kangaroo throw punches at monkeys and apples.

GAME PLAY

KANGAROO has two skill levels: novice and advance for one or two players (see GAME VARIATIONS). Game play will progress by level with both skill levels. Each level has three screens. A screen is completed when Mother Kangaroo reaches her baby. When all three screens are completed, the screen flashes, and you begin a more difficult round of the same three screens.

Screen 1 - This is the easiest screen. To capture her baby, Mother Kangaroo must hop along tree branches and climb up ladders while avoiding monkeys and apples.

Screen 2 - This is the most difficult screen because Mother Kangaroo must take Super Leaps across several broken logs to reach her baby.

Screen 3 - The third screen is similar to both screen one and screen two. Mother Kangaroo encounters more logs and branches and ladders for an increased challenge during her rescue mission.

To score points, Mother Kangaroo picks fruit, punches monkeys and apples, and rescues Baby Kangaroo.

Mother Kangaroo earns extra points for picking even more fruit. She can ring the bell (up to three times in one screen) to replenish the fruit. Then she can climb up and down the screen to pick all the fruit.

USING THE CONTROLLERS

Duck - Pull the joystick down toward to you to make Mother Kangaroo duck.
Super Leap - Push the Joystick up diagonally to the to Super Leap. Continue to hold the joystick in the diagonal position for a higher leap.
Punch - Press the red fire button and Mother Kangaroo throws a punch.

GAME SELECT

In the novice version, four monkeys chase and throw apples at Mother Kangaroo. The advanced version starts at the second level with monkeys throwing more apples at a faster speed. The RIGHT and LEFT DIFFICULTY switches are not used in this game.

GAME VARIATIONS

One Baby Kangaroo	One-Player Novice
One Baby Kangaroo and One Monkey	One-Player Advanced
Two Baby Kangaroos	Two-Player Novice
Two Baby Kangaroos and Two Monkeys	Two-Player Advanced

SCORING

During your turn, your score is displayed at the lower right side of the screen. The number of lives remaining is indicated with boxes at the lower left side of the screen.

Monkeys - Punch a monkey and score 200 points. However if a monkey touches Mother Kangaroo, you lose a life.

Apples - Apples are dropped and thrown at Mother Kangaroo. Punch a falling apple and score 200 points; Punch a thrown apple and score 100 points. If an apple touches Mother Kangaroo, you lose a life.

Fruit - The game begins with three strawberries, each worth 100points.Mother Kangaroo can score bonus points by jumping up and picking the fruit. When she jumps up and rings the bell, the fruit she has picked is replaced with more valuable fruit.

Strawberries	100 Points	Cherries	400 Points
Tomatoes	200 Points	Pineapples	800 Points

BONUS TIMER

The number at the lower center of the screen is the Bonus Timer. It starts at 2,000 points at the beginning of each turn. The longer it takes Mother Kangaroo to rescue her baby, the more bonus points you lose. After Baby Kangaroo is rescued, the remaining bonus points are added to your score. If the Bonus Timer runs down to zero, you lose a life.

One bonus life is earned every 20,000 points.

KARATE

Skill and guts are not enough! You must also be constantly alert and clever enough in your strategy to outfight your opponent. But that may be the last time it's an equal match. After the first furious 2-minute round, one of you advances to red belt level while the loser stays a white belt. And it could get even more difficult after that, because someone advances after each match. If it's not you who advances, you could be in for the beating of your life! As a beginning white belt, you have a 'body arsenal' including straight punches and up punches, straight kicks and up kicks. But so does your opponent! While you're on the attack, you must also dodge or block your opponent's kicks and punches. Everything happens at close quarters, and the action gets faster and more furious as you battle your way to the highest honor - The Black Belt. And even then, your opponent will challenge you to defend your status!

INSTRUCTIONS FOR PLAY
Push SELECT to select 1 player or 2 players, and get ready! Set the DIFFICULTY switch to A (slow) or B (fast).

PUNCHES & KICKS
Pushing the red button while holding the Joystick in various positions delivers punches and kicks as follows:

- Neutral + Button = Up Punch
- Up + Button = Up Punch
- Down + Button = Straight Punch
- Right + Button = Straight Kick
- Left + Button = Up Kick

SCORING
Each fighter scores points for delivering punches and kicks to the opponent's body:

- Up Punch= 10 Points
- Straight Punch= 10 Points
- Straight Kick = 15 Points
- Up Kick To Side Of Head = 20 Points
- Up Kick To Face = 25 Points
- Knockdown = 60 Points

Knockdowns occur only when you deliver a perfect up kick to your opponent's head. To deliver a knockdown blow, you must be in exactly the right position to strike your opponent with maximum force.

The fighter with the most points at the end of each 2-minute match earns the next higher belt or when he/she scores 900 points.

KEYSTONE KAPERS

"Officer Kelly reporting for duty. Leaping Leprechauns!! If it isn't Harry Hooligan...up to his old shenanigans. That blunderous hoodlum is robbing Southwick's. And on a Sunday at that! C'mon then...lend a hand. We've got to catch the krook, recover the loot and be careful to boot! Listen up! Don't get KO'd by wild shopping carts, beachballs or biplanes. And get moving! There's not a moment to lose!"

The difficulty switches and game select switches are not used.

THE JOYSTICK CONTROLLER
For a long, running jump, press the red button while pushing your Joystick left or right. Kelly will duck down when you pull the Joystick back. Kelly will step into an open elevator when you push the Joystick forward; he'll step out when you pull the Joystick back.

SCORING
Points are earned each time a Krook is apprehended. The sooner you catch him, the more points you'll get. Krooks 1 through 8 are worth 100 times the amount left on Bonus Timer. Krooks 9 through 16 are worth 200 times the amount left on Bonus Timer. After your 16th arrest, each Krook will be worth 300 times the amount left on Bonus Timer. Also, every recovered moneybag and suitcase is worth 50 points.

Every time your score increases by 10,000 pints, a Kop is added to your reserve squad, up to a maximum of three on-screen at a time.

LOSING LIVES
The game ends when all of your Kops are gone. Any of the following will cause you to lose a Kop: - colliding with a biplane, running out of time, allowing a Krook to escape off the roof.

ELEVATORS AND ESCALATORS.
The elevator can take Keystone Kelly up and down to any floor except the roof. Place Kelly in front of it and wait until the door opens. Then push your Joystick forward to move Kelly into its green interior. Pull Joystick back to exit. Kelly can also ride up on an escalator just by touching it. An escalator is the only way to get to the roof.

SOUTHWICK'S SECURITY SYSTEM
Lucky for you, Southwick's has security cameras scanning the store. The display at the bottom of the screen gives you an overview of all floors, from the bargain basement to the rooftop. Kelly is the black dot, the Krook is the white dot. The elevator is the moving gray square in the middle and the escalators are the black slashes on either end. Using the Security System, you'll know which way Kelly should run to catch an elevator, an escalator or a Krook.

LOOK OUT!!! You must JUMP to avoid a rapid onslaught of shopping carts, beachballs and cathedral radios. If you collide, a valuable 9 seconds will be deducted from your time. As your score rises, toy biplanes whiz by. DUCK to avoid them. With each collision, you'll lose a Kop. However, DON'T avoid moneybags and stolen suitcases. You'll earn 50 points each time Kelly picks one up.

GETTING THE FEEL OF KEYSTONE KAPERS

If you're a new recruit to Kelly's force, some basic training is all you need. First of all, practice your jumps - running jumps and jumping in place. Perfect timing is the real key here. Another thing, Harry Hooligan is no dope. He's pretty crafty at switching floors when Kelly takes the elevator. So, when you hop on, watch Harry on the Security System Display (he's the white dot). Don't get off until you're as close to that Krook as possible.

THOSE DASHING MEN IN BLUE

Cops weren't always "cops". They didn't get the nickname until after 1845, when the first police badge was issued. The main ingredient? Copper. The old-fashioned, helmet shaped hats were made of felt, and used until 1906. When not ready-in-hand, the wooden billy club, or nightstick, hung in the frog, its own special holder. This was attached to a thick leather belt worn over the jacket and buckled with the police department's insignia.

Thumb cuffs were an early version of handcuffs. The suspect's hands were put behind his back and this small, wooden restraint was screwed tightly around the thumbs. Yow!!

HOW TO BUST INTO THE BILLY CLUB

Garry is a top-notch designer with a great variety of interests. Besides playing video games, Garry likes to read fiction and draw with pencil and charcoal. He's a natural at ping-pong, too, and loves to travel. We're glad he found his way to Activision(R).

Hi gang. I'll begin by saying one thing: DON'T GET STUCK ON THE ROOF!! Because - surprise! - you can't get back down! To avoid this embarrassing predicament, stay behind the Krook and don't go to the roof until he's up there.

As your score rises, the beachballs bounce higher. Forget about trying to jump over them. Instead, DUCK! Also, the biplanes and shopping carts start coming in waves, so learn their rhythms and do the "Keystone Strut". To the tune of the shopping carts it's, "Jump...run two steps...Jump...run two steps, etc." To the biplane beat it's, "Duck...run three steps...duck...run three steps...etc." Learn to adjust to changing rhythms

And, to save yourself a few steps, have Kelly JUMP onto the escalators. He'll be halfway up already. Now, go out and get those guys! And, when you take a break, write to me. I want a FULL report!

Game Designer - Garry Kitchen

KOOL-AID MAN

Help Kool-Aid Man in a battle with the Thirsties! Those insatiable Thirsties are stealing the water out of your swimming pool. You want to catch tem when they stop to dip their straws in the pool. Also, help Kool- Aid Man gobble up Kool-Aid ingredients in order to keep the Thirsties from bouncing Kool-Aid Man around the backyard.

You can move Kool-Aid Man anywhere in your backyard. Make him catch the Thirsties by colliding with them when they stop to drink the water out of your swimming pool. For every Thirstie he catches, you add a hundred points to your score. However, the Thirsties are pretty tough customers! When they're not standing still, drinking the water out of your swimming pool, they're moving across the screen, trying to bounce Kool-Aid Man around the yard. So you best dodge them as they come after you. If a Thirstie hits Kool-Aid Man, you'll lose control of him temporarily.

You can aid Kool-Aid Man by making him gobble up the Water (W's), Sugar (S's) and Kool-Aid (K's) which occasionally pass through the yard. He gobbles them up by catching them on the run. These ingredients make Kool-Aid Man temporarily unaffected by the moving Thirsties. This means he can move about without being knocked around by them. That's when you can really catch the other Thirsties who have stopped to steal your water.

If the Thirsties steal all the water from your pool before you catch every one of them, the game is over. If you catch them all before that happens, you WIN and automatically move on to the next level of difficulty.

NOTE: The red button is not used in this game!

DIFFICULTY SWITCHES

The switch on the RIGHT sets the level of difficulty. In the A position, the Thirsties move at a faster speed. In the B position, the Thirsties move at a normal speed.

The switch on the LEFT is used to freeze the action of the game by sliding it to the A position. Position B is used to return the game to action from the point at which it was stopped.(Always begin with the switch in position B.)

ACTION!
Get ready to join Kool-Aid Man in battling the Thirsties!

Dodge the Thirsties as they pass horizontally across the screen. If you don't, you will bounce Kool-Aid Man around the yard, and you will temporarily lose control of him.

When a Thirstie stops and dunks its straw in the pool, make Kool-Aid Man bump into it. The Thirstie will disappear from the yard, and you'll add a hundred points to your score on the screen.

THE KOOL-AID INGREDIENTS

You will notice W's, S's and K's passing horizontally across the screen. They stand for Water, Sugar and Kool-Aid. Try to make Kool-Aid Man catch them if you can. He will gobble them up and music will play. This will keep Kool-Aid Man temporarily unaffected by the Thirsties. That means he gets bigger, and the moving Thirsties can't bounce him around. It's the best time to catch as many stationary Thirsties as you can. But when the music stops, Kool-Aid Man will shrink back to his normal size and can be knocked around by the Thirsties once again.

Every time Kool-Aid Man gobbles up an ingredient, a little water is added back to the swimming pool. This amounts to slowing down the clock, so you have more time to catch the Thirsties.

SCORING

Your score at the top-center of the screen will increase by 100 points for every Thirstie you catch.

TIMING

There are 30 Thirsties trying to drink the water out of your pool. If you catch every one of them before they drink all the water, you WIN and automatically move on to the next level of difficulty.

If the Thirsties drink all the water out of your swimming pool before you catch every one of them, the game is over.

BONUS POINTS

Bonus points are awarded for the time left on the clock at the end of each round. So, catch all the Thirsties as fast as you can for the best score possible!

WINNING TIPS

When Kool-Aid Man gets bounced around by the Thirsties, relax! It will only last a few seconds. Just be ready to take over when he settles down.

Go after every Ingredient you can. While you're unaffected by the moving Thirsties, you can catch a lot of other Thirsties who are stealing the water out of your pool.

KRULL

A prophecy fulfilled . . .

. . . and the Beast sailed his Black Fortress through the darkness of space, past a thousand planets, until he landed on the planet of Krull. And from the depths of the Fortress came an army of inhuman soldiers - called Slayers - who ravaged the planet in the name of their hideous master. And Krull was plunged into darkness.

But the Prophecy foretold the arrival of the Beast, and predicted one slim ray of hope for the people of Krull: "...Then shall a girl of ancient name become queen, and the king she chooses shall rule the planet. And their son shall rule the galaxy."

The future queen of whom the Prophecy spoke is Princess Lyssa, and the young king she chose is Prince Colwyn. Together they can destroy the Beast and save Krull.

But will they be able to make an alliance and save the planet?

A hasty marriage ceremony was arranged for Lyssa and Colwyn. The Beast was alerted by his spies, however, and the ceremony interrupted at the last minute by Slayers, who stormed the castle walls and carried Lyssa off to the Black Fortress. The future of Krull lies in Colwyn's ability to find his bride, and in their ability together to conquer the Beast. The road to the Black Fortress is a dangerous one - the Slayers, the Beast, and a deadly Crystal Spider all lie in wait.

You are Colwyn's only guide through the journey ahead; you'll need both strength and wisdom to destroy the Beast. But remember - the Prophecy is on your side. Good luck and safe journey!

GAME SUMMARY

Your mission is to find and enter the Beast's Black Fortress, rescue Princess Lyssa, and destroy the Beast. The task is not an easy one, for the location of the Black Fortress changes with each sunrise on Krull.

To discover the location of the Black Fortress, you must travel to the lair of the Widow of the Web. Inside the cavern is a gigantic web, a poisonous Crystal Spider that guards the web, and the Widow's Cocoon. When you stand on the cocoon, a blinking light points to one of eight pathways leading to the Black Fortress. If you go down the correct pathway before the next sunrise, you'll find the Black Fortress and the Beast.

If you cannot find the Fortress before sunrise, however, you must return to the cocoon to find the new location of the Fortress.

Inside the Black Fortress you must rescue Lyssa as you dodge fireballs thrown by the Beast. Once Lyssa is free, she will give you the power to destroy the Beast.

You begin the game with three lives. Extra lives and special weapons called Glaives can be picked up when you travel across the Iron Desert during the course of the game.

Sunrise and Sunset: At the top of you screen is a strip showing the passage of the sun, The color of the strip shows the time of day: red indicates sunrise and sunset, blue indicates daytime, and black indicates nighttime.

GAME PLAY

You begin the game with the marriage of Colwyn and Lyssa, travel through the Iron Desert to the Widow's Cavern, and end of the game in the Black Fortress.

Colwyn's Marriage to Lyssa: Slayers interrupt the marriage of Colwyn and Lyssa by storming over the castle walls. To protect Lyssa, you must use your sword to eliminate Slayers. The faster the Slayers march, the mire points you'll earn by stabbing them. But watch out for their neon spears - one touch means death!

Eventually the Slayers will capture Lyssa and take her to the Black Fortress.

THE IRON DESERT

Riding the Fire Mares: in the Iron Desert you must pick up Glaives to fight the Beast, as well as extra lives. You'll cross the Iron Desert on the back of a Fire Mare. To pick up Glaives and extra lives, press your red controller button as the object passes beneath your lead Mare. When your lead Mare is directly over the object to be picked up, the object will flash momentarily. Extra lives and Glaives that are picked up will appear in a strip at the bottom of your screen.

WIDOW OF THE WEB

Jump over strands of the Widow's web to reach the cocoon, located at the top of your screen. You'll score points for jumping over strands of the web, and for the first time you reach the cocoon. The strands of the web are sticky; you can't jump if you are touching one of the strands. Most of all, watch out for the Crystal Spider - its bite is deadly.

You have a limited amount of time to reach the cocoon; the hourglass at the top right of the screen counts down the time. If it runs out before you reach the cocoon, the spider will rush toward you and will take one of your lives.

When you reach the cocoon a flashing white light indicates the correct passageway to the Black Fortress. This passageway leads to the Black Fortress - but only until the next sunrise. You must reach the Black Fortress before the sun rises, or you will have to return to the web to find its new location. (Note: The blinking indicator light will disappear when you move off the cocoon.)

If you travel down a pathway and the Black Fortress doesn't appear, your Fire Mares will automatically turn around and take you back to the Widow of the Web. Each time this happens, however, you'll lose an extra life, or if no lives remain, you'll lose a Glaive.

THE BLACK FORTRESS

Lyssa is locked away in a prison behind the pacing Beast. Throw your Glaive to break away chucks of the prison. To activate the Glaive, press the fire button; to throw the Glaive, simply release the button. Make sure to catch the Glaive when it rebounds from Lyssa's prison. You can steer the Glaive with your joystick during its flight towards the prison, but the Glaive will rebound straight down after it hits the prison wall.

You can lose Glaives two ways; when your Glaive hits the Beast, or when you fail to catch a Glaive after it rebounds from the prison wall. If you have no Glaives left, you can leave the Black Fortress through exits at the lower right and left of your screen. You may not leave the Black Fortress while you have any Glaives remaining.

When you've broken a hole into Lyssa's prison that is large enough to admit a Glaive into the prison. Lyssa will travel down to Colwyn, giving him a fireball with which to kill the Beast. Throw the fireball directly at the Beast and he will be destroyed.

After the Beast has been killed, the game starts over at a more difficult level of game play. You can continue playing until all extra lives have been lost.

SCORING

Stabbing Slayers	10-90
Reaching the Widow's Cocoon	500
Jumping Web Strand	40-60
Destroying the Beast	3,000
Breaking into Lyssa's Prison	70 per chunk

CONSOLE CONTROLS

GAME SELECT/GAME VARIATIONS: Press GAME SELECT to chose the game variation you want:

Game 1	Regular
Game 2	Beginner
Game 3	Intermediate
Game 4	Advanced

Game play becomes progressively more difficult as you move from the Beginner level to the Regular, Intermediate, and Advanced levels. The spider web becomes more difficult to climb, the sun rises and sets at a faster pace, you have less time to reach the Widow's Cocoon before the Crystal Spider descends upon you, and the Beast's attacks are more frequent.

The DIFFICULTY switches and TV TYPE switch have no function in this game.

KUNG-FU MASTER

One Goal, Many Levels --------------------- The lovely Princess Victoria is being held captive in the Evil Wizard's temple. As the Kung-Fu Master, you're the only one powerful enough to rescue her.

The temple itself wouldn't pose that much of a problem.Except that it has five different levels.And each one is crawling with a tireless army of enemies.

Using your superb martial arts skills, you'll have to oust henchmen, knife- throwers, dragons, and a slew of other not-very-nice types.

If you manage to clean out everybody on a level, you'll automatically go to the next level.And your energy meter and timer will be reset.

Once you succeed in rescuing Princess Victoria, you'll be sent back down to the first floor for more kicking and punching and jumping.Only this time things will happen even faster and more furiously.

Start-Up -------- 1. Make sure that the power switch on your game machine is OFF.

2. Insert the Kung-Fu Master cartridge as described in you game system owner'sguide.

3. Turn the power switch to ON.

4. To begin play for a 1-player game, press the GAME RESET lever.To beginplay for a 2-player game, press the GAME SELECT lever, then the GAME RESETlever.

What's on the Screen -------------------- In the upper left quarter of the screen you'll notice some numbers and bars. Here's what's what:

Timer ----- The first number-the one that keeps getting smaller-is your timer.When it reaches 200, a warning will sound to let you know that time's running out. And when the timer reaches zero, you lose your life.

Lives ----- The number off to the right a bit (it starts at 3) is the number of lives you have left.

Score ----- The lower numbe-the one that keeps increasing (you hope)-is your score.You can earn points for destroying each opponent-unless you let him get too close before you punch or kick him.

Your Energy Bar --------------- The first bar, labeled PLAYER, indicates your energy level.When it runs out, so does your life.

Enemy Energy Bar ---------------- The second bar, labeled ENEMY, is the energy meter for the final opponent in each level.You must deplete all of his energy to be able to go on to the next level.

Note on two-player games:In a two player game, play alternates whenever a player loses a life.The second-player's timer, score, and energy bar replace thos of the first player, and so on.If one player loses all of his lives, the other player continues without interruption until the game is over.

One Friend, Many Enemies ----------------------- Princess Victoria is your only friend in this treacherous temple.Everyone else-and everything else-is out to get you.Some of your enemies demonstrate their power in numbers.Others sport some nasty weapons.While still others- like the snakes-are completely indestructible.

You'll quickly learn the ins and outs of doing in your various opponents. Each type requires special handling.Here's a hint or two on how to handle them, just to get you started.

Henchmen.They're not that much of a threat for a Kung-Fu Master like you. One punch or kick should do it.Problem is, there's so many of them.And they come at you from both sides.Plus, they'll try to hold on to you and drain your energy.

Knife-throwers.Duck or jump to avoid the knives.And use two punches or kicks to knock these guys out of the game.

Midgets.These tumbling attackers approach you from either side.Sometimes it's best toget them with a low punch or kick.

Dragon balls.Inside each of these innocent-looking falling balls is a fire- breathing dragon, just waiting to singe your ghi off.Destroy the ball before it hits the ground using a single kick.Or duke it out with the dragon with punches or kicks.

Snake baskets.Like the dragons, these vile creatures fall from the sky disguised.Only these guys are hidden in baskets.Smash the baskets before they hit the ground.Or stay away from the scurrying snakes inside.Best to jump over them if you have to.

Killer moths.They'll fly around annoyingly, trying to sting you.Sting them first will a well-placed punch or kick.

The Five Biggies.At the end of each level there's one guy who's bigger and badder than all the others.He can't exactly kill you with one blow, but each of his hits will put a big dent in your energy level.So if your energy is already low when you meet him, you could be in big trouble.

Here's who's who on each level: Level 1 - The Fist Fighter Level 2 - The Boomerang Thrower Level 3 - The Giant Kicker Level 4 - The Lightning Magician Level 5 - The Gang Master

Total Control ------------- As an experienced Kung-Fu master, you have total control of your every move, every punch, every kick.The key is knowing when and where to use each element of your martial artistry.The following instructions outline precisely what you need to do to execute each move:

To move right or left, move the joystick right or left.

To jump, push the joystick forward.

To squat, pull the joystick back.

To kick high, move the joystick to the right or left and press the button.

To kick low, pull the joystick back and press the button.

To punch high, push the joystick diagonally forward to the right or left and press the button.

To punch low, pull the joystick diagonally back to the right or left and press the button.

To break a Henchman's hold, jiggle the joystick rapidly from side to side.

Earning Points and Extra Lives ------------------------------ You'll earn points for defeating your enemies.Some enemies are worth more points than others.

Any time left over at the end of a level is multiplied by 10 and added to your score.And any energy left over at the end of a level is multiplied by 100 and added to your score.

Here's what earns what:

ENEMYPOINTS POINTSPERPERKICK PUNCH -------------------- ------ ------ Henchmen 100100 Knife Thrower500800 Midgets200300 Dragon Ball 2000 2000 Killer Moths 500600 Fist Fighter2000 2000 Boomerang Thrower 3000 3000 Giant Kicker3000 3000 Lightning Magician5000 5000 Gang Master1000010000

New Lives --------- You'll be awarded an extra life at 75,000 points.

A Few Hints -----------* Don't use punches and kicks randomly.A true martial artist knows whento apply them at just the right moment.

* Try to figure out which type of blow works best against which opponents.Most of them have certain weak spots.

* Don't try to battle the snake-just stay out of its way.

* Remember: no one opponent can kill you outright.But they all rob youof energy.So if an opponent happens to hit you just when your energyis low enough, he may end up killing you.

* Keep a close eye on the timer.When it runs out, so does your life.

LASER BLAST

Get set for the battle of your life. With Laser Blast by ACTIVISION, you're up against enemy attackers in a space shoot-out that defies description. But please, take time out to read these instructions. They're full of helpful hints on how to handle some very relentless adversaries. Good luck and good shooting!

Difficulty switches have no effect in Laser Blast.

Game 1:Cadet Leve
Game 2:Lieutenant Level
Game 3:Captain Level
Game 4:Commander Level

NOTE: The difference between games is how rapidly the speed and firing rate of the enemy ground attackers improves as the game progresses. The relative difficulty of an attack group is calculated by multiplying the speed times the firing rate for that group.

DIFFICULTY OF GROUND ATTACK GROUPS

Game	1	2	3	4	5	6 and up
Cadet	1	2	4	8	8	8
Lieutenant	1	2	4	8	16	16
Captain	1	2	4	8	16	32
Commander	1	32	32	32	32	32

The chart above shows how the difficulty of each attack group changes during play of each game. For example, at Captain and Commander Levels, the most difficult attack groups are 32 times as difficult as the easiest.

PILOTING

Your Joystick is used to pilot your spacecraft. You can only pilot one ship at a time. Pull the Joystick toward you to lower your ship and push it away to raise your ship. Move your Joystick left or right to move your ship left or right. When your Joystick is in the center, your ship will hover, spinning in a fixed position (not recommended!).

9.Aiming and Firing. The red button on your Joystick is used to fire the ship's laser blaster. Press this button to project the blaster from the bottom of your ship; release the button to fire. The laser blaster can be aimed by holding the button down and moving the Joystick left or right. But remember, the blaster will not fire until the button is released.

SCORING

Your score is kept in the upper left hand corner of the screen. You are awarded points for each attacker you destroy. As you progress through the game, attackers are worth more points, but they're also tougher to destroy.

REINFORCEMENTS

For each 1,000 points you gain, you're given an enforcement ship. You can receive an unlimited number of reinforcements during the game. But, you can only have six reinforcement ships on the screen at one time. No matter how many points you score, you must have less than six reinforcement ships before the computer will add to your fleet.

ENEMY RADAR AND FORCE SHIELDS

The ground attack forces are equipped with radar detection systems which help them aim their lasers at your ships. If you allow your ship to hover in one place too long, the enemy will quickly line up your ship in its sights, leading to disastrous results. By flying low to the ground, you can keep your craft under their radar.

However, as the battle progresses, each new wave of enemy attackers has a stronger force field, which gradually forces your ship farther away from the ground, making it an easier target for the attackers' radar to spot. Your ship will be pushed higher and higher into space until you can't go any lower than the very top level. This is when you must be very quick to avoid enemy fire.

WHEN YOUR SHIP TAKES A DIRECT HIT

Don't give up! Even though your ship will quickly lose altitude after you are hit, you can control the decent of your crippled ship and try to land on an attacker. This accomplishes two objectives: first, it destroys that attacker, and second it adds the value of the destroyed attacker to your point total. After your spaceship has been destroyed, it will be replaced by one of the remaining ships from your fleet (if any). When you're out of ships, the game is over.

GETTING THE FEEL OF LASER BLAST BY ACTIVISION

This isn't an easy game. It takes quick reflexes, concentration and stamina to succeed. We suggest you start out by taking some "reconnaissance" runs quickly over the attackers. Test and see their reactions before you stop and fire back at them. After you've gotten a feel for things, try and master Game 1 before moving on to the much tougher games.

The objective is to "fire and fly" and rack up as many points as possible, to add reinforcements to your fleet and to stay in the fight as long as you can.

THE “LE FIEND” FILE

"Sacre bleu! I am the great French private eye Pierre Touché and I need your help. I've been summoned to capture the ringleader, Henri Le Fiend, and turn him over to the police. But wait -- we first must find evidence against him and the stolen property. There are five cases pending, each with its own statute of limitation. A case is closed when Le Fiend is apprehended and booked. So hurry! Study the files below, grab your trench coat and meet me at Precinct 2600 -- I'll be waiting for you."

Sleuth wanted! Help Private Eye Touché navigate the city streets, parks, secret passages, dead-ends and one-ways in search of Henri Le Fiend and his gang. Evidence and stolen goods are scattered about -- you'll need to find these, too. Let the map and your memory be your guide. And let nothing go unnoticed.

CASE 1: "SAFECRACKER SUITE"
On Thursday, Sept. 7, at approximately 1:30 p.m., bank teller Betty Jeepers activated the silent alarm near her foot. The man standing at her window had just handed her a note demanding $10,000 in one bag. The note also described the loaded gun in his pocket. Jeepers described him as diminutive but suave and said he bowed slightly as he left, saying, "Merci beaucoup." Quickly, Touché looked to the sky and said, "It's him."

Prosecution Requirements Find the gun and verify it at the gun store. Find the money and return it too the bank. Find Le Fiend and book him at Police Headquarters.
Statute Of Limitations 3 minutes
Locale Uptown, 32 blocks

CASE 2: "CLOSED ON MONDAYS"
"I thought they were the electricians," answered Nimrod Nerdon. Touché had asked the nervous security guard why he let two men enter the museum on an off day and then allowed them to shut off the lights. When they came back on, the men were gone. So was a priceless Ming vase. Nimrod could only remember that the button was missing on one of the perpetrator's cuffs. "Oh... and it was a French cuff," he added. Touché clenched his teeth.

Prosecution Requirements Find the button and verify it at the tailor shop. Find the vase and return it to the museum. Find Le Fiend and book him at Police Headquarters.
Statute Of Limitations 2 minutes
Locale Upper midtown, 32 blocks

CASE 3: "DEALING IN DIAMONDS"
Mrs. Lotta Moorcash was beside herself. "But he was such a gentleman!" A man claiming to be her new hair stylist had given Mrs. Moorcash a new hairdo. By the time he'd combed out the last curl, she was oblivious to the four carat diamond necklace that was suddenly absent from her neck. "You must find him!" she said. "It's the best style I've ever had -- a French twist!" Touché's daiquiri glass shattered in his fist.

Prosecution Requirements Find the comb and verify it at the barbershop. Find the necklace and return it to the gem store. Find Le Fiend and book him at Police Headquarters.
Statute Of Limitations 4 minutes
Locale Midtown, 64 blocks

CASE 4: "RARE STAMP ROULETTE"
It was the first time Mr. Rich N. Boring had his name in the papers. It was in recognition of his upcoming donation of a valuable rare stamp to the Auxiliary Association of Associated Auxiliaries. Unfortunately, his name was followed by his address. By morning the stamp was gone. From the looks of the footprints on Boring's newly varnished floor, Touché deduced that the thief's sole adhered and came loose. The stamp was described as an 1872 commemorative. "Commemorating what?" asked Touché. "The French Revolution." Touché raised his collar and left immediately.

Prosecution Requirements Find the shoe sole and verify it at the shoe store. Find the stamp and return it to the stamp store. Find Le Fiend and book him at Police Headquarters.
Statute Of Limitations 10 minutes
Locale Downtown, 120 blocks

CASE 5: "THE BIG SWEEP"
Touché would take a new approach. Rather than gather the evidence case by case and prosecute Le Fiend four times, he decided to take everything on at once. The whole city, the entire gang, all the cases and, of course, Le Fiend. He rose early that day and took a deep, invigorating breath. "Room service," he said into the phone, "please send up breakfast. What is today's special?" The voice on the other end replied, "French toast."

Prosecution Requirements All of the stolen goods and evidence in cases 1-4 must be found and returned for verification at their place of origin. Le Fiend may then be rounded up and booked at Police Headquarters once -- and for all.
Statute Of Limitations 20 minutes
Locale Entire city, 248 blocks

BUREAU OF INVESTIGATION
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TO START
Press the game select switch to choose desired case. The case number appears above the score and its corresponding stolen item appears in the upper right corner.

Then press the reset switch. The statute of limitations begins counting down as soon as you move the Joystick.

TOUCHE'S AUTO

Upon Touché's arrival, a federal attaché will present him with a specially equipped 1935 Model A. Its unique feature is the ability to jump as high as two stories. Additionally, it can make 90 degree turns and has a cruise control.

DIFFICULTY SWITCHES

The left Difficulty switch is your car's cruise control; A maintains a fast speed, B maintains a slow speed. The right Difficulty switch controls the car's jumps. By setting it to A, the height of the jump is controlled by the length of time the red button is held down. Setting it to B causes the car to jump to its maximum height with a single press of the button.

"Oh... My apologies for the sketchy map on the other side. In any case, it's our single irreplaceable guide to the city. It came from the waning memory of a late Le Fiend cohort. Before he passed on, he said something about secret passages, dead-ends and one-ways, lots of them. Too many for him to remember. He marked a few of them, but you'll have to map out the rest.

POLICE PROCEDURE

Warrant Requirements -- Reasonable cause must be established before Le Fiend can be booked with the police. "Reasonable cause" consists of finding the evidence, verifying it at its place of origin, recovering the stolen property and returning it to its owner. The evidence and stolen item may be found in any order, but you may only carry and return one item at a time. Proceed with caution: After the first item has been returned, thugs lurch out from behind steps and bushes to throw daggers. Jump to avoid them. If you're hit, the thugs will repossess anything you are carrying.

QUESTIONABLE CHARACTERS

Throughout the case, questionable characters will peek out of windows. Any one of them may be harboring the item you are looking for. Jump up and see! Even if their empty-handed, you'll still get merit points each time you nab one of them. Finally, if you recover an item while you are carrying another item, the questionable character will make a switch and you will continue with the new item.

THE CITY BEAT

Get to know the locations of detours and roadblocks. Detours are striped; roadblocks are solid yellow. You will also encounter secret passages, one-ways and dead-ends. Secret passages are short-cuts whereby you enter an alley on one street, and may emerge on a different block, often in a different part of the city! Get to know these short-cuts and map them out. Many offer round-trip passage, but some are one-way only or dead-ends.

POLICE MERIT SYSTEM

Special agents will begin with 1,000 merit points -- just for taking on the case! The following system of merits and demerits applies:

DEMERITS

Minus 1 Whenever auto is on a pot hole. Minus 100 If Touché or his car is hit by a brick. Minus 200 If hit by a flower pot. Minus 300 If hit by a rat. Minus 400 If hit by a bird. Minus 1,000 If hit by a dagger.

MERITS

Plus 100For each questionable character nabbed. Plus 5000For each questionable character nabbed with evidence (gun, button, comb, shoe sole). Plus 15,000For each questionable character nabbed with stolen item (money, vase, necklace, stamp). Plus 10,000Whenever evidence is verified. Plus 20,000Whenever a stolen item is returned. Plus 25,000For nabbing Henri Le Fiend. Plus 25,000For booking Le Fiend at Police Headquarters and, thus, closing the case.

LETTER FROM THE COMMISSIONER

Tips from Bob Whitehead, designer of Private Eye . Bob is not only an award-winning, senior designer at Activision, he's also one of its founders! He lives in California with his wife Karron and their four children, and is an avid fan of sports, particularly baseball.

"Well sleuths... I hope you're not looking for any dead giveaways. You've got to figure this one out for yourselves. But here are some clues:

"Try to figure out the best direction to head in when you begin each case. Some cases are easier when you start out to the left, and some are easier when you start out to the right. Also, certain cases "prefer" you to pick up the evidence first, while others are more easily solved when the stolen item is found first. So discover and jot down the "initial direction" and "order of search" for each case.

"Touché! to those of you who will brave Case 5. I feel obligated to say that, although it is the sum of Cases 1-4, some of the secret passages will be changed. But don't let that discourage you. Just adjust your map a bit.

"When you get back to the precinct with Le Fiend, please send a report -- it'll be fun to compare notes. Good luck and God bless."

LOCK-N-CHASE

The object of the game is to keep your thief one jump ahead of the police...and pick up as many gold bars as you can!!! The police are trailing close behind. You'll need fancy footwork to dodge 'em. Don't get cornered. Slam a door to block their way. Keep running!

THE GAME
It's a cops and robbers chase at your local bank. You have five thieves. They enter the vault one at a time. Four police officers are hot on the thief's trail. Direct the thief down the corridors. Keep him away from the law! The thief is "caught" when he collides with a policeman. The action stops.

Your thief picks up gold bars as he runs. When all the gold bars are gone from the vault, the red door opens and you can escape at the top of the screen. Push the RED BUTTON and you have a whole new set of gold bars to pick up. Points are mounting!

Get extra points for picking up the "treasures". They randomly appear in the center of the screen. You have to be fast! They only appear for a short time. The game ends when all your thieves are "caught". The final score flashes. Reset the game and start again.

SWITCHES
Choose level of difficulty: Before the game begins, set your Difficulty Switch to "A" or "B"."A" gives you a fast game, "B" starts a slow game, and gets faster. Be sure to set both Difficulty Switches in a two-player game.

Before the game begins, press down on Game Select. If you do not see any thieves at the bottom of the screen, it's a 1-player game. But if you see two thieves at the bottom, you have selected a 2-player game. The left joystick controls the red thieves. The right controls the green.

Your thief can escape the clutches of the police by running through open doors on the left and right sides of the vault. When he runs out one side, he quickly enters on the other side. Be careful! Don't run smack into a policeman on the other side.

You can slam a door behind a thief and diver the cops' pursuit. To do this, press the RED BUTTON. Doors only slam horizontally at the black lines in the corridors, Only two doors can be slammed at a time. After a few seconds, the door opens again. Watch out...the thief cannot run through a door either!

SCORING

Gold Bars	20 points each
Upper Treasure	500, 1,000, 2,000 then 4,000 points
Lower Treasure	250, 500, 1,000, 2,000, etc., doubling each time
Trap a Cop	2,000 points each time (once per screen)

M.A.D.

MISSILE ATTACK AND DEFENSE
Defend your future civilization's energy supply against waves of devious attack missiles. Your energy stations stand vulnerable...use your ground based Photon Cannon and pit yourself against computer controlled missiles, or, let another player guide the missiles, and do battle head to head. Each wave of missiles becomes more aggressive and intense. Grab your controller and prepare for a furious battle.

In the two player game, move cursor by moving joystick in desired direction. Push and hold down fire button to lock onto the missile, and release fire button to drop missile. Once a missile has been dropped, lock onto another missile for dropping.

GAME VARIATIONS

- <u>Game 1 One Player</u> Computer will lock onto a missile; it will turn white before falling.
- <u>Game 2 Two Player</u> Player One has red score and ground; Player Two has green score and ground. Each player completes the same number of rounds (offense and defense).

SCORING
Each missile shot down by your Photon Cannon in waves 1 to 6= 100 points
Each missile shot down after wave 6 = 200 points

PLAYING HINTS
Watch out for wave four when the ships come from both sides and are all white. You don't get a warning when they are going to drop. Protect yourself by firing first at the lower missiles.

Only two shots can appear on screen at one time, so timing is critical. In early waves use first shot to help aim a more accurate second shot. Don't stop firing during an explosion (even if you need sunglasses!). If a missile is heading for your Photon Cannon, wait until it is almost on top of you before firing. That way you can be more accurate (if you've got the nerve).

In a two player game, follow the cursor and aim slightly below it to allow for quick falling missiles when defending. On offense (locking onto missiles for dropping), if you can successfully drop a missile on the Photon Cannon, the cannon is inoperable for two seconds, and you have a chance to drop a missile more accurately.

M*A*S*H

You are Hawkeye Pierce, Chief Medical Surgeon of the 4077th MASH. Your responsibilities include rescuing injured men from the battlefield, performing surgery in the operating room, or, in an alternative game, picking up Colonel Potter's skydiving medics. You pilot your chopper low through the trees, avoiding shells fired at you from a North Korean tank. After picking up the medics or wounded and rushing them back to the hospital, the pressure really starts to get heavy. Time is running out for the injured men and you must operate. You have to work fast. You are competing with your fellow surgeons, either B.J. Hunnicut, Trapper John McIntyre or Frank Burns.

DIFFICULTY SWITCHES

LEFT DIFFICULTY: Position A - Left joystick player begins game with 0 points. Position B - Left joystick player begins game with 99 points. In position B the computer (Frank Burns) will get dumber the farther he gets ahead.

RIGHT DIFFICULTY: Position A - Right joystick player begins game with 0 points. Position B - Right joystick player begins game with 99 points. The right joystick player is the computer in 1 player games.

CHALLANGER VARIATION:
With the left difficulty switch in position A the challenger mode is entered for 1 player games. Frank Burns will play at maximum intensity in this mode. Also Frank Burns will receive 8 points per second during the bonus surgery round.

Whenever your difficulty switch is in position A (1 player or 2 player games) your opponent will receive the point value of the shrapnel if it touches the patient while you are removing it.

PLAY LEVELS

There are 8 play levels (or games) in MASH. Each game consists of several "rounds." A round ends when a certain number of men have been rescued. Between each round surgery is performed in the operating room. The exception is in games 7 and 8 which are devoted totally to the surgery game. The games are won by the first player to reach 999 points.

Game	Title	Players
1/2	Welcome to Korea	1/2
3/4	Colonel Potter	1/2
5/6	Cease Fire	1/2
7/8	O.R. (Operating Room)	1/2

WELCOME TO KOREA

GAME 1 In this game you, Hawkeye, must rescue more men than your computer opponent, Frank Burns. With your joystick, you maneuver through the forest of trees and pick up men by touching them with your helicopter. After rescuing 5 men your chopper will appear overloaded and you will not be able to take on more wounded until you have dropped them off at your MASH base. Every time you return to the base the point value of each man rescued is increased by 2 points. The maximum point value for a rescued man is 25 points. The North Korean tank at the bottom of the screen will chase the chopper which has the most points, and will launch projectiles which you must dodge. If a chopper collides with a projectile it flutters to the ground, where it is rescued by Klinger in the ambulance. The round is over after a total of 30 men are rescued. The airplane has no function in this game.

Between each round a bonus round of surgery is performed in the operating room where you must remove as many pieces of shrapnel as you can in 15 seconds. Shrapnel must not touch the patient. If it does, the bonus surgery round is over. In the normal variation (difficulty B) Frank Burns receives no points in the bonus surgery round. In the challenger version (difficulty A) Frank Burns receives 8 points per second plus the point value of the shrapnel if it touches the patient.

GAME 2 This game is identical to game 1 except the 2 players play against each other. One player uses the left joystick, while the other uses the right joystick. In the operating room each player gets 15 seconds to removes as many pieces of shrapnel as possible.

COLONEL POTTER

GAME 3 When we last left Colonel Potter he and his skydiving medics had just jumped from a plane without parachutes. Your mission is to rescue them before they reach the ground. You maneuver your helicopter around the trees in order to rescue more medics than your computer opponent Frank Burns. Each man rescued is worth a variable number of points. The close your chopper is to the ground when a medic is rescued the more points you receive (points vary from 5 at the top to 20 at the bottom).The North Korean tank at the bottom of the screen will chase the chopper who has the most points, and will launch projectiles which you must dodge. The round is over when a total of 40 medics have been rescued.

Between each round a bonus round of surgery is performed in the operating room. You have 15 seconds to remove as many pieces of shrapnel as possible. Again Frank Burns will receive no points in the normal version. However he will receive points in the challenger variation.

CEASE FIRE

GAME 5 The shooting has stopped but the wounded keep coming. Playing this game is similar to playing game 1 except that the tank has stopped launching projectiles. You also have smaller helicopters for ease in rescuing the injured men.

GAME 6 - This game is identical to game 5 except that 2 players compete against each other, one using the left joystick while the other uses the right joystick.

O.R. (OPERATING ROOM)

GAME 7 You're in the operating room where you must remove bits of shrapnel from an injured man using your extractor. You play against Frank Burns who receives 6 points per second. Each piece of shrapnel is worth a varying number of points depending on the difficulty of its removal. If the shrapnel touches your patient while it is being removed your turn is ended. Point values range from 15 to 80.In the challenger version (left difficulty switch in position A), Frank Burns receives the point value of any piece of shrapnel that touches the patient.

GAME 8 This game is very similar to GAME 7 except that each player has 15 seconds in which to remove as many pieces of shrapnel as possible. When his turn ends, the next player's turn starts. And in the challenger variation (difficulty switch in position A) your opponent receives points if the shrapnel touches the man while it is being removed.

HINTS FROM DALLAS NORTH

In the 'Welcome to Korea' and 'Cease Fire' game, try to plan your routes so they require no needless detours. Rescue a man on one pass, and try to force your opponent to cover as much ground as possible. In two player versions the player who rescues the last guy gets to start first in the operating room, a big advantage when scores get close to 999 points.

In the operating room games, a gentle tap on the joystick will yield much better results in moving the extractor than a brute force approach. And any part of the extractor can be used to remove shrapnel, which comes in handy in a few of the tight corners.

In the Colonel Potter games quick reflexes are more important than strategy. And the tank stops shooting when someone is being rescued by the ambulance so you can be more aggressive in rescuing medics during this time. And notice that Frank Burns' helicopter is able to fly through trees, while you must fly around them.

This advantage must be compensated for by superior strategy and intelligence.

MARIO BROS.

Mario the carpenter and his brother Luigi are hopping mad! The water pipes in their house are blocked with nests of crawling creatures. If the two brothers can't get rid of them they'll never take a bath again!

Your task is to help Mario and Luigi knock the pipe pests off floors and into a puddle of water below. Each time a pest is knocked off, you earn points; when all the pests are knocked off, the next round begins. You earn extra lives every 20,000 points.

Mario is red, Luigi is green, Mario's score is at the top of the screen, Luigi's is at the bottom.

THE PESTS

Knocking off a pest is a two-part maneuver: First punch the floor directly beneath a pest to flip it onto its back, then jump up to the floor and kick the pest off before it recovers. The pipe dwelling pests are:

Shellcreepers:	To eliminate a shellcreeper, hit it once from below, then kick it off the floor before it starts crawling again.
Sidesteppers:	Sidesteppers are harder to knock off. The first time you hit one, it becomes enrages and moves faster than before. Hit it again, and it will flip over
Fighterflies:	Fighterflies hop from one section of the floor to another; the only time you can flip one over is when its body is touching the floor.

BONUS WAFERS AND COIN PHASE

Earn 800 extra points for every bonus wafer you pick up. A wafer comes out of a water pipe each time a pest is kicked of a floor.

At certain times during the game the pests disappear and a coin phase begins. During a coin phase the screen is filled with dangling coins; you are given 15 seconds to collect as many coins as possible. A timer at the bottom of the screen counts down the seconds.

THE POW SWITCH

The POW switch is located on your screen between the two lowest floors(see Figure 1, yeah right, there are no pictures here, so look at your computer screen. You see that thick block hanging in mid air near the bottom of the screen? The one you can not jump on. That's it. Now we are in business). If Mario or Luigi hits the POW switch, it delivers a punch to all the pests on the screen. You many use the POW switch three times before it disappears, and then receive a new POW switch every ten rounds.

SLIPICE
In higher levels of game play you'll encounter Slipice, an evil iceman who can freeze floors into slippery ice. Prevent him from freezing floors by punching him from below. You may also kick Slipice when he's melting into the floor.

FIREBALLS
During the game you'll encounter blazing-hot fireballs that can fry Mario or Luigi to a crisp. Avoid fireballs by jumping over them, or jumping to another level.

TWO-PLAYER GAME
In two-player games one player controls Mario while the other player controls Luigi. This opens up new worlds of game-playing strategy. For example, you can play as a team with one player punching the pipe-pests and the other player kicking pests off floors. Or you can compete with each other to see who can achieve the best score. Watch out for sneak attacks--your opponent may punch a pest back onto its feet just before you're about to kick it off a floor!

GAME VARIATIONS
There are eight game variations in MARIO BROS. You can select the number of players, the number of lives, and the occurrence of fireballs.(See chart below for more details.)

In the two-player version, Mario's score and lives remaining appear at the top of the screen; Luigi's score and lives remaining appear at the bottom of the screen.

Game	1	2	3	4	5	6	7	8
Players	1	2	1	2	1	2	1	2
Fireballs	Yes	No	Yes	No	Yes	No	Yes	No
Lives	5	5	5	5	3	3	3	3

SCORING

Kicking a pest off a floor:	800
Kicking the iceman (Slipice) off a floor:	800
Bonus Wafer:	800
Bonus coin:	800
Punching the iceman (Slipice):	500

HELPFUL HINTS
- Use your POW switch when there is more than one pest on the screen.
- Watch out for the last pest on the screen--it will speed up and be much harder to punch.
- Try to hit a Sidestepper two times as quickly as possible. If you're fast, you can flip it over before it scurries off to a different level.
- Learn the fastest routs to pick up coins during a coin phase
- You'll earn more points for kicking rather than punching Slipice. Slipice always stops on the lowest unfrozen floor. Wait for him to stop, then kick him off before he freezes the floor.

MASTER CONTRACT

To become a MASTER BUILDER, you have to complete construction of several buildings in SPECTRAVILLE. Try to remember the blueprints of the buildings which will appear on screen for only 5 seconds. Don't worry about the buildings materials supply. You can get substantial volume of bricks from stores and construct the building by laying them in the appropriate position. A MAGIC LADDER will help you in carrying out your hob on the upper floors. But don't forget the troublesome SPECTRADOG, naughty KID and the powerful destructive LIGHTNING.

If the construction is successfully accomplished, you can leave the site by catching a helicopter. However, you will lose a chance every time your finished construction is not according to the blueprint, so THINK before catching the helicopter.

Don't let the crazy little SPECTRADOG bite you, jump over it, or you'll lose one chance! You must leave the ladder when the naughty KID comes, he used to steal the ladder and hurt you seriously. You will be killed by the LIGHTNING and lose one chance when you're on the top part of the building.

GETTING STARTED
GAME 1 - 1 player (bricks limited). GAME 2 - 1 player (time limited).

GAME PLAY
- Getting Bricks Push your joystick towards the store in front of which the MASTER BUILDER is standing.
- Laying Bricks Press the pushbutton and push the joystick simultaneously. Push the joystick to the direction where you want your bricks to be laid.
- Picking Bricks Press the pushbutton and push up the joystick when the MASTER BUILDER wants to pick up the incorrectly laid brick.
- Catching Helicopter To Leave The Site Climb to the uppermost of the ladder and push the joystick up until a helicopter appears and lifts up the MASTER BUILDER.

SCORING
Score will only be given when you have correctly constructed a building and it will be accumulative. Bonus which is proportional to the resources left (no. of bricks or time) will also be given.

Points	
City Hall	1,000
Catholic Church	2,000
Commercial Center	3,000
History Museum	4,000
Memorial Building	5,000

Awards	
Trainee Builder	0 – 999
Diploma Builder	1,000 – 9,999
Degree Builder	10,000 – 99,999
Master Builder	100,000 – 999,999

MAZE CRAZE

OBJECT OF THE GAME

Each player controls a blue or red cop. Your cop's beat is a maze of city blocks, and you must move the cop from the left side of the maze to the exit on the right, as shown in the diagram.

GAME PLAY

You're a cop confronting danger and suspense as you and your opponent wind your way across the city blocks. The first player to reach the exit on the right side of the maze wins the game.

Throughout the game you may encounter armed robbers, blockades, and other obstacles to prohibit you from finishing your beat.

You'll hear the footsteps of cops, as well as the sound effects when someone bumps into a dead end, or the special sound effects when someone exits from the maze. You'll also experience the unique sound that occurs when a robber captures a cop!

The number at the top center of the playfield represents the game number.

SPEED

How fast can your cop react to danger? The number at the top left side of the playfield represents the speed at which cops and robbers travel:

1 – Medium
2 – Fast
3 – Slow
4 – Calculatingly slow

VISIBILITY

During some games, all or some of the city blocks may suffer blackouts. The top right number on the screen represents the amount of the maze you can see during a game:

1 - Straight forward action with all of the maze visible throughout the game.
2 - A small portion of the maze is invisible.
3 - Danger increases with a large portion of the maze invisible.
4 - The ultimate in suspense with all of the maze invisible.

When a cop exits any of the invisible mazes, the maze appears on the screen. To select a game number, speed and visibility, press the game select switch. All of the available game numbers and visibility numbers will appear for each speed beginning with speed number one. Continue to press the switch until the combination of speed, game and visibility you desire appears at the top of the screen.

USING THE CONTROLLERS

- Press the red controller button to:
- Select a new maze for the game you've just completed.
- Use features offered in some games (See the GAME VARIATIONS section for a detailed breakdown of these features).

DIFFICULTY SWITCHES

In the A position, your cop moves at the same speed as the robbers. In the B position, your cop moves faster than the robbers.

GAME VARIATIONS

Each game offers different variations or features which can assist or hinder you in finding your way out of the maze.

<u>CAPTURE</u> - You must become a hero and capture three robbers before you win the game. To do this, move your cop toward the robber and make contact. During games that feature CAPTURE, color coded bars appear for each player at the top of the screen. Each time you capture a robber, the appropriate bar disappears. (Blue bar = blue robber)

<u>ROBBERS</u> - Depending on the game you're playing, two, three or five robbers appear on the right side of the screen. They will be lurking around corners waiting for you. If they touch you, you automatically are knocked out of the game and lose.

<u>WOUNDS</u> - You're paralyzed after robbers touch you. Only after a few moments will you regain strength, and then you can gradually move at your normal speed.

NOTE: A wounded cop continues to move in the same direction that he was headed when he was wounded. Only at the next intersection can you change the cop's direction.

<u>TERROR</u> - Your cop cannot exit the maze until your opponent is knocked out of the maze by the robbers.

<u>BLOCKADE</u> - Confuse your opponent by leaving a blockade resembling a dead end in the maze. He can go through it, of course, but blockades can be useful strategy. Press the red controller button to leave a blockade. When you set up a new blockade, the previous one disappears.

<u>AUTOMATIC PEEK</u> - This is your way out of the darkness! During invisible mazes or blackouts, the computer flashes the complete maze on the screen every few seconds. Try to recognize the way out before your opponent.

<u>PLAYER PEEK</u> - During invisible games, a player can peek at the complete maze by pressing the red controller button. The maze remains on the screen momentarily.

<u>SCOUTS</u> - During invisible mazes, your cop has a partner or scout who moves ahead of him. The scout randomly leads the way, but you are free to ignore his suggestions.

NOTE: All of the 16 MAZE CRAZE games have four visibility options. GAMES 6 and 7 feature additional variations. GAME 6 with visibility 1 is a 5 ROBBERS Game Variation. GAME 6 with all other visibilities is a PLAYER PEEK Game Variation. GAME 7 with visibility 1 combines the 5 ROBBERS and TERROR Game Variations. GAME 7 with all other visibilities is a SCOUTS Game Variation. All other games allow you to choose your visibility options.

GAME SELECT MATRIX

Game	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Robbers	0	2	3	0	3	5	5	0	2	2	3	0	2	0	3	0
Capture				🟥				🟥				🟥				
Peek	A	P	P	A		P		P				A	P	P	A	
Wounds					🟥								🟥			
Blockade								🟥			🟥					
Terror							🟥			🟥	🟥				🟥	
Scouts							🟥									

Peek A = Auto
P = Player

MEGA FORCE

Deeds Not Words

THE OBJECTIVE
Because of your reputation as a clever and daring member of the MEGAFORCE, you have been sent to Sardoun, a strategically important Democratic nation currently under attack. Your mission is to destroy the Enemy Headquaters. Armed with the world's most advanced fighting machine, the Moto-Fighter, you are dropped off just outside Sardoun. You must pass the city and make your way across the barren desert to the Enemy Headquarters on a limited supply of fuel. You'll be challenged the entire way by heavy air and ground attack. Should you travel too far into the barren desert, flashing arrows will direct you back toward the enemy--that's the only help you can expect.

SCREEN DISPLAY
All game information is displayed in a bar at the top of the screen. The first line displays the current score and warming messages. "ALERT" warns that deadly Enemy Aircraft are approaching from the right. "DEFEND" lets you know that Enemy Aircraft are close to, or are attacking Sardoun. The information bar will flash from blue to BLACK when Sardoun has been totally destroyed. Your Fuel supply and extra Moto-Fighters are tallied on the second line.

PLAY LEVELS

Each game of MEGAFORCE is made up of several, increasingly difficult, "rounds." A round ends when the Enemy Headquarters had been destroyed. Remaining Moto-Fighters are carried over into each new round. All Objects, Prizes and Fuel are replenished. You must use the Game Select lever to advance to another play level.

LEVEL 1	NORMAL GAME PLAY: You begin the game with 39 gallons of Fuel and 4 Moto-Fighters. You can gain up to 59 gallons of Fuel during play.
LEVEL 2	ADVANCED GAME PLAY: You begin with 29 gallons of Fuel and 3 Moto-Fighters. You can only gain up to 59 gallons of Fuel during play.
LEVEL 3	EXPERT GAME PLAY: You begin with 19 gallons of Fuel and 4 Moto-Fighters. You can gain up to 59 gallons of Fuel during play.
LEVEL 4	EASY PRACTICE GAME: You begin with 99 gallons of Fuel and 8 Moto-Fighters. Also, Enemy Aircraft do not shoot at you.

DIFFICULTY SWITCHES

LEFT A	Prizes under Fuel Depot appear in random order.
LEFT B	Prizes appear in fixed order.
RIGHT A	Enemy Aircraft allowed to pass you will head for Sardoun and attack.
RIGHT B	Enemy Aircraft allowed to pass you will stay and protect Fuel Depots. They will occasionally go to Sardoun.

SCORING

One gallon of Fuel is lost for every second of game play. Your Moto- Fighter will flash when its tank is almost empty. Running out of Fuel causes you to lose one Moto-Fighter, as does allowing Sardoun to be destroyed. Moto-Fighters are also lost by crashing into or being shot by Enemy Aircraft and Ground Rockets. Points, Fuel and extra Moto- Fighters are earned by destroying various Objects and Prizes).

NOTE: ONCE SARBOUN IS DESTROYED, NO MORE POINTS CAN BE EARNED IN THAT "ROUND" OF THE GAME. The game ends when you run out of Moto-Fighters.

OBJECTS
Blasting palm trees, lakes and arrows will have no effect on the game.

GROUND ROCKETS These can be destroyed only BEFORE they are launched from the ground. You receive 300 points for each one shot to pieces.

ENEMY AIRCRAFT These are worth 100 points each. Any allowed to pass by may head straight for Sardoun on a bombing raid. Every time an enemy bomb blows up a Sardounian tower, the information bar will flash to white and you will hear a muffled explosion.

SARDOUN (WHITE) Each tower destroyed is worth 100-400 points and adds 10 gallons of Fuel to your tank. Remember, however, once Sardoun is destroyed you cannot earn nay more points during that round AND you lose a Moto-Fighter at the end of the round.

ENEMY HEADQUARTES (BLACK) Each tower exploded is worth 300-600 points. Total destruction of the Enemy Headquarters ends that round and adds on 1 additional point.

FUEL DEPOTS Each tank demolished is worth 80 points and 10 gallons of Fuel. If the entire Depot is destroyed, a Prize will appear in that area which you can also shoot.

PRIZES If allowed to scroll off the screen, they will disappear. Make sure they are "safe" Prizes, then shoot them right away. Don't shoot Enemy Aircraft or Ground Rockets found under the Fuel Depots. The consequences are severe.

HINTS FROM DALLAS NORTH
Ground Rockets are able to rise to the top of the screen in order to reach you. You can elude them (unless they are directly under you) by quickly reversing the Moto-Fighter's direction. At the higher levels, however, it is safer to avoid the Ground Rockets and go on to the next round.

If you need to rest for a bit, head for the desert area left of Sardoun or right of Enemy Headquarters. Enemy Aircraft cannot fly into these areas and while you are there they will not bomb Sardoun.

MEGAMANIA

If you think MegaMania is just another space game, you're dreaming. And that dream will become a nightmare. A space nightmare. So, prepare yourself for one of the most unreal experiences you'll ever encounter. Read these instructions before you begin. Give yourself a fighting chance.

MEGAMANIA BASICS You control a fleet of mobile blasters at the bottom of the screen, under constant attack by wave after wave of outrageous objects. Your goal is to accumulate points by knocking our as many enemy objects as possible, before your fleet is destroyed. Here's how to start:

GAME PLAY
Game 1: one player
Game 2: two players alternate
Game 3: one player
Game 4: two players alternate

In games 1 and 2, you can control the direction of your missile after it has been fired by "steering" it with your Joystick Controller. Also, you can fire continuously by holding the red button down on your Joystick. In Games 3 and 4, fired missiles streak straight up and your blaster will fire single shots only.

Difficulty switches affect the speed of the missiles only. With switches in the B position, missiles travel at high speed. In the A position, missiles travel at slow speed.

You begin each game with three blasters in reserve. For each 10,000 points you score, you're given an additional blaster. You can only have up to six reserve blasters on the screen at one time.

SCORING
Each time you destroy an attacking object, you score points. The point values for each object are listed below:

Hamburgers	20
Cookies	30
Bugs	40
Radial Tires	50
Diamonds	60
Steam Irons	70
Bow Ties	80
Space Dice	90

These point values apply for the first attack cycle only. After the first cycle, each object is worth 90 points. Each attack cycle consists of all eight waves of objects (see "Mega Cycle" under "Special Features").

Bonus Points. You receive bonus points for each energy unit you have remaining at the moment you destroy the last object in an enemy wave. Each energy unit is worth the point value of each attacker in bonus points. For example, in the first wave, if you have 30 energy units left after destroying all the attacking hamburgers, you will be awarded 600 bonus points. There are 80 total energy units in your energy bar in the beginning of each wave.

SPECIAL FEATURES OF MEGAMANIA

The Energy Bar Always keep an eye on your energy bar. It indicates the expenditure of energy with the passage of time. If the energy bar reaches zero, and you still haven't wiped out an attacking wave, you lose your blaster. But, when you completely wipe out a wave, the energy bar will recharge and the next wave will appear.

MegaCycle When you have destroyed all of the objects in all eight of the enemy waves, you're just beginning. All eight of the waves will return for a rematch. And the better you get, the better they get. The shapes will be the same, but the colors will be different and the objects will take on more sophisticated motion patterns and evasive actions with each new cycle.

MegaSphere Each of the enemy objects travels in an orbital path. When an object disappears off the bottom of the screen, it will return at the top of the screen. If an object goes off screen on the right side, it will be back to get you from the left.

GETTING THE FEEL OF MEGAMANIA

To learn to play this game successfully, you'll have to develop a sense of rhythm and anticipation. You do this by becoming expert at the tactics of "Hit and Run."

Always be aware of your position in relation to enemy fire. It takes only a subtle move to dodge enemy disintegrators, but you must move, or you're fried.

Also, if an attacker touches your mobile blaster, you lose that blaster. But, DON'T PANIC! Even though the enemy gets very close, you can still destroy them.

Once you have wiped out an entire wave, you have a brief rest while the energy bar recharges. Try and recall the next wave, anticipate and prepare your attack strategy.

MIDNIGHT MAGIC

PLAYING THE GAME

Pull the joystick handle towards you and press the joystick button to launch balls. Move the handle left to activate the left flippers; right to activate the right flippers; back to activate both flippers at the same time.

STRATEGY

First shoot for the target with the arrow to light the bumpers and activate the kickers and center post. Hit all five drop targets to increase the score multiplier. When the score multiplier is on, go for the top rollovers to get an extra ball.

DIFFICULTY LEVELS

SETTING A	The center post and kickers must be activated by hitting the target with the arrow.
SETTING B	The center post and kickers are always on.

SCORING

Score points by hitting the targets and bumpers. When the score multiplier is on, all scores are multiplied by the number shown.

The five drop-targets at the top of the screen are worth 100 points each. Hitting a target when the arrow is pointed at it is worth 3000 points. It also lights the bumpers, brings up the center post, and turns on the kickers. Hitting all five targets is worth 5000 points and increases the score multiplier.

Bumpers are worth 100 points each. When lit, they are worth 1000 points.

Rollovers on the top right and left are worth 500 points. When the score multiplier is on, hitting a rollover earns you an extra ball.

The two targets above the top flippers are worth 100 points each.

The spinner is worth 10 points each spin. Each spin moves the drop-target arrow and bottom rollover lights.

Bottom lanes are worth 500 points when lit. When the kickers are activated in the outside lanes, they kick the ball back into play, earning you 10 points.

Each bounce on the walls above the bottom flippers earns you 25 points.

Each time the ball rolls over the white area beside the bottom flippers you earn 10 points.

MILLIPEDE

Rid your garden of those bothersome bugs! An army of menacing millipedes - cousins to the famed Centipede - have invaded your garden patch, and you must shoot arrows at them to rid your plot of these pesky pests. But wait! The millipedes aren't the only insidious insects you have to destroy. Jumping spiders, buzzing bees, bouncing beetles, mosquitoes, dragonflies, inchworms, and earwigs all have unique and deadly powers of their own!

GETTING STARTED

Press GAME SELECT or the fire button to select the number of points you want to begin a game with. In the first game of any game playing session, you can start with 0, 15,000, or 30,000 points. Move your controller forward to increase your score and back to decrease your score. After the first game, you can start at up to 15,000 points below your previous high score (in 15,000 point increments up to 300,000).If you just played a game and scored 107,000 points, for example, you can start your next game at 90,000.

SURVIVAL TIPS

Make sure you keep your eye on the millipede while you're getting rid of the other pests. The millipede can sneak up on you if you're not careful, so keep it under control.

If a millipede touches a poisonous mushroom - poisonous mushrooms are colored differently from most - watch out! The millipede will charge directly at you!

When the insects swarm, you're in for big trouble if you're not alert. Only a spider can enter the garden while the mosquitoes, bees, or dragonflies are swarming. You get 100 extra points (above the normal point value) for the second swarming bug you destroy, 200 for the third, and so forth - up to 1000 extra points per bug. But beware! Swarming bugs fly fast and furious!

Each insect has its own unique sound, so keep your ears open and you can anticipate what will be coming next.

SCORING

You begin the game with three lives. For every 15,000 points you earn, you're awarded another life.

<u>Mushroom</u> – 1
Mushrooms are all right, but they're slowly choking you out of your garden.
<u>Millipede head</u> – 100
<u>Millipede segment</u> – 10
The millipedes attack from the top of your garden. They march back and forth across your patch until they get to the bottom. When a millipede bumps into a mushroom, it reverses direction. If any part of the millipede touches you, you're finished!
<u>Spider</u> – 300, 600, 900, or 1,200
Jumping spiders enter from either side of the screen. How many points you get for ridding the garden of a spider depends on how close it is when you shoot it.
<u>Beetles</u> – 300
Beetles crawl in when you least expect them. They also have a particular pattern they follow, so pay attention!
<u>Mosquito</u> – 400
Swat mosquitoes for big points. But you'd better be quick with your arrows - mosquitoes also swarm!
<u>Bees</u> – 200
Bees buzz randomly through the magic patch. They have a very distinct sound, so they're easy to recognize. But watch out when they swarm at you or you're sure to get stung!
<u>Inchworm</u> – 100
The inchworm can't move too quickly, but is tricky just the same. When you shoot this little critter, the movement of all the insects on the screen is slowed down for about four seconds.
<u>DDT Bomb</u> – 800
Thank goodness for pesticides! Just pierce one of the DDT bombs in your garden and earn an automatic 800 points. Explode the DDT at the right time, and the vapor will wipe out any bug it touches! For each bug that's destroyed by DDT, you'll earn triple the points you'd normally get for it.
<u>Dragonfly</u> – 500
Be careful! These flying beasts like to swarm too.
<u>Earwig</u> – 1,000
Earwigs are hard to hit, but if you're on target, they're worth a lot. Earwigs also poison mushrooms on contact, changing their color if you don't get them before they cross the width of the screen. Get the earwigs before they cause more damage.

Each time you lose a bug blaster, you receive 5 points for every flower and every three mushrooms left on the screen.

MINIATURE GOLF

Your sense of timing and your perceptiveness in judging distance are about to be fine-tuned! This exciting video game simulates an actual "Miniature Golf" course, complete with moving obstacles.

There are nine "holes" in which to hit the ball into the "cup". Each time you hit the ball it is called a "stroke." Although the number of strokes you take to hit the ball into the cup is unlimited, each hole has a designated "par." Par represents the number of strokes you are ideally supposed to take to complete the hole.

USING THE CONTROLLER

The club actually covers the ball at the beginning of each hole. Your first step therefore is to move the club into a hitting position away from the ball. The farther away you move the club, the longer the ball rolls or travels when hit.

To help you position the club more accurately, it moves at a slower speed when traveling at a close distance to the ball.

POSITIONING YOUR CLUB

You may position the club ANYWHERE on the playfield (regardless of course boundaries), before releasing it to hit the ball. Remember however, that the ball must travel around all boundaries, including moving obstacles.

GAME 1 is for one player only. At the beginning of each hole, before the first stroke, the number for that hole is displayed in the upper left corner of the screen. The par for that hole is shown at the upper right corner of the screen. After the first stroke, the player's running score replaces the hole number. A 0 replaces the par until the beginning of the next hole.

GAME 2 is for two players. The left player goes first. After the first stroke by each player, the respective scores are displayed at the top of the screen until the hole is completed. These score totals replace the hole number and the par, as in GAME 1.

Note: Players must hit the ball into the cup to complete the hole, before the game progresses to the next hole or the next player's turn.

SCORING

The score for the left player is displayed at the top left of the screen; the score for the right player is displayed on the top right of the screen.

DIFFICULTY SWITCHES

The ball travels a much longer distance when the difficulty switch is in the "a" position. (Use the left difficulty switch for one-player games.)

MISSILE COMMAND

Aliens from the planet of Krytol have begun an attack on the planet Zardon. The Krytolians are warriors out to destroy and seize the planet of Zardon. Zardon is the last of the peaceful planets. The Zardonians are skillful and hardworking people. Their cities are built-up and rich in resources. It is truly a planet void of crime and violence.

Zardon has built a powerful defense system. Several antiballistic missile bases have been established within the cities of Zardon. The Zardonians are ready for this attack, and are prepared to fight to save their cities.

As base commander it is your responsibility to protect and defend six cities on the planet of Zardon. The Krytolians have begun firing interplanetary ballistic missiles. They are aiming at your cities and missile bases. Your only defense is to fire back with antiballistic missiles. But watch out, the Krytolians are sly, they also have cruise missiles. Cruise missiles look like satellites, but they are just as deadly as the interplanetary ballistic missiles.

Use your antiballistic missiles (ABMs) to stop the enemy before your happy and harmonious planet is destroyed.

GAME PLAY

The object of the game is to defend your cities and missile bases. the enemy fires interplanetary ballistic missiles and cruise missiles, both of which are aimed to destroy your cities and missile base. There are only two types of cruise missiles; smart cruise missiles, which try to evade your anti- ballistic missiles (ABMs), and dumb cruise missiles, which fall in a straight path.

The enemy attacks in a series of waves that may vary in the number of attacking interplanetary ballistic missiles. Each consecutive wave moves faster. The faster the wave, the more difficult it is to defend the cities. So, the faster the wave, the higher the scoring. See Section 5 for details about waves and scoring.

With each wave you have 30 ABMs for defense (see Figure 1). Your launching missile base, (bottom, center of playfield) contains only 10 ABMs at a time. As each set of 10 ABMs is fired, you automatically receive 10 more from you underground missile dump (bottom, left corner). Once you have fired all 30 ABMs, you are defenseless until a new wave begins.

You must protect your launching missile base from enemy fire. Once it is hit, all of its contents are destroyed. However, you still have the remaining missiles in the underground dump. The game ends when all of the cities are destroyed.

CONSOLE CONTROLS

The game number and the number of players appear in the middle of the screen. The game number is to the left of the number of players. When you have selected the game you wish to play, press down the game reset switch to start the action. Each time game reset is pressed down the game starts over. When game play starts the score appears at the top of the screen.

DIFFICULTY SWITCHES

The B level is for normal game play. When the difficulty switch is in the A position, your ABMs move at a slower pace, making it more difficult to defend your cities and missile base. Each player may choose his or her own difficulty level.

SCORING

You score points when you destroy interplanetary ballistic missiles and cruise missiles. You also score points for unused antiballistic missiles and saved cities. Because each wave of interplanetary ballistic missiles moves faster, the points for the higher numbered waves are multiplied. For example, waves 9 and 10 are worth 5 times their original point value.

Target	Points
Interplanetary Ballistic Missiles	25
Enemy Cruise Missiles	125
Unused Antiballistic Missiles	5
Saved City	100

Waves	Multiplier
1-2	1X
3-4	2X
5-6	3X
7-8	4X
9-10	5X
11 and up	6X

Unused ABM's and saved cities are tallied at the end of each wave. Between each consecutive wave, the cities fall and rise again when the next wave starts. A bonus city is awarded every 10,000 points. If your score reaches 10,000 points at the end of a wave and all six of your cities are destroyed, you still receive a bonus city and another wave of interplanetary ballistic missiles will attack.

Bonus cities are saved if none of you cities are destroyed. A musical tune is played each time a bonus city is used.

GAME VARIATIONS

MISSILE COMMAND has 34 game variations. Games 1 through 17 are one-player, and games 18 through 34 are two-player games. this ATARI Game Program includes game variations for young children, games 17 and 34. The game play is slower in the children's versions.

SLOW/FAST TARGET CONTROL

Some game variations have fast target control and some have slow target control. This means that your may move the cursor fast or slow around the screen. Because you use the Joystick to move the target control, the slower it moves, the more control you will have; but the fewer amount of targets you'll be able to hit. The faster the target control moves, the more difficult it is to control; but the more targets you will be able to hit.

CRUISE MISSILES

After the 6th wave of interplanetary ballistic missiles, the enemy may attack with cruise missiles. The dumb cruise missiles travel in a straight line and are fairly easy to destroy. The smart cruise missiles can detect and evade your ABM explosions, making them more difficult to destroy.

STARTING WAVE

The higher the wave number, the faster the enemy missiles attack. Some game variations start at a low wave number and progress to a higher and faster wave number. The games that start at a high wave number are fast in the beginning and progress even faster with each wave. The faster waves score more points.

CHILDREN'S GAMES

Games 17 and 34 play at a slower and easier speed for young children. They have dumb enemy cruise missiles, slow target control, and the enemy attacks at a slower rate with less missiles. As children become skilled at this level, they should try the more difficult game variations, starting at Game 1.

TWO-PLAYER GAMES

Games 18 through 34 are two-player games. In two-player games each player alternates as base commander, one wave at a time. The left controller player begins the game. Each player's score appears at the top of the screen with each turn. At the end of the game both players' scores are alternately displayed on the screen.

HELPFUL HINTS

- You may fire up to three defense missiles simultaneously. After pressing the controller (fire) button, move to the next enemy site and fire again. Do not wait for the explosion before moving.
- Once a city is destroyed you no longer can defend it, so concentrate only on your missile base and saved cities. Ignore enemy fire aimed at cities already destroyed.
- Smart enemy cruise missiles are easiest to destroy if your target control is directly on them. When it is directly on them, the enemy cannot detect your ABMs.

GAME SELECT MATRIX

Game	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Control	S	F	S	F	S	F	S	F	S	F	S	F	S	F	S	F	K
Enemy	D	D	S	S	D	D	S	S	D	D	S	S	D	D	S	S	I
Wave	1	1	1	1	7	7	7	7	11	11	11	11	15	15	15	15	D

Control: S = Slow Targeting, F = Fast Targeting.
Enemy: D = Dumb Missile, S = Smart Missiles

Games 18 – 34 repeat the pattern for alternating 2 players.

MOON PATROL

GAME OBJECTIVE

As a Moon Buggy driver, your objective is to travel across the surface of the moon as quickly as you can. While you progress on your journey, you'll encounter huge craters, exploding land mines, and moon rocks on the lunar surface. To make your journey even more challenging, your Moon Buggy comes under missile fire from alien UFOs, some of which create even more craters.

Push your Joystick up to jump over craters, land mines, and other obstacles. Time your jumps carefully: a poorly timed jump will cause your Moon Buggy to crash. Push your Joystick right to increase the speed of your Moon Buggy; push the Joystick left to slow it down. Press the red fire button to shoot your laser guns. When an enemy car appears from behind. use your jumping skill to jump over it, then blast it away when it's in front of you. When you encounter an enemy tank, jump over it and its bullets, or simply destroy it for maximum points.

GAME PLAY

You start the game with four Moon Buggy lives. If one is destroyed. you restart at the course segment where your Moon Buggy was destroyed. The number of Moon Buggies remaining is shown at the bottom of the screen. When all your Moon Buggy lives are lost. the game ends. To restart the game at the beginning. press the red fire button.

There are two courses and three skill levels: Easy. Medium, and Hard (see GAME VARIATIONS). Each course is divided into 26 segments, indicated by markers along the way. A segment is completed when its x marker passes off the left side of the screen.

The gauge at the lower center of the screen indicates your location on the course. It is divided into five sections, 1-5, 6-10, 11-15, 16-20, and 21-26. The gauge fills with color as you travel along the course. When you complete course 1, your Moon Buggy moves on to course 2, which continues to progress in difficulty.

A timer at the bottom of the screen clocks your journey. It starts ticking away the seconds as soon as you start. When the timer reaches 999 seconds, it stops counting. but you can continue driving.

You score points for shooting UFOs and for destroying or jumping over rocks, enemy cars, craters, tanks. and land mines. You can also earn bonus points for completing the course in less than the average time (see SCORING for details).

The LEFT DIFFICULTY switch can be used to turn off the background MOON PATROL music when placed in the A position. The RIGHT DIFFICULTY switch can be used to select either two moving speeds or three moving speeds. Set the switch to B for three speeds. set it to A for two speeds.

GAME VARIATIONS

There are six game variations in MOON PATROL:

The EASY version is a good choice for beginners and young children. This variation starts on course 1, and the difficulty progression is slow. There are fewer craters. Land mines. and UFO missiles.

The MEDIUM version also begins on course 1, but its progression in difficulty is faster.

The HARD version begins on course 2, and progresses quickly in difficulty.

Regardless of the course on which you start, the difficulty level progresses as you continue on your journey.

SCORING

One bonus Moon Buggy is awarded at 10,000, 30,000, and 50,000 points.

Bonus points are awarded for completing a section of five markers, for completing it in better than average time, and for completing the entire course. See the following chart for bonus point values.

COURSE ONE POINTS

Completing each section of five markers	1,000
Each second under 55 seconds it takes to complete section 1 or 2	100
Each second under 60 seconds it takes to complete section 3 or 4	100
Each second under 65 seconds it takes to complete section 5	100
Completing the entire first course	5,000

COURSE TWO POINTS

Completing each section of five markers	2,000
Each section completed in less than 70 seconds	100
Completing the entire second course	10,000

Jumping	Item	Shooting
100	Single Crater	
200	Double Crater	
50	Land Mine	
80	Rock	100
100	Tank	200
	Regular UFO	100
	Crater UFO	200
	Enemy Car	500/800/1,000
		Random

MOONSWEEPER

USS MOONSWEEPER --ALERT! Your mission: to reach and rescue miners stranded on hostile moons in Star Quadrant Jupiter!

Warning! Proceed with extreme caution. Deadly photon torch and space bullet showers reported. Aurora flare activity in Quadrant at lethal levels. Take evasive action, then land on as many moons as you can. Avoid colliding with lunar landmarks.

Unidentified alien ships patrol moons and launch armed surface destroyers. Survive at all costs or the miners won't make it!

GAME OBJECTIVES

Pilot the USS Moonsweeper around the sun of Star Quadrant Jupiter. Avoid or destroy aurora flares, photon torches and space bullets. Land on one of the moons as it passes. -Rescue 6 miners from the moon. Avoid towers and shots fired from alien surface destroyers. -While skimming the moon's surface, shoot towers, surface destroyers, Launcher Ships and Lunar Satellites. -When you've picked up 6 miners, fly through Accelerator Rings to blast off into outer space. Then begin another rescue mission.

PREPARE FOR THE MISSION

Pull GAME SELECT switch to pick a skill level from #1 (easiest) through #4 (hardest). To start playing, press red button on LEFT joystick controller. -Whenever you complete a successful rescue mission and blast off, the game automatically advances to the next higher level. In 2-player games, each player's turn continues until he loses a Moonsweeper. Also, the skill level does not advance unless both player successfully blast off from a moon.

GAME PLAY

To control flight direction, push joystick left or right. Moonsweeper stays on the same horizontal level. Avoid collisions with space bullets, aurora flares and photon torches by moving evasively, shooting them or using your Forcefield Shield. If you are hit, activate a reserve Moonsweeper by pushing joystick left or right.

FORCEFIELD SHIELD

To activate Forcefield Shield: Press red button while pulling joystick toward you. -Using the Shield costs you score points (unless your score is zero.) You cannot land while using the Shield.

MOON SELECTION

Watch for moons that orbit into the vicinity of your spacecraft. Move Moonsweeper to the moon you want to reach. The automatic pilot takes over and flies your craft down to the Rescue Altitude. -The moon color indicates rescue difficulty Blue moons: easy, many miners Green moons: less easy, fewer miners and more surface destroyers Yellow moons: more difficult, scattered miners and more aggressive surface destroyers Red moons: most difficult, miners are far apart and surface destroyers attack very aggressively. -The higher the skin level the more likely you are to encounter more challenging moons.

THE RESCUE

Pick up MINERS by flying over them. The Radar Spotter indicates where the next miner will appear. Pick up 6 miners to complete your rescue flight and leave this moon. Miner symbols at the top of the screen flash when Moonsweeper has a full load.

- TOWERS appear all over the moonscape. Avoid or destroy them! If you crash into a tower you lose a Moonsweeper and its passengers and return to the Orbit Sequence.
- LAUNCHER SHIPS descend close to the moon and release surface destroyers that attack Moonsweeper and capture miners. To shoot at Launcher Ships, pull back on joystick and press red button.
- SURFACE DESTROYERS are the major menace to your successful rescue mission! Once they land, surface destroyers swing back and forth across your flight path, shooting at you and capturing miners. Watch out for missiles launched from surface destroyers. A hit makes you lose Moonsweeper with all rescued miners on board. Collisions with surface destroyers will also destroy Moonsweeper. To shoot surface destroyers aim Moonsweeper and press red button.
- SATELLITES cross the screen from time to time, and do not attack you; however, shooting them gets you big scores! To shoot a satellite, pull back on the joystick while pressing the fire button.
- ACCELERATOR RINGS When 6 miners have been rescued, Moonsweeper is full and you can blast off. Fly through Accelerator Rings to get enough speed to break away from the moon's gravity. Accelerator Rings are placed in a series, if you don't get up enough speed in one series, watch for the next one. The number of rings you must fly through depends on your speed; generally, 2 or 3 rings gives you the necessary momentum for blast-off. Rings are lined up in a straight row only on Blue moons. Fly a zig-zag course to achieve blast off speed on Green, Yellow and Red moons.
- You are awarded an extra Moonsweeper, to a maximum of nine, when your score increases 10,000 points.

SCORING

For each SPACE BULLET, AURORA FLARE, or PHOTON TORCH	10 points
Forcefield Shield	The longer you use the shield, the more points you lose

Moon	Rescue Miner	Tower, Surface Destroyer, Missile	Lander	Satellite	Blast Off
Blue	10	10	200	300	980
Green	20	10	200	500	1,225
Yellow	30	40	300	700	1,470
Red	40	80	300	1,000	1,960

MOTORODEO

You're second in the grueling competition of an all-day MotoRodeo. Your customized truck, a cherry little number, speeds through the dangerous obstacle course. You quickly break through a brick wall, rumble through a muddy ditch, and jump high into the air. You grin widely as you land on a Plymouth, crushing it beneath the weight of your monster truck.

Up till now, you and your opponent, Trucker Tom, have been neck and neck throughout the competition, but you've just pulled ahead. Your truck paid its dues during the early part of the competition, but you're confident that you've got the skills needed to outmaneuver Tom as you race for the finish line.

Your adrenalin pounds. You psych yourself up for the few remaining obstacles. You're only slightly ahead of Tom, but there are still a few more walls and cars to crush. Good thing you learned quickly to jump the mud which is slowing Tom down.

You rev your engine, add a burst of acceleration, and jump the last mud hole as you race for the finish line. Trucker Tom has finally met his match!

GETTING STARTED

Select between point scoring and timing. Move the left player difficulty setting switch on the game system to position A for point scoring and to position B for timing. If you are in timing mode, the first player to cross the finish line wins.

Move each connected controller forward or backward to select player or computer. Then select the type of vehicle, truck or blazer, equipped with either tires or trax. Tires allows you to go over obstacles easier. With trax you bounce higher, making it easier to fly over obstacles. Then press the fire button of either controller.

The second selection screen offers either competition or practice.

Competition You play against another player or the computer. A competition includes all obstacles. Move the controller forward or backward to highlight Easy, Medium, or Hard and press the fire button to begin the competition.

Practice Move the controller forward or backward to highlight Jump, Platform, Car Crush, Wall, Spring, Ramp, Mud, or Spin. Press the fire button to begin a practice run of the obstacle you selected.

To pause the game on a 7800 game system, press PAUSE. Repeat to resume play. There is no pause option when you play MotoRodeo on a 2600 game system.

PLAYING THE GAME

MotoRodeo is a multi-obstacle, split screen trucking extravaganza. When you compete against an opponent or the computer, each obstacle you encounter requires speed, timing, and maneuvering skill. So, before you enter the competition, practice maneuvering through each of the eight obstacles.

CONTROLS

Press the fire button to accelerate. If you picked up a nitro unit (an N), tap the directional control forward to use the nitro for a quick burst of extra acceleration and a small jump.

Move the directional control left or right to control spin while you jump. Move the directional control right for clockwise and left for counterclockwise.

Move the directional control backward to do a wheelie if you are on flat ground.

PRACTICE

Use the practice sessions to gain experience with each obstacle you'll find during the competition runs. You gain points during each practice run.

Jump Learn to jump and control your truck or blazer in the air. Landing upright gains extra points. Practice racing up a short triangular ramp as you learn to jump and land.

During this practice session you'll find some mud to plow through, jumps to make, nitro to get, and 50 point bonuses to earn.

Platform Platforms are as long as your truck or blazer and are suspended in mid-air. You can use platforms to extend your jump or gain extra points by bouncing on a platform.

You'll also find muddy ditches to plow through, jumps, nitro, and 50 point bonuses to earn as you move from one practice platform to the next.

Car Crush Learn to crush the white cars. After landing on top of a car, wriggle the controller left and right to crush the car again. If you do a wheelie when starting to crush a car, you will jump instead of continuing to crush the car.

Combine your car crushing skills with your abilities to drive through mud, use platforms, pick up nitro, and earn 50 point bonuses.

Wall Ram the wall to knock it down. You may have to hit the wall a few times to knock it down. The faster you drive, the faster you will knock down the wall. If you are doing a wheelie and driving fast when you hit a wall, you will knock down the wall and jump. Besides breaking down walls, you will also need to make daring jumps, use suspended platforms, collect nitro, and grab bonus points.

Spring This is a platform on the ground that throws your truck or blazer into the air as you drive across it. You can use the spring to gain nitro and fifty point bonuses suspended in the air. You will also find plenty of mud and several platforms to help you hone your skills.

Ramp Ramps move from vertical, to jump position, to flat on the ground. If vertical, the ramp is a barrier. Knock it down! If in jump position, use the ramp as you would a regular jump. When the ramp is flat on the ground, it isn't a barrier and you can't use the ramp to jump.

During this practice session you'll find ramps and platforms to use, walls to break down, nitro to collect, and bonus points to earn.

Mud Learn to jump or quickly maneuver your truck or blazer through muddy bogs by wriggling the controller left and right.

Besides mud, you will find jumps, walls, platforms, springs, nitro, and bonus points to challenge even the best driver.

Spin This ramp is fixed in a curve. When you hit this ramp it spins your truck or blazer into the air and into a spin. This is another obstacle you'll need to learn how to control if you expect to win a competition.

During this practice session you will find spin ramps, cars to crush, walls to break down, mud to drive through, nitro to collect, and bonus points to earn.

COMPETITION

Once you have mastered the skills needed to complete the obstacle course, you are ready to go head-to-head against an opponent. Compete against a friend or the computer. The goal of the competition is to outscore the other driver. Collect points as you drive through the course. But don't take too much time! A bonus awaits the first driver to cross the finish line.

STRATEGY

Do a wheelie when you hit an obstacle. You will fly a little higher and further.

Only use nitro when you are on the ground and in an upright position.

Wriggle the controller left and right to get out of the mud faster.

SCORING

Landing upright and flat from a jump	5
Each time you hit a wall	10
Each time you crush a car	20
Bouncing on trucks tires on the platform	25
Jumping to a collapsing ramp	25
Touching 50 on the screen	50
Finishing the track first	100

MOUNTAIN KING

Deep inside a long-lost diamond mine is the secret Temple Chamber of a forgotten civilization. There, a priceless Golden Crown sits high on a pedestal, vulnerable to plundering explorers seeking to control its power. but this treasure is jealously guarded by the denizens of the mountain, and whoever has the daring and courage to challenge them, seize the Crown, and escape to the mountaintop with it will become MOUNTAIN KING!

OBJECT OF THE GAME

The object of MOUNTAIN KING is to capture the Golden Crown of the Temple and carry it safely to the top of the mountain before your time expires and/or you are destroyed.

In MOUNTAIN KING you play the part of the Intrepid Explorer. Use your Joystick Controller to maneuver him throughout the mountain, making him run to the left or right and jump from plateau to plateau. To jump, push the joystick away from you at a 45-degree angle to the left or right; the Explorer will leap in the respective direction. If you jump or fall to a lower plateau, you won't be hurt. But if you fall too far, you'll be momentarily stunned and unable to proceed for a few seconds. To climb ladders, push the Joystick away from you. Pull towards you to go down ladders or to kneel.

You must kneel in order to claim the Flame Spirit, open Treasure Chests and gain entry to the Temple.

Your Explorer is equipped with a flashlight used to find Treasure Chests and to confirm the location of the Flame Spirit. To activate the flashlight, press down on the red button on your Joystick Controller. The flashlight may only shine in the direction in which your Explorer is headed. It cannot shine up or down.

DIAMONDS & THE FLAME SPIRIT

In order to gain entry to the Temple, you must first be in possession of the Flame Spirit. To qualify for possession you must collect over 1,000 points worth of diamonds. Diamonds are embedded in the cavern walls throughout the mountain. Merely pass over them to pick them up. Each cluster of five diamonds is worth 25 points.

Once you have earned over 1,000 diamonds points, you score at the bottom of your screen will turn from green to yellow, indicating that the Flame Spirit is now available for capture.

LOOK FOR: a very brief flame flicker. This marks the location of the Flame Spirit.. The Flame Spirit itself is only fully visible with the flashlight on it.

LISTEN FOR: the theme music. The louder the music, the closer you are to the Flame Spirit. On Level 1, you'll have an unlimited amount of time to capture the

Flame Spirit. On Levels 2 through 8, the theme music will only play through a few verses. If you fail to capture the Flame Spirit before the music ends, it will disappear. before it comes available again, you'll have to collect at least another 1,000 points worth of diamonds.

The Flame Spirit is randomly hidden within the mountain and is not likely to pop up in the same position more than once.

Once you have successfully located the Flame Spirit, position your Explorer directly on top of it and pull the Joystick towards you to kneel down and pick it up. The Explorer will then be surrounded by a glittering halo and you'll score bonus points. The faster you get the Flame Spirit, the larger the bonus. You'll also earn an additional minute of playing time every time you gain possession of the Flame Spirit Note: Some players may find locating the Flame Spirit to be the hardest part of the game. For them we have prepared some notes designed to ease the frustration of this quest. These notes are located in the back of this manual.

CAVE BATS

Gray Cave Bars inhabit the caves of the mountain, serving to protect both the Temple and its Golden Crown. On Levels 2 through 8, Cave Bats will try to steal the Flame Spirit from you before you make it into the Temple. On all levels, they'll try to steal back the Golden Crown before you're able to get it to the mountaintop.

THE GIANT SPIDER

Lurking at the bottom of the mine is a Giant Spider waiting to wind your Explorer in its web. If you get caught, you'll be able to escape the web by rapidly moving the Joystick forward and back. You must do this quickly; if the Spider returns to find you struggling, he will eat you and end the game. The Spider will also steal back the Golden Crown should you possess it when caught and will take back the Flame Spirit as well. You may escape the Spider all together by leaping over him or jumping to a ladder or higher plateau.

TREASURE CHESTS

Randomly hidden throughout the depths of the mountain are Treasure Chests, visible only with the flashlight. Each one is loaded with diamonds and should you open one, a short fanfare will sound and 250 diamond points will be awarded to your point total. To open a Treasure Chest, position the Explorer directly on top of it and pull the Joystick towards you. A new Treasure Chest will always be hidden for every one opened.

THE SKULL SPIRIT

Guarding the entrance to the Temple is the ominous Skull Spirit, visible only with the flashlight. Offer him the Flame Spirit and he will grant you entrance to the Temple. To do this position your Explorer directly under the Temple entranceway and pull the Joystick towards you. The Skull Spirit will take the Flame Spirit and become visible only long enough for you to dash into the Temple. Be fast; if the Skull Spirit disappears before you enter, you'll have to bring him the Flame Spirit again.

THE GOLDEN CROWN

Once inside the Temple, you must scale the walls to get to the Golden Crown. Position your Explorer directly under the Golden Crown. Move the Joystick forward to place it on your head and then pull it towards you to remove both you and the Crown from the pedestal. You'll receive 5,000 bonus points for obtaining the Crown.

ESCAPING

Once the Golden Crown is on your head, the MOUNTAIN KING theme music will begin to play, indicating that it's time to make tracks. Drop to the floor of the Temple and back out into the mine. Your challenge is now to get to the top of the mountain where the Perpetual Flame burns before time runs out or before the Cave Bats steal the Crown from you. If you make it to the mountaintop, you'll receive 9,000 bonus points and play will then continue on the next highest level.

SPECIAL FEATURES

<u>Ladders</u> Use these to go up and down. Your Explorer cannot jump from the top of a ladder.

<u>Flashlight</u> Your flashlight has inexhaustible power. Use it to see the Flame Spirit, Skull Spirit and Treasure Chests. You cannot use it and pick up diamonds at the same time, nor will it work when you are being chased by the Spider or are in possession of the Flame Spirit or Golden Crown.

<u>Temple Force Field</u> Woven around the outside of the Temple is an invisible force field guarding it against illegal entry. Trying to enter or exit the Temple from any plateau other than the entrance will momentarily stun your Explorer. Remember: you may only enter the Temple by offering the Flame Spirit to the Skull Spirit at the Temple entrance!

<u>Scoring Display</u> The score display at the bottom of your screen indicated your current score and, below that, the amount of time remaining in the game.

MUSIC & SOUNDS

Music is one of the most critical and exciting elements of MOUNTAIN KING. Listen carefully to the theme music when the Flame Spirit becomes available. The closer you are to the Flame Spirit, the louder the music will be. Once you get the Golden Crown, you'll hear the theme music again. As you attempt to escape, the music will play for a period of time based on the Skill Level you're playing. If you've failed to get to the mountaintop when the music stops, the Crown will immediately disappear from atop your head and you'll have to begin your quest anew.

Among the assorted sounds heard throughout the game, one to remember is the sound of the oncoming Giant Spider. If you stay alert to this sound, you just may have enough time to get out of the way before the Spider snares you.

Time is another critical element. Depending on the level you're playing, you have a limited amount of time to complete your mission. With only 59 seconds left to play, the time display below your score will turn red, alerting you to the fact that you and better get a move on if you expect to become MOUNTAIN KING. The game ends when your intrepid Explorer runs out of time or becomes lunch for the Giant Spider.

SKILL LEVELS

Level	Total Time	Bonus Range for finding Flame Spirit	Time to find Flame Spirit	Time to reach Mountaintop
1	8:00	3,000/50	∞	1:30
2	6:00	3,500/1,500	1:20	1:20
3	5:00	4,000/2,250	1:10	1:00
4	4:00	4,500/3,000	1:00	1:00
5	3:00	5,000/3,750	0:50	1:00
6	3:00	5,000/4,400	0:44	1:00
7	3:00	6,000/4,900	0:44	1:00
8	3:00	6,500/5,500	0:40	1:00

SKILL CLINIC
While the object of MOUNTAIN KING is to capture the Golden Crown and get it to the top of the mountain, new players find that the most challenging and, at times, frustrating element of the game is finding the Flame Spirit. The following additional hints and reminders have been prepared to assist you in this quest.

- Remember that once you've collected over 1,000 diamonds points, your score will change color from green to yellow. This indicates that the Flame Spirit is available for capture.
- The key to success in finding the Flame Spirit is in using the music as your guide to it's location. When you come to the point where you feel the melody is loudest, STOP! Look around the screen and then concentrate on finding a flash of golden light. That flash is the flickering Flame Spirit and as you become more experienced with the game, you'll have an easier time spotting it. If you move up to it and shine your flashlight on it, you'll see it more readily.
- Once you have located the Flame Spirit, you must position your Explorer directly on top of it and pull the Joystick towards you to gain possession of it.

STRATEGY HINTS

- Practice maneuvering the Explorer to become familiar with the way he moves and how he jumps. You'll need to be both fast and agile when you're trying to escape with the Crown.
- Listen carefully to the sounds and the music. They let you know when the Spider is approaching, how close you are to the Flame Spirit and how much time you have left to reach the mountaintop.
- Keep track of where Treasure Chests are located and wait until later in the game to open them up. You'll soon discover your dependence on them as you begin to deplete the mountain's supply of diamonds.

MOUSE TRAP

An A-Maze-ing Race! It's dinnertime, and you're simply starving. What you would do for a nice hunk of cheese! A slice of old-fashioned Swiss would be nice, or, even better, a morsel of Camembert. Mmmmm! Dreaming of cheese won't get you anywhere. You're going to have to earn your lunch. As a hungry but clever mouse, you'll have to chomp your way through a maze of corridors and doors, while avoiding starving cats who want nothing better than to eat you. But those feline fanatics aren't as crafty as you are. You can outrun them. You can confuse them by opening and shutting trapdoors. And, with a stash of bones in reserve, you can fool these furry menaces by turning into a cat-biting dog!

And the race is on!

GETTING STARTED
Set the Left Difficulty switch to adjust the cats' intelligence (A for smart cats or B for stupid cats). Set the Right Difficulty switch to adjust the cats' speed (A for fast cats or B for slow cats).

PLAYING THE GAME
Press the fire button once slowly to open or shut a trapdoor. Press it once quickly to change the mouse into the dog.

Your goal is to eat your way through a series of mazes and win points. To do so, you must run over every morsel of cheese in each maze, while avoiding the cats. If you succeed and live to tell about it, you'll advance to the next maze, as cat-infested as the previous one and even more challenging.

To trick the cats, change the shape of the maze by opening and shutting trapdoors. Even better, turn into a dog, and turn the tables on them. You'll even win points. Be careful. Your dog phases are short, lasting only a few seconds.

This mouse-to-dog transformation is possible only if you have at least one bone on reserve. To stockpile up to four bones at a time, gobble them up as you run through the maze. But watch your bone reserve. No bone, no dog.

You'll start the race with three mice. If you run into a cat, you'll go to mouse heaven, and the next mouse will take over. The game is over when you use up all of your mice.

SCORING

Eat a cheese	1 point
Bite a cat	10 points
Clear a maze	100 points

Each time your score reaches a multiple of 500, you'll earn a bonus mouse.

MR. DO!

Guide Mr. Do as he tries to harvest his orchard before the evil Bad guys can catch him. Quick! Mow a path to the cherries and start picking! But watch out - here comes a Bad guy! Throw your Power Ball to squelch him. But another one is on the way, so run until your Power Ball comes back.

You're not completely defenseless, though. You can push apples on top of the Bad guys to quash their pursuit. Sometimes when you're not looking, a Bad guy changes into an Alpha monster. Don't let it near Mr. Do! Eliminate all five Alpha monsters to spell E-X-T-R-A and win an extra Mr. Do!

CHOOSE YOUR CHALLENGE.

- Skill 1: The easiest level, suitable for play by beginners. Your opponents move slowly and track you poorly.
- Skill 2: The action is harder, but not as demanding as the arcade version. The opponents move more quickly and track you a little more accurately.
- Skill 3: The action approximates the arcade version of MR. DO!
- Skill 4: The game is the toughest challenge of all!

HOW TO PLAY

Mr. Do begins at the bottom center of the screen, ready to harvest his cherry orchard. Use the Control Stick to move him toward a row of ripe-red cherries. Mr. Do mows as he goes! But watch out: the mowed paths leave him open to trouble. Here come the Bad guys!

Soon after game start, evil Bad guys begin to appear at the Bad guy spot, then set out hunting for Mr. Do. They can't mow, but they can follow Mr. Do's open paths. Don't let them get too close! If a Bad guy contacts Mr. Do, Mr. Do is eliminated.

If a Bad guy gets too close for comfort, Mr. Do can throw his Power Ball. Use the Control Stick to turn Mr. Do toward his opponent. Then press the Play/Action Button to throw the Power Ball. Kapow! The Bad guy is eliminated and you earn points. But be careful. Mr. Do must get his Power Ball back before he can throw it again. Sometimes it returns quickly, but sometimes it takes its sweet time.

Mr. Do can bonk a Bad guy - even more than one - with an apple. Mow a path up toward either side of an apple, but not directly beneath it. Then cut across under the apple and move on for a bit. The apple falls into your path and blocks the pursuers. Now turn around and push the apple on top of the Bad guys. The more Bad guys you squash, the more points you earn! Careful, though. If you mow a path all the way up and directly beneath an apple, the apple will fall on Mr. Do and he will be eliminated!

Bad guys are not all that defenseless. They can transform into Blue Chompers if they want to get at Mr. Do in a hurry. Watch for the change. Then keep an eye on the Blue Chomper as it digs through the grass. If it gets too close, hit it with the Power Ball or an apple. Be careful, though. Early in the game, sometimes a Bad guy will change into a Blue Chomper as you push an apple against it. If this happens, retreat from the apple for a second. The Blue Chomper starts digging down. When it does, quickly push the apple over it. Crunch! But you're only safe for the moment!

Alpha monsters can be deadly, too. An Alpha monster can sometimes appear in the paths when:

- Your score reaches a multiple of 1000 points
- The Alpha monster in the E-X-T-R-A Mr. Do Register is over a letter you haven't won yet.

Hit the Alpha monster with a Power Ball or bonk it with an apple to earn the letter on its chest. Be quick! If the Alpha monster starts to change into a Bad guy, you might not get credit for earning the letter. When you spell E-X-T-R-A, you win an extra Mr. Do! But be careful. If an Alpha monster touches Mr. Do, Mr. Do is eliminated!

COMPLETING A SCREEN.

There are three ways to complete a screen and go on to the next:

- Pick all cherries in the orchard.
- Eliminate all enemies on the screen.
- Eliminate all Alpha monsters to spell E-X-T-R-A.

Completing any one of these three take you to a new orchard and a chance to boost your score.

STARTING OVER

The adventure ends when all your Mr. Do's have been eliminated. Press GAME RESET or the Play/Action Button to replay the game option that you've just played. Press GAME SELECT to select another challenge.

SCORING

Cherry	50
6 Cherries	50 each + 500 bonus
Enemy hit by Power Ball	500
Enemy crushed by apple	1,000
Hit or crush Alpha monster	500

Each player begins with five Mr. Do's in Skill 1 games and three Mr. Do's in all games played at other skills. The player earns an extra Mr. Do for each spelling of E-X-T-R-A.

THE FUN OF DISCOVERY

This instruction booklet provides the basic information you need to start playing MR. DO, but it is only the beginning! You will find that this cartridge is full of special features to make MR. DO exciting every time you play. Experiment with different techniques - and enjoy the game!

MS. PAC MAN

THE BEAUTY QUEEN OF VIDEO GAMES

By now you've probably spent some time playing the master of mazes – Pac Man. Well, lookout Pac Man lovers, ATARI is proud to bring you the "femme fatale" of computer video game world -- MS. PAC-MAN!

That's right, she's here in all her shining glory. MS. PAC-MAN is sure to steal your heart with her grace and charm.

And she's all dolled up with a ribbon in her hair. Just like the arcade MS. PAC-MAN, this ATARI home version has multiple mazes, floating fruit, pretzels, an end-of-game cartoon, and four fearless ghosts -- Inky, Blinky, Pinky, and Sue.

Get ready to feast your eyes on the original video beauty queen. She's ready to bring you many delightful hours of fun and excitement. So, sit back, relax and have a good time playing MS. PAC-MAN.

GAME PLAY

The object of the game is to score as many points as you can while MS. PAC-MAN eats dots, fruit, pretzels, energy pills, and ghosts. Score 10,000 points and earn a bonus MS. PAC-MAN life.

The game starts with three MS. PAC-MAN lives, which are indicated by three MS. PAC-MAN symbols at the lower left corner of the screen. When game play begins, MS. PAC-MAN is located close to the center of the screen, just below the ghosts' reincarnation chamber in the center of the maze.

Use your Joystick controller to guide MS. PAC-MAN around the maze. When she passes over dots, she gobbles them up, and you score points. If she eats all the dots on the screen, the maze flashes momentarily, and you start playing on a new maze.

MS. PAC-MAN encounters floating fruit and pretzels while traveling around the maze. Gobble up these munchies, and you score bonus points. But watch out! Fearful ghosts scurry about trying to gobble up MS. PAC-MAN. Her only recourse is to eat an energy pill and then go after the ghosts.

As soon as she gulps down the energy pill, the ghosts turn blue with fright. You earn 200 points for the first ghost, 400 points for the second ghost, 800 for the third ghost, and a whopping 1600 points for the fourth ghost, all on the same energy pill.

Unfortunately, the effects of the energy pills are short-lived, so you'll have to move fast. After the ghosts are gobbled up, their eyes head back to the chamber in the center of the screen for reincarnation. If you don't gobble up the ghosts, they start to blink just before they turn back to their original colors.

If MS. PAC-MAN exits on the right, she re-enters on the left; if she exits on the left, she re-enters on the right.

RIGHT and LEFT DIFFICULTY switches are not used in this game.

GAME VARIATIONS

The ATARI MS. PAC-MAN includes the following four game variations:

- CHERRIES: An arcade version MS. PAC-MAN. Just like the original game, MS. PAC-MAN is pursued by four ghosts.
- ONE BEAR: A good choice for beginners. MS. PAC-MAN is pursued by only one ghost.
- TWO BEARS: A novice player's choice. MS. PAC-MAN is pursued by only two ghosts.
- THREE BEARS: An intermediate player's choice. MS. PAC-MAN is pursued by only three ghosts.

All four game variations start at the easiest level, cherries. Games then progress to the highest level, banana. If you survive the banana level, the mazes alternate between maze three and maze four. Every two times the maze is cleared of dots, the fruits are randomly selected, and the time the ghosts stay blue decreases.

SCORING

You begin the game with three MS. PAC-MAN lives which are indicated at the lower left side of the screen. Your score is displayed at the bottom center of the screen. You earn a bonus MS. PAC-MAN life after the first 10,000 points you score.

Dot	10
Energy Pill	50
Cherry	100
Strawberry	200
Orange	500
Pretzel	700
Apple	1,000

Pear	2,000
Banana	5,000
1st Ghost	200
2nd Ghost	400
3rd Ghost	800
4th Ghost	1,600

HINTS FOR SURVIVAL

Practice clearing the maze of dots before trying to gobble up the ghosts.

Stay close to an energy pill before eating it, and tease the ghosts into moving toward you. When the ghosts get close, eat the energy pill and gobble up as many ghosts as you can.

Use the openings in the maze as escape tunnels. Move to either side to quickly evade the ghosts. Don't forget, different mazes have different tunnels.

NIGHT DRIVER

You're in the drivers seat and the track is just ahead of you on the television screen. Your car is permanently fixed at the bottom of the screen, as shown in the diagram. All you have to do is accelerate and steer the car through one of the four tracks. Each time you veer off the track and hit one of the pylons or hit an oncoming car, a simulated crash scene will appear on the screen.

It is a good idea to quickly read through these instructions so that you won't miss any important details. Be sure to read what happens when you change the position of the difficulty switches, as well as how each game number represents a slightly different game.

USING THE CONTROLLERS

The knob on your Paddle Controller is your steering wheel, and the red button is your accelerator. Be sure to hold the controller with the red button on the left. You must press the button to accelerate and start the action.

Turn the controller knob to the right to steer the car to the right, and left to steer left. Try to avoid hitting the pylons on either side of the road, as well as oncoming cars. Your initial tendency will probably be to "oversteer" the car, which will cause you to crash. However, don't be discouraged if this happens. With time and practice you will get the knack of it, and eventually become quite skilled.

NOTE: When first starting out don't use maximum acceleration throughout the course of the track. Instead, let off slightly or even all the way as you wind through tight turns and difficult spots on the track. This should help you avoid crashes and low scores.

DIFFICULTY SWITCHES

The right difficulty switch on the console controls the maximum speed which your car will travel. In the A position, the car will travel the fastest. In the B position, the maximum speed will be slower.

The left difficulty switch may or may not act as a warning device, depending on its position. In the a position, oncoming cars WILL NOT honk before they appear on the screen. In the b position, oncoming cars honk just before they appear.

GAME VARIATIONS

GAMES 1, 2, 3 and 4 are timed. At the beginning of each of these games, a "clock" will begin counting down from 90 (seconds) at the upper right corner of the screen.

GAMES 5, 6, 7, and 8 have no time limit. They may be played for an indefinite period of time and there will not be a clock counting down on the screen.

GAMES 1 and 5 have the easiest track (NOVICE) and should be used by beginning players. Games 2 and 6 have the medium difficulty track (PRO). The EXPERT track in Games 3 and 7 is more difficult than the NOVICE or PRO tracks.

All of the tracks described so far (Games 1, 2, 3, 5, 6, and 7) are stored in the program memory of the game. So even though the NOVICE, PRO and EXPERT tracks are progressively more difficult, each track will always follow a fixed course. This makes it possible for players to eventually memorize the track as their driving skill increases.

The RANDOM track, however (Games 4 and 8), follows a different course each time, making it challenging for the most skilled players.

SCORING

The object in all of the games is to obtain a high score. Scoring is done automatically by the computer as you travel through the course. As you pass certain spots (invisible to you) on the track, the computer automatically tallies one point to your score, which is displayed in at the upper left corner of the screen.

In games with no time limit (Games 5, 6, 7 and 8), your scoring possibilities are infinite.

GAME SELECT MATRIX

Game	Track	Time
1	Novice	1:30
2	Pro	1:30
3	Expert	1:30
4	Random	1:30
5	Novice	∞
6	Pro	∞
7	Expert	∞
8	Random	∞

NO ESCAPE!

Jason has taken the Golden Fleece! The gods of Olympus are not pleased. They wish to test this proud mortal. Jason wakes to find himself imprisoned in the Temple of Aphrodite! Frenzied Furies flash overhead. Armed only with stones he finds on the Temple floor, the resourceful Jason must pit his wiles against there cunning menaces!

The gods think Jason is doomed. But Aphrodite dislikes having her sacred Temple used as a prison. She secretly aids Jason by giving him great strength. Each stone Jason throws can now reach the roof of the Temple and knock a brick free. These sacred bricks destroy any Fury they strike!

"But beware, proud mortal!" the goddess warns." Should your aim fail and a stone strike a Fury directly, he will divide and become doubly dangerous!"

GAME OBJECTIVE

Throw stones at the Temple roof so that sacred bricks fall on the Furies. If a stone strikes a Fury, the Fury multiplies! Avoid the Furies fire -- and falling bricks -- or Jason will lose a life. Keep an eye on Jason's lifeline -- when it turns black, the game ends! Destroy all the Furies, then move into the next Temple.

To pause action at any time: Flip Black/White-Color Lever to opposite position. Action resumes when Jason casts the next stone.

A STONE'S THROW

Only Jason's stones can free a sacred brick from the roof of the Temple. And only a sacred brick can destroy a Fury. Remember: if a stone strikes a Fury, the Fury multiplies!

Jason stands still and flings a stone: it goes straight up. Jason moves and throws: the stone curves in the direction he throws. The farther Jason moves before firing, the more curve he applies to the stone. A stone destroys any falling sacred brick it hits. Stones pass through any gaps in the Temple roof. Don't waste shots! The fewer stones Jason throws, the higher your score!

LIVES AND LIFELINES

Jason begins his trial with 4 lives. His Lifeline appears half gold, half black. Jason can gain a bonus life at the end of each wave of attack, to a maximum of 8.

Set Difficulty Lever to: B (Basic): Jason gains a life if he survives a wave.

When Aphrodite's Temple dissolves, winged Pegasus appears and carries the noble Jason into the skies.

GAME VARIATIONS

Games 1, 3, 5, and 7 pit Jason against progressively more difficult waves of Furies -- the higher the game number, the greater the challenge! As wave after wave of Furies attack, they become increasingly devious. Some chase Jason's stones so that they can multiply. Others sense Jason's presence, tipped off by every stone he throws. The more stones Jason flings, the more accurate the Furies' shots become! This hero has his work cut out for him!

Games 2, 4, 6, and 8 are 2-player games that make you match wits with more than frantic Furies! Each Player takes on similar waves of Furies, has own Lifeline, registers an independent score.

Left player's Lifeline and Score: Gold, right player's Lifeline and Score: Blue. Play alternates between players at the end of each wave. If both players survive the assault, they proceed to the next wave. Should one player lose all of Jason's lives, the other continues on to the succeeding wave of Furies. Both players' scores show at games end, keyed to Lifeline/Score color.

SCORING

Earn 2 points for each Fury you destroy. Earn 5 points for each brick left untouched in the Temple roof.

Players who make every shot count can also earn BONUS POINTS. Bonus points are automatically calculated for you at the end of each wave -- if Jason survives! Here's how it works: If every stone Jason throws in waves 1 and 2 loosens a brick and destroys a Fury, you'll earn 99 points over and above the 5 points you've scored for each brick that remains in the Temple roof. As "NO ESCAPE!" increases in difficulty, so do your bonus point awards!

OFF THE WALL

Blazing Brickbats and Blackbirds! Far away in the Mysterious East on the other side of the world, there lived an adventurous lad named Kung Fu Lu. Lu's grand longing was to crush the ancient, evil wall that plagued his friendly neighbors.

Guarding the wall was a mystical dragon and a cunning blackbird. The dragon would cast balls at brave Lu. If Lu successfully deflected them with his staff, he gained good fortune and special powers. If he missed a ball, it cost him one of his five lives he was granted as a child. The frightful blackbird tried to prevent Kung Fu Lu from destroying the wall, but Lu remained undaunted and continued on until he smashed the last remaining brick.

Change the difficulty switch to increase or decrease Kung Fu Lu's speed. He moves faster when the switch is set on A than when the switch is set on B.

OBJECTIVE

The objective in Off The Wall is to score the highest number of points. Play against another player or try to beat your best score. Score points by using the ball to knock bricks out of the wall, hitting the dragon beyond the bricks, or catching the Mystery Token for bonus points. When the player clears four brick waves, he automatically advanced to the next skill level.

Using the controller, the player must position Lu in the path of the falling ball. Lu uses his staff to deflect the ball back to the brick wall to break out bricks. If Lu misses a ball, he loses a life.

In each game the player starts with five lives. The number of lives remaining displays in the upper left hand corner of the screen, with one square for each remaining life. If you break out all the bricks, or hit the dragon six times, the wave finishes and you receive another life. Each time you hit the dragon, the background behind the bricks becomes lighter.

In a two-player game, each player takes a turn. The first player begins breaking out bricks until he misses a ball and loses a life. The second player continues with the same brick field, knocking out bricks until he misses. The game continues, moving into higher skill levels until each player runs out of lives.

BLACKBIRD

After the first wave on the Peasant level, a Blackbird appears. The bird tries to fly between the bricks and the ball. If the ball hits the bird, the bird deflects the ball back to Lu.

SPECIAL POWER TOKENS

After you hit the ball the first time, different tokens begin dropping at random. If Lu catches a token, he receives special powers. Each token has its own special power. Lu keeps these special powers until he misses a ball or the token timer (a bar graph in the upper right corner) runs out.

<u>Zig Zag (Z)</u> This token makes the ball travel in a zig zag pattern after being hit by Lu. On the way down, the ball travels in a normal, straight path.

<u>Mystery Token (?)</u> This token can have any one of four effects. Three help Lu while one is a disadvantage. The token may grant Lu an additional life, add 50, 75, or 100 bonus points depending on the current skill level, or stop the Blackbird. Or, this token may hinder Lu by speeding up the ball, making the ball harder to hit.

<u>Magnetic Paddle (M)</u> With this token, Lu's staff becomes a magnet which draws the ball. For example, if the ball is to Lu's left the ball moves toward him. After hitting the ball, moving Lu to the left moves the ball in the same direction. Because this powerful token makes the player almost invincible, the token timer runs at twice the normal speed.

<u>Nuke Ball (bomb)</u> This token causes the ball to break out a much larger chunk of bricks when the ball hits the wall.

<u>Mega Paddle (flame)</u> With this token Lu carries a much larger staff. The larger staff makes it easier to hit the ball.

LEVEL OF DIFFICULTY

There are three different skill levels which you can select at the beginning of a game -- Peasant, Student, and Master. Each of these levels has four different waves of playing action. Each skill level and each wave is a little harder than the one before. If a player starts on Peasant level and finishes all four waves, the game automatically advances to the next skill level.

PLAYING TIPS

- If you hit the ball at an angle into the brick field, it bounces off the inside bricks and knocks out far more bricks than a direct hit.
- Be careful not to move Lu too fast or you could overshoot the ball.
- Use your tokens strategically.
- Try to use the Blackbird to your advantage.
- The M token is great for killing the dragon.

SCORING

Points are scored by knocking out bricks, hitting the dragon, and catching the Mystery tokens.

Bricks		1 to 5 points each
Catching Mystery token	Peasant level	50 points
	Student level	75 points
	Master level	100 points
Hitting the dragon		100 points

OINK!

BASICS
Game 1: One player (controlling the Pig) vs. Computer Wolf.
Game 2: Two players (taking turns controlling the Pig) vs. Computer Wolf.
Game 3: Two players (taking turns controlling the Pig and the Wolf).

Press the red button to grab an object; release the button to drop it in place as a 'patch.'

With the difficulty switches in the 'a' position, your Pigs must walk down to the wall to drop an object in place. In the 'b' position, they can drop objects in place from any point on the screen. When playing game 3, the Wolf will huff and puff a little slower if your difficulty switch is in the 'a' position.

SCORING
Points are earned every time your Pig drops an object in place in the wall. Objects in the first row are worth 4 points each. Point values for each object increase by 4 with each new row. For example, in row 6, each object is worth 24 points. In row 7, each object is worth 28 points.

SPECIAL FEATURES
Each Pig defends its own house. The first house is made of straw, so it's yellow. The second is made of sticks, so it's brown. The third house is made of bricks, so it's red. Each time you lose a Pig, you move to the next house and the next Pig.

Whether your house is made of straw or sticks or bricks, the Wolf will try to blow it down to get the Pig. He'll blow a little hole here, then a little hole there. And, if you don't keep up with the Wolf, he'll turn little holes into big holes. Then he'll chase after your Pig.

If your Pig is struck by the Wolf's breath, he will fall down to the bottom of the wall, losing precious time. And, if the hole is wide enough for the Pig to fit through, the Wolf's breath will take him right out onto the lawn. And then you've lost a Pig.

Every time a row of objects is used up, a new row appears. With each new row, point values increase. But as they do, the Wolf gets tougher and tougher.

You and a friend can take turns helping the Wolf in his home wrecking crusade. In game number 3, each player will alternately have 3 turns helping the Wolf and 3 turns helping the Pigs. Points are scored only while you're helping the Pigs. At the end of the game, total scores are shown for both players.

OMEGA RACE

Slip the Booster-Grip over the shaft of a Joystick Controller so that the bottom rim of the Booster-Grip rests snugly in the base of the shaft.

Insert the plug of the Joystick Controller into the plug of the Booster-Grip and then plug the completed assembly into the LEFT CONTROLLER jack of your video system.

Use the GAME SELECT switch to select either the one-player (Game 1) or two-player (Game 2) version of the game.

THE GAUNTLET IS TOSSED!
To The Earthling: We, the leaders of the Omegan Star System, have spent countless eons perfecting our method of training our warrirs to defend our star colonies. This method -- you may call it OMEGA RACE -- has proven so successful that evildoers tremble at the mere thought of interfering with us. As a result, our lives have become rather mundane and boring. So now we search the galaxies for other forms of intelligent life fast and tough enough to meet the challenge of our OMEGARACE. Having failed to locate such life, we're settling for you. We await you in the arena!

OBJECT OF THE GAME
The object of OMEGA RACE is to evade enemy fire and score points by destroying the various types of Omegan Warrior Ships and Photon Mines you'll encounter while speeding around a mysterious cosmic arena.

You begin each game with a fleet of three Fighter Ships. Only one Fighter at a time may maneuver around the arena. The number of Fighters remaining in reserve is indicated by the number of squares appearing in the lower right corner of your screen.

Use your Booster-Grip adaptor with your Joystick Controller to gain complete control over your Fighter. After fitting the Joystick with the Booster-Grip, hold the assembly so that the red button on the base of the controller is to your upper left toward the screen and the trigger on the Booster-Grip is facing front. Tightly grasp the Booster-Grip so that your forefinger rests on the trigger and your thumb rests on the booster. Both the booster and the red button on the base of the controller perform the same function in OMEGA RACE; they control your Fighter's thrust. The trigger is used to fire your laser cannon. The Booster-Grip itself serves as your Fighter's directional control. Use it to steer your Fighter in any direction and to aim your laser cannon.

Your laser cannon will fire only in the direction in which your Fighter is pointed. While you have an unlimited supply of ammunition, you may fire off only two shots at a time.

Extra Fighters are awarded at the following point levels: 30,000, 80,000, and 150,000.However, you may never have more than four Fighters in reserve at any one time.

OMEGAN ATTACK WAVES (RACKS)

Each wave, or rack, you'll encounter will be made up of seven Omegan Warrior Ships, each one programmed to destroy your Fighter by either blasting it to bits or ramming right into it. As each wave is cleared, a new wave will take its place, made up of faster, nastier, and craftier Omegan Warrior Ships. The three classes of Omegan Warrior Ship are:

<u>DROID SHIPS</u> During the first attack wave (Rack 1) these ships remain motionless, representing more of an obstacle than a threat. In later waves, however, they begin to orbit the arena at an ever-increasing rate.

<u>COMMAND SHIPS</u> Every wave contains at least one Command Ship and it is this class of ship that should be your primary target. Command Ships fire directly upon you, forcing you to use evasive maneuvers in order to survive long enough to return their fire. If a Command Ship is destroyed, one of the remaining Droid Ships will immediately take its place.

<u>DEATH SHIPS</u> The longer a Command Ship eludes your laser fire, the closer it gets to transforming into a madly-spinning Death Ship. These "ninjas of space" represent the ultimate in Omegan technology, rebounding off the walls of the arena, varying both speed and direction, firing an endless succession of laser blasts and leaving behind a deadly trail of explosive Photon Mines. Should you be skillful enough to destroy a Death Ship, it'll just be a matter of micro-seconds before another Command Ship turns into one.

As you advance through wave after wave, Command Ships will appear more frequently and the speed of all Omegan Warrior Ships will increase. And, like most perfectionists, their skills as marksmen will improve.

Points are scored for every ship and Photon Mine destroyed including those destroyed in a suicide crash. Should your Fighter be destroyed, your next Fighter will commence the race at the current rack level, but against a full complement of seven Omegan Warrior Ships!

<u>PHOTON MINES</u> Photon Mines left by Death Ships are a lot like mustard gas; they're very persistent. A Photon Mine will stay exactly where it is until you either blast it or crash into it. Of the two, the first way is more desirable. However, any Photon Mines left in the arena when a wave is cleared will automatically be disintegrated.

DROID FORCE BONUS

Every group of four waves constitutes and Omegan Droid Force. Every time you successfully eliminate a Droid Force (For example: Racks 1 to 4, Racks 5 to 8, etc.) you'll receive a bonus of 5,000 points as a reward for your stamina and endurance.

SCORING

Your score is displayed at the top of the screen throughout the game. Point values:

Photon Mine	500 points
Droid Ship	1,000 points
Command Ship	1,500 points
Death Ship	2,500 points
Droid Force Bonus	5,000 points

TWO-PLAYER VERSIONS

Two players may compete in OMEGA RACE, alternating turns. There are two different ways to set up your video game console for the two-player game. If you own only one Booster-Grip, use the GAME SELECT switch to select Game 2 and set the RIGHT DIFFICULTY switch to B. Both players will then use the same controller, trading back and forth at the beginning of each turn. IF you own a second Booster-Grip, connect it to another Joystick Controller and plug it into the RIGHT CONTROLLER jack. Select Game 2 and set the RIGHT DIFFICULTY switch to A. Each player will then be able to use his/her own controller. Either way, game play remains the same, except that the second player's score appears at the bottom of the screen instead of the top.

STRATEGY HINTS

Learn to use your Booster-Grip to control your direction as you ricochet off the walls of the arena. Mastering this technique will almost always enable you to maintain a good position for destroying both Command Ships and Death Ships.

Use your thrust sparingly to "float" back and forth or up and down. You'll be able to fire without worrying about navigating.

To rack up really high scores, go for the more valuable ships first. Since they're always replaced, you'll be able to get more points for the same quantity of ships destroyed.

OSCAR’S TRASH RACE

OSCAR'S TRASH RACE provides an exciting urban setting for practicing a variety of numerical skills and concepts as well as important pre-reading skills. These include:

- Counting objects and matching the number of objects counted with its corresponding numeral.
- Recognizing the number of objects in a pattern.
- Following directional arrows
- Using the relational concepts up, down, left, and right.

When you play OSCAR'S TRASH RACE with your child you can reinforce numerical concepts by talking about the game as you play. Say the names of the numbers out loud and encourage your child to say them too.

GAME SELECT SWITCH

OSCAR'S TRASH RACE contains seven exciting game levels. Find the game number you want to play in the GAME MATRIX. Press the GAME SELECT switch until the game number appears at the lower left of the television screen. The number on the right indicates the number of players for that game.

RIGHT and LEFT DIFFICULTY switches are not used in this game.

THE GROUCH DAY PICNIC

It was the morning of the annual Grouch Day Picnic. The weather was perfect: cloudy, cold, and dreary. Little grouches from all over the country came to the picnic, which was held at their favorite spot: the scenic city dump. The little grouches ate peanut butter and pickle sandwiches, showed off their junk collections, told grumpy stories, and played grouch games. But the high point of the day was the Trash Race, a game invented by Oscar the Grouch and his pet worm Slimey.

When Oscar blew his broken bugle, the race began. The three grouchiest grouches got to play first. They lined up at the back of the dump and waited for the start signal. "Blaat!" went Oscar's trumpet." Here comes the trash truck!" yelled the spectators in the grouch gallery.

The three grouches waited nervously while a trash truck slowly backed into the dump. Out poured the trash: one, two, three, four - four old tin cans. Each grouch counted carefully and checked the number on his can to see if it matched. "It's Herman!" yelled someone in the crowd. "No, I think it's Grungetta!" yelled another. But they were both wrong. The Grouch with the number four on her can was Sloppy.

"It's me! It's me!" shouted Sloppy as she started racing to the trash. She knew she had to grab the trash and make it back to the starting line before Slimey reached the other end of the dump.

"Go Sloppy!" yelled the crowd. "Go Slimey!" shouted Oscar the Grouch. Sloppy raced through the muddy junk yard leaping over puddles and potholes as fast as her little green legs would go. By the time she reached the trash pile, Sloppy really lived up to her name: She was covered with mud from head to toe. Sloppy quickly grabbed the trash and ran back toward the starting line. It was a close race! Slimey was only a slither away. But the thought of the grand prize gave Sloppy an extra burst of energy and she slid across the starting line before Slimey got to the far edge of the dump.

"Hurrah!" yelled all the grouches. "Boo!" yelled Oscar. Sloppy stepped up to Oscar's can to receive her prize. It was a delicious, icky sardine sundae.

That day the little grouches ran several more races. They simply loved racing for cracked plates, old shoes, apple cores, junk mail, used toothbrushes, crumpled tin cans, and other wonderful junk.

Of course, some of the little grouches liked playing in the puddles that covered the dump as much as getting the trash!

After the Trash Races, the grimy participants celebrated by eating more peanut butter and pickle sandwiches and talking about especially rotten aspects of the games. At the end of the day, everyone agreed that a grouchy time was had by all!

OBJECT OF THE GAME:

Help the little grouches count the trash, run to it, load it up, and return to the starting line as quickly as possible. Each time you finish a race you get one point.

To select a little grouch, press one of the three grouch buttons on your keypad overlay. If you pick a grouch whose number doesn't match the number of trash pieces, a buzzer sounds.

GAME 1: ONE-PLAYER PRACTICE GAME

The trash truck dumps out one to five pieces of trash, one piece at a time. First count the trash as it drops. Then look at the grouches. The correct number appears on one of the grouch cans. Select that little grouch by pressing the grouch button on your overlay which corresponds to the grouch's position. To help the grouch get to the trash as quickly as possible, press the left, right, and down arrows. Then move the grouch back up to the starting line by pressing the up arrow. The little grouch runs as fast as his furry legs can go - what fun it is to load up on that nice, yucky trash! There are three races to a game. You receive one point at the lower left side of the screen each time you finish a race. After three races, Oscar the Grouch makes his magnificent appearance!

Young children may need help counting objects. Encourage your child to point to the screen and count each piece of trash out loud as it falls.

GAME 2: ONE-PLAYER BEGINNING GAME

Again, the dump truck throws out one to five pieces of trash, one piece at a time. But now all the cans of the little grouches are numbered, so you must count the pieces of trash and decide which grouch has the same number on his can. Press the corresponding grouch can on your overlay to select that grouch. Then press the right, left, and down arrows to help the grouch get to the precious trash as quickly as possible. As soon as you've loaded up the trash, press the arrow that points up to run back to the starting line. You receive one point each time you complete a race. After three races, Oscar appears and congratulates you in his own grouchy manner.

GAMES 3 AND 4: ONE- AND TWO-PLAYER JUMP GAMES

Now the truck dumps one to nine pieces of trash on the ground. Select the grouch whose number matches the number of pieces of trash, and press the arrows on your overlay to make him run! In game 3 there are three puddles on the race course. In game 4 the racecourse is covered with many messy puddles. When the running grouch gets to a puddle, you should either press the jump button on your keypad overlay to help him jump over or use the arrows to walk around the puddle. You get one point for every puddle you jump. Also, the grouches get down to the trash and return to the starting line faster when you make them jump over puddles. Once a grouch's toes touch a puddle, she or he can't resist playing in the muck. Just watch those little feet get covered with mud!

After three races in Game 3 and five races in Game 4, Oscar the Grouch shows his grouchy face. In two-player games, the second player takes over the controller to run races after the first player finishes. The number at the lower left side of the screen totals the first player's points and the number at the lower right side totals the second player's points.

GAME 5: ONE- AND TWO-PLAYER TIMED RACES

Take the little grouches on as many races as you can before Slimey the Worm reaches the other side of the dump. See Slimey at the bottom of the screen? He slowly crawls from one end of the dump to the other end where Oscar awaits news of the races. When Slimey reaches Oscar, time is up, the game ends, and Oscar appears.

The truck dumps all the trash out at once and there are lots of puddles. Try to make the grouches jump over or run around these mudholes. If their toes touch that gooshy mud, they will hop in and play. You get one point for every puddle you leap and one point for each race you complete. In two-player games, the second player runs as many races as possible after time is up for the first player.

GAMES 6 AND 7: ONE- and TWO-PLAYER RAINY DAY GAMES

Pay close attention and help the runners leap over all the mucky puddles on the racecourse. Remember, whenever a grouch gets into a puddle, the race is delayed while the little grouch plays.

During these races, the sky darkens and rain falls on the runners. When it rains, the puddles fill up with blue rain water. If you jump over a puddle when it is blue, you score two points.

There are one to nine pieces of trash which are dumped all at once. Slimey times the game. In two-player games, each player runs as many races as possible before time is up.

In Game 7 everything moves really fast because the little grouches have their speed up from all the practice they've gotten.

Watch for the following pieces of trash:

BONE, HANGER, MUG, TOOTHBRUSH, TIN CAN, TELEVISION, HAT, PHONE, TENNIS SHOE, SHOE, ENVELOPE, SCISSORS, BOAT, HAMMER, BEACH BALL.

Oscar and the little grouches are getting ready to eat a yucky picnic lunch. What you think they will eat? Draw the lunch. Color the picture.

OTHELLO

You'll need strategy, foresight and cunning to be a success at this game.

The field is made up of a grid containing 64 squares. Each player is designated by a color (white or black) and takes turns trying to capture as many squares as possible. When you capture a square, it becomes your square and changes to your color. Your corresponding score is displayed at the top of the screen.

To capture a square, you must OUTFLANK your opponent. To do this, you must position your squares on the grid so that one or more of your opponent's squares is in a row which is bordered on each end by one of your squares.

USING THE CONTROLLER

To move the cursor: Move the Joystick right, left, forward, backward, or diagonally to move the cursor in the same direction on the grid. When you move the cursor off one edge of the grid it will "wrap around" the playfield and come in on the opposite side.

To position your move: Move the cursor to the desired square and press your red controller button. The square then becomes yours and changes to your color (white or black).

LEFT DIFFICULTY SWITCH:

In the a position, this switch causes the game to go into a setup mode in which either players' Joystick can be used to position squares on the grid. To do this, place the curser in the desired square using the Joystick. As you press and release the red controller button, the square will alternate between white, black, and blank (green).

Use the setup mode to work out specific problems or to work on experimental situations. The scores at the top of the screen will change as you position squares around the grid.

Put the left difficulty switch in the b position for normal game play.

RIGHT DIFFICULTY SWITCH:

In the a position, the black player moves first; in the b position, the white player moves first. The color of the cursor indicates which player is up.

NOTE: The official tournament rules for OTHELLO require that the black player always moves first. This version of the game from ATARI includes the option of allowing the white player to move first, thus providing an advantage over the computer.

GAME SKILL LEVELS

There are four OTHELLO games in this Game Program. Each game number signifies a particular skill level (except for Game 4, which is for two players).

- Game 1 Beginner Level.
- Game 2 Intermediate Level.
- Game 3 Expert Level.
- Game 4 Two players oppose each other.

SCORING

Each square you capture is worth one point. You lose points when your opponent captures your squares. The left controller player's score is displayed in the upper left corner of the screen; the right controller player's score is at the upper right.

All game start with two black and two white squares in the center of the grid. At the game's end the television changes colors every few seconds. The player with the highest score wins the game.

Illegal moves: You must always outflank an opponent's square or row of squares to make a legal move. The computer will not accept illegal moves and will react to them with a "razz" sound. You do not lose a turn for attempting to make an illegal move.

STRATEGY

The following strategy is included to help the beginning player. If you are an advanced player, you may choose to use more complicated strategy, or strategy to help you develop yourself.

A corner square can be extremely valuable since it cannot be outflanked and since it serves as a permanent end in three directions(horizontally, vertically, and diagonally). Try to capture corner squares whenever possible.

Squares which make up rows on the outside edges of the grid are also valuable. They can only be outflanked in one direction along the edge and they can serve as an outside "end" for three directions (2 diagonals and perpendicular to the edge).

Be careful when approaching the row next to the outside row. When you capture one of the squares in these rows you become a possible bridge (for your opponent) to a corner or end position.

A solid block of one color is often the key to a winning game. Another key to winning is dominating the corners of the grid.

OUTER SPACE

SKILL OPTIONS

Want to really test your aim in space? Slide the Skill switch to the "Expert" (A) position. Your laser missiles are weaker, making it necessary for you to hold the UFO on target longer.

Slide the Skill switch to "Expert" (A) position during Lunar Lander games and you must be exactly on target before you score points. As you attempt to land the Lunar Lander on the moon, make sure that you are landing DIRECTLY on the moon target as you fire the landing rockets with the red Controller button.

SPACE WAR

You're sitting in your space ship cockpit. And your television screen is suddenly transformed into the window of your Space Ship. With the Joystick Controller, steer the ship deep into space. A constant barrage of meteors whiz towards your window. And eerie UFOs float from the darkest parts of space.

The movement of the Joystick affects the direction you travel through space. For example, to avoid collision with space objects on your ship's left, steer the ship to the right by moving the Joystick to the right; dive by moving the Joystick forward; soar upward by moving the Joystick back towards you.

Your mission in space is to destroy the space UFOs and score points. You are helpless against asteroids--they can NOT be destroyed .Lose one point when any UFO or asteroid crashes into your ship. Score one point when you destroy a Space Fighter. Score two points when you zap a flying saucer or space module. A space robot is worth three points when you destroy it.

Destroy UFOs with laser beams fired by pressing the red button on your Joystick Controller. Laser beams are only effective when the objects are in the target area--the two center bars of the Space Window. Zap a UFO and your score appears at the top right of the screen.

While you blast through space, you'll hear space sounds: computer "BEEPS" from your space ship controls, collisions and laser beams when you fire.

- Asteroid--Cannot be destroyed.
- Space Fighter--1 point.
- Flying Saucer--2 points.
- Space Robot--3 points.
- Space Module--2 points.

ONE-PLAYER GAMES OF SPACE WAR

You are all alone on these Space War games. Your television screen becomes your Space Ship Window as you guide your ship deep into space with the right Joystick Controller. Meteors whiz past you. And on each mission, UFOs take a different strategy.

Score points by destroying UFOs. Just press the red Controller button when the UFO is in the target area and ZAPPP! All one-player Space Wars last two minutes and 16 seconds. During the final 16 seconds, your score flashes off and on the Space Window.

GAME 1 - SPACE WAR

Your mission is to destroy as many SLOW MOVING SPACE UFOs as possible in 2 minutes and 16 seconds. The UFOs appear two at a time as you guide your ship into space.

GAME 2 - OUTER SPACE

Your mission is to destroy as many SLOW MOVING SPACE UFOs as possible in 2 minutes and 16 seconds. They appear one at a time as you guide your ship into space.

GAME 3 - SUPER SPACE WAR

Your mission is to destroy as many FAST MOVING UFOs as possible in2 minutes and 16 seconds. They appear one at a time.

GAME 4 - DOUBLE SPACE WAR

Your mission is to destroy as many FAST MOVING UFOs as possible in two minutes and 16 seconds. They appear two at a time.

TWO-PLAYER GAMES OF SPACE WAR

You are sitting in your Space Ship cockpit. Use the right Joystick Controller to guide the Space Ship. The opponent uses the other Joystick Controller to steer the Space Module that appears through the Space Window. Your score appears in the top right corner of the Space Window. The opponent's score is in the left corner.

Only the Space Ship Commander can score in this game. But both players have a turn to be Commander of the Space Ship. This Space War lasts4 minutes and 32 seconds. During the final 116 seconds of each game half (2 minutes and 16 seconds), the scores will flash at the top of the screen. After the first half of the game, the Module in the Space Window changes color from blue to orange. Then you become Commander of the Module and your opponent becomes the Space Ship Commander.

Your mission as Space Ship Commander? To destroy UFOs and the Space Module you can see through your Space Window. As you chase the Module through space, make points when you zap a UFO or when you destroy the Module. Lose 1 point when you collide with a UFO or asteroid.

As a module Commander, you must avoid collisions and laser missiles from the Space Ship. The Module's major defense? The ability to become invisible. The Module Commander presses the red Controller button and the Module disappears when it is near the target area in the center of the Space Window. The Space Ship Commander scores2 points when the Module collides with a UFO or asteroid.

GAME 5 - SPACE WAR II
The space chase is on.And you must destroy the space Module. There are no UFOs in this galaxy. As Module Commander, you must avoid collisions and laser missiles.

GAME 6 - OUTER SPACE II
Blast off into space after the space Module. You must destroy the Module and try to avoid collisions with the indestructible SLOW MOVINGASTEROIDS that appear. If you are the Module Commander, avoid collisions and laser missiles.

GAME 7 - SUPER SPACE WAR II
Your mission? To destroy the space Module and try to avoid collisions with the indestructible FAST MOVING ASTEROIDS that appear. As Module Commander, you must avoid collisions and laser missiles.

GAME 8 - SPACE WAR III
The space chase is on! You must destroy the space Module and the SLOW MOVING UFOs that appear one at a time from deep space.

GAME 9 - SUPER SPACE WAR III
Catch the space Module. You must destroy it and the FAST MOVING UFOs that appear one at a time from deep space.

SPACE RACE (One-Player Games)
You are sitting in your cockpit watching space whiz by. With the right Joystick Controller, steer your ship past the indestructible asteroids. Your mission? To cover as much distance as possible.

Your space meter ticks away each parsec (a measure of space distance)of distance in the upper right corner of the Space Window. You lose one parsec each time you collide with an asteroid.

To increase your speed in space, press the red Controller button. You'll hear the engines roar into the fastest speed of all. During the final 16 seconds of each game, your score will flash off and on the top right of the Space Window. Each game lasts 2 minutes and 16 seconds. Throughout your space race against time, you'll hear the sound of your Space Ship engines, computer "BEEPS" from your Space Ship controls, and collisions.

GAME 10 - SPACE RACE
Cover as much distance as possible while avoiding collisions with a STEROIDS that appear one at a time.

GAME 11 - DOUBLE SPACE RACE
Cover as much distance as possible while avoiding collisions with ASTEROIDS that appear two at a time.

LUNAR LANDER
You've explored space. Now your mission is to explore the moon. You control the Lunar Lander on the Space Window with your Controller Joystick. The game or another player controls the movement of the moon. Score one point for every successful landing your Lunar Lander makes. NOTE: When the Lunar Lander or the Moon is moved off the top bottom or sides of the Space Window, it will reappear at the opposite side. For example, the Moon moves off the top of the Window and reappears at the bottom of the Window.

You'll hear space sounds: Computer "BEEPS" from your Lander controls, collisions and retro fire from your rocket engines.

ONE-PLAYER GAMES OF LUNAR LANDER
Each one-player games lasts 2 minutes and 16 seconds. The computer controls the movement of the moon. You control the movement of the Lunar Lander with the right Controller Joystick. Score one point for every successful landing your Lander makes. Before you can make a perfect landing, remember to fire your retro rockets by pressing the red Controller button as you land.

GAME 12 - SIMPLE LUNAR LANDER
Using the right Controller, you steer the Lunar Lander. The computer controls the movement of the moon. Score one point for every successful landing.

GAME 13--COMPLEX LUNAR LANDER
Using the right Controller, you are commander of the Lunar Lander while the computer moves the moon. Score one point for every successful landing. You must avoid collision with SLOW MOVING METEOR SHOWERS. Lose one point when you collide with a meteor. Meteors do not affect he moon.

GAME 14 - SUPER LUNAR LANDER
You control the Lunar Lander with the right Controller. The computer controls the moon. Score one point for every successful landing. You must avoid collision with FAST MOVING METEOR SHOWERS. Lose one point when you collide with a meteor. Meteors do not affect the moon.

TWO-PLAYER GAMES OF LUNAR LANDER
Control the Lunar Lander with the right Joystick and your score appears in the top right corner of the Space Window. The other player controls the moon with the left Joystick and that score appears in the left corner. Only the Lunar Lander Commander can score one point for each successful moon landing.

The two-player games last 4 minutes and 32 seconds. After the first half of the games, the Lunar Lander changes from blue to orange, and the right joystick controls the moon's movement; the left Joystick then controls the Lunar Lander.

That way, both players have a chance to score. During the final 16 seconds of each game half (2 minutes and 16 seconds), the score will flash at the top of the Space Window.

GAME 15 - SIMPLE LUNAR LANDER

You control the movement of the Lunar Lander. Another player controls the moon. Score one point for every successful landing. As controller of the moon, you must try to avoid contact with the Lunar Lander.

GAME 16 - COMPLEX LUNAR LANDER

Score one point every time you land on the moon. Your only obstacles are SLOW MOVING METEOR SHOWERS. When the Lunar Lander collides with a meteor, you lose one point. As controller of the moon, you must try to avoid contact with the Lunar Lander. Meteor showers do not affect the moon.

GAME 17 - SUPER LUNAR LANDER

Score one point every time you land on the moon. You opponent controls the moon. Your only obstacles are FAST MOVING METEOR SHOWERS. When you collide with a meteor, you lose one point. As controller of the moon, you must try to avoid contact with the Lunar Lander. Meteor showers do not affect the moon.

OUTER SPACE TELE-GAMES CARTRIDGE

	Space War								
Game	1	2	3	4	5	6	7	8	9
Players	1	1	1	1	2	2	2	2	2
Fast Objects			🟥	🟥			🟥		
Double Objects	🟥			🟥			🟥		
Asteroid/Meteors	🟥	🟥	🟥	🟥		🟥	🟥	🟥	🟥
Space Robot	🟥	🟥	🟥	🟥				🟥	🟥
Flying Saucer	🟥	🟥	🟥	🟥				🟥	🟥
Space Fighter	🟥	🟥	🟥	🟥				🟥	🟥
Space Module	🟥	🟥	🟥	🟥				🟥	🟥

	Space Race		Lunar Lander					
Game	10	11	12	13	14	15	16	17
Players	1	1	1	1	1	2	2	2
Fast Objects					🟥			🟥
Double Objects		🟥						
Asteroids/Meteors	🟥	🟥		🟥	🟥		🟥	🟥
Lunar Lander	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥
Moon	🟥	🟥	🟥	🟥	🟥	🟥	🟥	🟥

OUTLAW

One or two players can become expert gunslingers during these games:

- In one-player games (Target Shoot), you control the movement of a gunfighter with the left Joystick Controller. Practice target shooting with the moving target that appears on the screen.
- In two-player games (Gunslinger Games), each player controls the movement of a gunslinger with a Joystick Controller. You score points when your gunslinger shoots your opponent's gunslinger.

NOTE: In all one and two-player games, bullets will ricochet off the upper and lower playfield boundaries.

CONTROLLER ACTION

When you want to aim the gunslinger's gun, press the red Controller button. Hold the button down while you control the movement of the gunslinger's arm with your Joystick Controller. After you have aimed the gunslinger's arm that holds the gun, release the button to fire bullets.

SCORING

In one-player games, you score one point each time a bullet from your gunslinger's gun hits the moving target. You have 99 seconds to score a maximum of ten points. The timing clock appears in the upper right corner of the playfield; the gunslinger's score is in the upper left corner.

In two-player games you score one point each time a bullet from your gunslinger's gun hits the opposing gunslinger. When a gunslinger is hit, it will sit down and the point appears at the top of the screen. The score of the gunslinger from the left side of the playfield appears in the upper left corner; the right playfield gunslinger's score appears in the upper right corner. The first player to score ten points wins the game.

SKILL OPTIONS

Expert (A) position: Your bullets will disappear in flight if your gunfighter is shot before your bullets hit target. Novice (B) position: Your bullets will continue in flight even if your gunfighter is hit before your bullet hits a target.

GUNSLINGER'S CODE

There are 16 gunslinger and target shooting games in the Game Cartridge. Each one presents different variations. For a description of each variation, refer to the following code:

<u>BLOWAWAY</u> Your bullets are more powerful during gunfights with Blowaway. You can shoot away pieces of the protective center -- a Stage Coach, Wall or Cactus -- until it completely disappears.
<u>CACTUS</u> Some gunfights and target shooting games occur with a Cactus in the center of the playfield. Bullets cannot penetrate the Cactus. Use the Cactus as protection from your opponent's shots.

STAGE COACH A Stage Coach stands between the two gunslingers during some games. Bullets cannot penetrate the Stage Coach, making it ideal for protection against opposing bullets. In some games, a series of Stage Coaches will MOVE up the screen between you and your opponent.

WALL In some games, a wall is located between the two gunslingers. These games also feature Blowaway. Use your shots to make a hole in the wall and aim at your opponent.

GETAWAY During a gunfight with Getaway, each gunslinger can move immediately after shooting the gun. Without Getaway, gunslingers must wait until their bullet disappears off the screen or hits a target.

SIX SHOOTER In these gunfights with Six Shooters, each player's gun only has six bullets in it. Receive another round of ammunition when BOTH players have used all six bullets.

TARGET SHOOT The Target Shoot is a feature of one-player games. The Target bounces up and down on the screen while you attempt to make a direct hit.

GUNSLINGER TWO-PLAYER GAMES

GAME 1 This gunfight between two players features a Cactus.
2 Two players use the Cactus and Getaway to plan their gunfight strategy.
3 A Cactus and Blowaway characterize this two-player gunfight.
4 The two gunslingers use Six Shooters during this gunfight which features a center Cactus and Blowaway.
5 A center Stage Coach stands between the two gunslingers.
6 Players must take special aim as a series of Stage Coaches MOVE between the two gunslingers.
7 This gunfight features a Stage Coach and Blowaway.
8 A series of Stage Coaches MOVE between the two gunslingers as they use Blowaway in their playing strategy.
9 Two gunfighters play with Six Shooters, Blowaway and a series of MOVING Stage Coaches between them.
10 The two gunslingers use Six Shooter during this gunfight which features Blowaway and a center Wall.
11 Players use Getaway, Blowaway and a center Wall in their gun fighting strategy.
12 The center wall MOVES between the two gunslingers as they play with Getaway and Blowaway.

TARGET SHOOTING ONE-PLAYER GAMES

13 You control one gunslinger on the screen which scores points by hitting the Target Shoot. A center Cactus is between you and the Target Shoot.
14 This target shooting game features a Target Shoot, a center Cactus and Blowaway.
15 This game features the Target Shoot and a center Stage Coach.
16 A series of Stage Coaches MOVE between the gunslinger and the Target Shoot. This game also features Blowaway.

PAC MAN

We know that millions of people all over the world just love the PAC-MAN arcade game. PAC-MAN has won the hearts of men, women, and children everywhere. We also know that PAC-MAN has traditionally been an arcade game. Well, we at ATARI know all about arcade games. After all, we make some of the greatest arcade games in the world, and we know how to bring the same dynamite game play into your home.

Our PAC-MAN has all of the excitement and challenge of the standard arcade game, and you get to play in the comfort and convenience of your own home. This is especially advantageous if you still plan to make an occasional appearance at the arcade to show off your great playing skills. (Little do they know that you've been practicing at home all along.)

Just in case you're new to PAC-MAN, don't worry. It's easy to learn. You'll be a pro in no time at all.

So, relax, get comfortable and enjoy it in the privacy of your own home. We suggest that you read this instruction booklet thoroughly before beginning game play. We know that you won't want to miss any important details about game play. You might even find it entertaining.

LIFE IN MAZELAND

The object of the game is to keep PAC-MAN happy and healthy in his home of Mazeland. PAC-MAN starts the game with four lives(turns).The longer he survives, the more points you score. You score a point for every video wafer that PAC-MAN eats. You also score points when PAC-MAN eats power pills, vitamins, and ghosts. Everytime PAC-MAN eats all of the video wafers on the maze, he earns an extra life and a new maze full of video wafers.

The following information lists all of PAC-MAN's nutritional needs, which also happen to be your point-scoring objects.

Video Wafers These are the dotted lines on the screen. You maneuver PAC-MAN around the playfield over the video wafers. He automatically eats the video wafers, and they disappear from the maze. You score one point for each video wafer he eats. (To score a point, PAC-MAN must pass directly over the video wafer.)

Power Pills Power pills are located in the four corners of the playfield. Each power pill is worth five points. When PAC-MAN eats a power pill, the ghosts become a transparent blue color.

During this time, PAC-MAN has the super-strength to overcome the ghosts. This is his big chance to chase and gobble down each ghost. Unfortunately, this great power only lasts a few seconds. When the power starts wearing off, the ghosts turn pink and then back to yellow. (Musical notes stop several seconds before ghosts turn back.)

Vitamins Vitamins are the two intersecting rectangles in the center of the playfield. They only appear for a few moments and then disappear and reappear. The vitamins are worth 100 points each time PAC-MAN eats them.

Ghosts The ghosts are the quartet of bad guys chasing PAC-MAN around the maze. If a ghost eats PAC-MAN, you lose a turn(one life).On the other hand, if PAC-MAN eats a ghost, you score points. PAC-MAN can only eat ghosts after eating a power pill. Then he can run around the maze eating ghosts. The first ghost is worth 20 points, the second ghost is worth 40 points, the third is worth 80 points, and the fourth is worth 160 points. If the power pill wears off before PAC-MAN eats all the ghosts, he must eat another power pill and start chasing the ghosts again(starting at 20 points again).After PAC-MAN eats a ghost, you only see eyes left on the ghost. But, the ghosts are reincarnated by returning to the big, square chamber in the center of the playfield.

DIFFICULTY SWITCHES

PAC-MAN has two difficulty levels. When the DIFFICULTY switch is in the B position, the power pills last longer and the vitamins stay on the screen longer. The A position is for the advanced PAC-MAN player.

GAME VARIATIONS

PAC-MAN includes 8 game variations. Each variation has a one-player game and a two-player game. In the two-player games, the left player starts the game. Each player takes a turn until PAC-MAN gets eaten by a ghost.

Games 1, 2, 7, and 8 feature a slow moving PAC-MAN. The ghosts in each of these games move at different speeds as follows:

- GAME 1 Ghosts move at jogging speed.
- GAME 2 Ghosts move at running speed.
- GAME 7 Ghosts crawl especially slow for young children.
- GAME 8 Ghosts move at walking speed.

Games 3, 4, 5, and 6 feature a fast PAC-MAN with the ghosts moving at varying speeds as follows:

- GAME 3 Ghosts crawl around the maze.
- GAME 4 Ghosts move at walking speed.
- GAME 5 Ghosts move at jogging speed.
- GAME 6 Ghosts move at running speed.

Games 3 and 7 are recommended for young children. Game 6 is the most difficult game variation. For a real challenge try Game 6 with difficulty level A.

NOTE: Sometimes the ghosts try to hide behind each other, so they appear to be one single ghost chasing PAC-MAN.

SCORING

Video Wafer	1 Point
Power Pill	5 Points
Vitamins	100 Points
First Ghost	20 Points
Second Ghost	40 Points
Third Ghost	80 Points
Fourth Ghost	160 Points

HELPFUL HINTS FOR PAC-MAN'S SURVIVAL

When all of the ghosts are hiding on top of each other, eat a Power Pill and then you can gobble all four ghosts in one big bite and score 300 points.

Try to eat as many Video Wafers as possible before eating a Power Pill. This will save the Power Pill until you really need it.

Before you eat a Power Pill, stay in the corner close to it so you can tease the ghosts into moving closer to you, thus allowing you to eat more ghosts with one Power Pill.

Use the top and bottom openings in the maze like a tunnel to outsmart the ghosts. Slip in or out of the openings to escape hungry ghosts.

PAC MAN JR.

I may be young, but I'm no baby! I'm a star just like my folks, Pac-Man and Ms. Pac-Man. And I've got twice their energy! Come play with me! We'll race around giant playgrounds. We'll chase down magic candy and run from ghostly bullies who'll tickle me to death if they catch me. My playgrounds are full of challenging mazes with corners and alleys to hide in. I run faster than a speeding roller skate, ducking behind barriers, dodging those mean bullies. I can even race from one side of a playground to the other. That's a lot of ground to cover! But I've got to play a lot harder than my folks to live up to the Pac-Man family name. That's why this is a whole new game!

GETTING STARTED

Press (Select) to choose one of four skill levels: one teddy bear; two teddy bears; three teddy bears; or toy candy.

PLAYING THE GAME

On the playground maze, Jr. Pac-Man runs like mad, eating every dot in sight while trying to avoid up to four ghost bullies -- Inky, Blinky, Pinky, and Tim. You start the game with three turns, and lose a turn every time a bully catches Junior.

Have Junior eat a power pill when the ghost bullies start closing in. Suddenly, he's stronger than the bullies --they're running from him! Be aggressive and get them!

Watch for a toy-shaped candy that tromps across the playground. It turns every dot it touches into a bigger dot worth more points. But have Junior eat it before it goes too far -- it can destroy the power pills!

STRATEGY

Don't let Jr. Pac-Man eat the power pills too early. Wait until the bullies gain on him, then have him tease them toward a pill, quickly gobble it, and immediately chase them.

Have Junior eat as many dots as he can before he east the power pills. This gives him more clear paths for chasing bullies.

Dots worth ten points slow Jr. Pac-Man down. Dots worth 50points slow him down even more. So, when the bullies close in, have Junior dash into a clear path to outrun them.

Jr. Pac-Man turns corners faster than the ghost bullies. When the bullies are closing in, have him make lots of direction changes to outrun them.

Get to know the bullies' personalities. Each one is unique, and you can use that fact to your advantage.

Allow the toy candies to transform as many dots as possible into 50-point dots. But have Junior eat the candies before they destroy the power pills.

Pay attention to game sounds, such as the tromping sound of toy candies. They'll clue you to what's happening in parts of the maze you can't see.

SKILL LEVELS

When you graduate to each higher level, the playground is faster, tougher, and even more challenging than the one before.

- One Teddy Bear -- This is the easiest level, in which just one ghost bully chases Junior.
- Two Teddy Bears -- Junior runs from two bullies.
- Three Teddy Bears -- Three bullies pursue Junior.
- Toy Candy -- This is the hardest level, in which Junior tries to outrun four bullies.

SCORING

Score points by having Jr. Pac-Man eat the bullies. The more bullies he east per power pill, the more points you score.

Your score appears at the bottom center of the screen. The number of turns you have left appears at the lower left. Teddy bears or the toy candy showing your skill level appear at the lower right.

Points are listed below:

First ghost	200 points
Second ghost	400 points
Third ghost	800 points
Fourth ghost	1,600 points
Tricycle	100 points
Kite	200 points
Drum	500 points
Balloon	700 points
Train	1,000 points
Kitty	2,000 points
Root beer	5,000 points
Dot	10 points
Dot touched by toy candy	50 points
Energy pill	50 points

At 15,000 points, you earn a bonus turn.

PHOENIX

In ancient times, legend says, there was a bird of great beauty. About the size of an eagle, it had brilliant scarlet and gold feathers, a melodious song, and was the only one of its kind in the entire world.

This fabulous creature lived in Arabia and had a life span of over five hundred years. At the end of its life, the phoenix built a nest of frankincense, myrrh, and other aromatic spices. After setting fire to the nest by rapidly beating its wings, the beautiful bird settled down to die amidst the flames.

From the ashes of that fire miraculously arose a young, revitalized Phoenix. This new bird then took the remains of its parent to the temple of the sun at Heliopolis in Egypt, and sacrificed them on the high altar.

The long life of the Phoenix and the dramatic rebirth from its own ashes has made this legendary bird a symbol of immortality and spiritual rebirth in many cultures. The Egyptians saw the myth as a symbol of the life cycle of the sun, which dies every day at sunset and is reborn every morning at dawn. Most others interpret the legend as a general symbol for the regeneration of life after death.

However, something awful has happened to tarnish the long-standing image of the Phoenix. Due to the effects of radioactive fallout on its nest, the Phoenix has unfortunately mutated into a bird of prey.

Now, several birds arise from the ashes, but these are not like the beautiful, friendly bird of old. These birds are mean. Their cries are shrill. They have developed a tough, metallic-like skin that makes them almost indestructible. And they have turned their backs on the human race to offer their services to alien beings determined to drain away earth's energy resources.

Your mission: Eliminate these seemingly immortal war hawks, destroy the alien spaceship, and safeguard our planet from ravaging energy-thieves.

GAME PLAY

You have five lives in which to survive the bombing attacks of four separate flocks of Phoenix war birds who protect the alien spaceship. Your challenge is to eliminate the birds, get to the spaceship that follows the fourth wave of birds, and shoot the alien pilot.

To eliminate the large, menacing Phoenixes of the third and fourth waves, you have to hit them in the center. If you only wing a Phoenix, like its ancient ancestor, it will soon regenerate the missing part and become a whole bird to attack you some more.

To destroy the alien pilot, you have to erode the multi-colored hull of the spaceship directly beneath the cockpit to create a clear shot at him. But one of the hull layers- the blue layer - rotates the length of the spaceship. So, you not only have to chip away at the blue layer, but you also have to time your shot at the alien to coincide with the hole passing directly under him.

TO OPERATE YOUR LASER CANNON

Move your Joystick left or right to move your laser cannon left or right. Pull the Joystick toward you to activate a protective force field around your laser cannon.

This force field is energized for only 1 1/2 seconds before it fades; it cannot be reactivated until another 3 1/2 seconds elapse. When the force field is activated, you cannot move your cannon, but you can still fire your laser.

To fire your laser cannon, press the red fire button. You can only have one laser shot on the screen at any one time.

DIFFICULTY SWITCHES

Since PHOENIX is difficult enough as it is, the DIFFICULTY switches have no effect on game play either. However, if you wish to eliminate the background sounds of the bird cries, set the LEFT DIFFICULTY switch to the "A" position. The action sounds will remain, no matter which setting you choose.

SCORING

Point values are identical for the first two waves of attack by the small Phoenix birds. You get 20 points for each small bird you hit while it is moving in a horizontal pattern; you get 80 points for each bird you shoot while it is actually swooping in at you.

Point values are also identical for the last two waves of attack by the large Phoenix birds (Figures 3 and 4).You get between 100 and 500 points for each large Phoenix you eliminate, depending on its proximity to you when you destroy it. The closer the bird is, the more points you get. If you only wing one of the large birds, you get 20 points.

The alien spaceship (Figure 5) counts between 1,000 and 4,000 points in the first round - depending on its proximity to you when you vaporize the alien. In this case, the quicker you destroy the ship, the more points you'll score. If you survive long enough to confront the spaceship again, the highest score you can achieve increases by a thousand points in each round to a maximum of 9,000 points.

PICNIC

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.

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.

Right difficulty switch Position A = Large swatter, Position B = Small swatter.

GAME VARIATIONS

Odd numbered games for single player, even for 2-player:

- Games 1 & 4: Beginner
- Games 2 & 5: Intermediate
- Games 3 & 6: Advanced

SCORING

Swatting a bug	10 points
Swatting a bug into trap	20 points
Swatting Super Bug	40 points
Swatting Super Bug into trap	1,000 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 - 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.

PIECE O' CAKE

Piece Of Cake?--no way!! So you thought your first day on the job was going to be easy? Well, you not only have to learn the fine art of baking cakes, but you also have to master it in a big hurry. This is a production operation, and business is booming! It's actually a very simple job--at first. You simply take a freshly baked cake from the oven and drop it on a platter which is moving on a conveyor belt. Top that with a cherry, and you will be rewarded for your artistic endeavors. You must stack them correctly however, or--splat!! As your skill progresses, so does the conveyor speed, so keep cool, and try not to earn the dubious title of "butterfingers." Being a top notch bakery chef requires adeptness and a calm temperament, so if you can't stand the heat, get out of the kitchen!

DIFFICULTY SWITCHES

Position A = Additional speed increases as player skill increases.
Position B = Normal speed increases as player succeeds in completing cakes.

CONTROLS

Use the paddle to move the baker to the extreme left to automatically pick up a cake from the oven. Push the red "fire" button to drop a cake. Move the baker to the extreme right to recycle a cake, and return to the oven for another piece to drop. Move the baker to the cherry platter (right side of screen), and depress the fire button to pick up a cherry. Depress the fire button again to release the cherry.

GAME VARIATIONS:

The seven game variations can be chosen with the game select switch. The higher the game number, the faster the game play, and the higher the bonuses. In each game variation, the speed of play increases as the player demonstrates his ability to get completed platters across the conveyor belt chute.

SCORING

Dropping a cake layer on the moving platter, or on top of another cake layer, scores 10 points.

Each successfully completed cake that crosses the chute scores 100 points, or more, depending on the game level played. A successfully completed cake consists of stacking any number of layers in order of size starting from the bottom (largest) to the top (smaller).The cake must then be completed with a cherry on top. Even a cherry alone on a platter is considered complete. However, a correctly stacked cake with no cherry will be rejected. A perfect cake, which consists of three correctly stacked layers with a cherry on top, earns the player bonus points depending on the game level played. The following is an example of how bonuses are awarded:

Cakes Completed	Correct Cake	Perfect Cake
First 2	100	200
Next 3	500	1,000
Next 3	2,000	4,000
Next 3	3,000	6,000
Next 3	4,000	8,000

The higher the game number, the more bonus points awarded at each step of the game.

NOTE: The three horizontal lines appearing just below the score, at the beginning of the game, indicate your baking merits. These allow you to make some mistakes during play. If you incorrectly stack a cake, or don't complete it, you will lose a merit. When you lose all three merits, the game is over.

PLAYING HINTS
Early in the game try to stack perfect cakes (three successive layers topped with a cherry).You have more time since the conveyor is moving slowly, and a perfect cake gives you maximum points.

As the game progresses and speed increases, you have to be less concerned about perfect cakes and more concerned about completing a platter. At all costs, place a cherry on each--even if you have no cake layers. Otherwise, splat! crash!

If you get too anxious in the heat of the game and "mess up," you lose your chef's license, and it's back to cleaning floors.

PIGS -N- WOLF

To select a game level press down on the game select switch. The game number will appear at the top right hand corner of the screen. You may select from 1 to 3. Special note: game 3 is for two players only.

OBJECT OF THE GAME
Outwit the wolf for as long as possible by defending your house. Using the building blocks and your skill to do so.

PLAYING THE GAME
You have 3 lives two of them are displayed on the roof of the house, and one inside the house. To start the game press reset.

Gather the building blocks from the top of the screen by pushing the fire button while standing next to the block you want.

Move to the bottom of the screen and using fire button fill the gaps which the wolf has made.

If wolf breaks through the wall and kills the pig the game moves on to the next little pig's house.

Game ends when all 3 houses are demolished by the wolf.

TWO PLAYER MODE
As the game moves on to next house, players switch roles by taking turns at being the wolf.

SCORING
Each brick scores 4 points, every new load of bricks the score doubles.

PITFALL

Picture this! You are deep in the recesses of a forbidden jungle--an unforgiving place few explorers ever survive. But you've got courage, because you're with Pitfall Harry, the world famous jungle explorer and fortune hunter extraordinaire. The lure of hidden treasure draws you and Harry deeper and deeper into the bush. But, being a great explorer, you wouldn't think of starting such a difficult journey without reading this manual first--very carefully.

PITFALL! BASICS

The object of Pitfall! is to guide Harry through a maze of jungle scenes, jumping over or avoiding many deadly dangers, and helping Harry grab the most treasures in the shortest possible time.

SCORING

You start each adventure with 2000 points. Some misfortunes will cause a deduction of points. Should you fall down a hole by accident, you will lose 100 points. Rolling logs will also cause point loss depending on how long contact is made with them.

Each treasure you find will add points to your score. There are eight of each type of treasure in the entire game, 32 in all, for a total of 112,000 points. A perfect score is 114,000 points (reached by collecting all treasures. without losing any points by falling down holes or tripping on logs).

Diamond Ring	5,000 Points
Gold Bar	4,000 Points
Silver Bar	3,000 Points
Money Bag	2,000 Points

TIME

You have 20 minutes to complete each adventure. Harry has 3 lives in each game. Game is over when Harry is "lost" for the third time or when time runs out.

SPECIAL FEATURES OF PITFALL!

There are 255 jungle scenes through which Harry can travel. Each scene covered underground is equivalent to three on the surface. Pitfall! is a circular maze, which means that, if Harry safely goes through all 255 different scenes, he will come back to the starting point. In the course of that journey, Harry will also encounter all 32 treasures.

THE HAZARDS OF PITFALL!

Pitfall Harry's Jungle Adventure is fraught with danger. Some hazards will slow him down and rob you of points, while others will stop him cold in his tracks. The "lesser" hazards are the open holes in the ground and rolling logs. The catastrophic hazards are the scorpions, fires, cobra rattlers, crocodiles, swamps, quicksand and tar pits. These obstacles will not cost you points, BUT they will cost one of Harry's 3 lives.

GETTING THE FEEL OF PITFALL!

You cannot excel at Pitfall! without acquiring a variety of skills. The most important is "jumping." You'll need to use both the red button AND Joystick at the same time in order to make Harry jump up to a swinging vine. Jumping is also important when you leap atop crocodile heads while crossing the swamp OR when you hurdle over logs, holes, scorpions, fires and snakes. Special care should be taken when you jump scorpions; the margin for error is less.

To practice your skills, try running to the right. Learn to jump the rolling logs and the holes in the ground first, then tackle the tougher skills of swinging on the vine and jumping over the crocodile pits. Whenever Harry is lost, you'll get another chance to try the hazard again, since the "replacement" Harry appears on the left side of the screen.

HOW TO SEEK YOUR FORTUNE WITH PITFALL HARRY

Tips from David Crane, designer of Pitfall!

"As you set off on your first adventure with Harry, you'll notice two important features: that the logs always roll from right to left, and that the "replacement" Harrys (after Harry loses a life) drop from the trees on the left side of the screen. So, to minimize the number of rolling logs to be jumped and the catastrophic hazards to be re-tried, simply run to the left.

"Pitfall Harry's trip must be made through a maze of surface and underground passages through the jungle. To capture all 32 treasures in under twenty minutes, Harry will have to use some of the underground passages. I'd suggest that you make a map of the terrain each time you play. Knowing the jungle and planning the best route to all treasures is the only way to insure success time after time.

"Until you get really skilled at making Harry jump from croc to croc, you might wait until the crocodiles' jaws are closed, jump to the top of the first croc's head, then wait for the laws to open and close again before jumping to the next one. Soon you'll be skipping across crocs like they were stepping stones in a stream.

"If you can find any writing materials deep in the jungle, drop me a line. I'd love to hear how you and Harry are getting along."

David Crane

PITFALL II

PITFALL HARRY'S DIARY

We were all pretty worried about Pitfall Harry. We sent him and his niece, Rhonda, along with Quickclaw the cat, on a treacherous journey to an underground cavern. Well, not a word was heard from him--until today. We now present you with Pitfall Harry's diary--the journal he's been keeping in the lost caverns. It arrived this morning by carrier condor. Typical of Harry.

The journey ends the moment Rhonda, the Raj diamond and Quickclaw have all been found.

THE DIARY

Lost Cavern, Machu Pichu, Peru Lat. 13.31 S, Long. 71.59 W

Perhaps I've gone too far. I'm in an underground cavern beneath Peru. It seems to be a complex maze, perhaps eight chambers wide and over three times as deep. Niece Rhonda has disappeared, along with Quickclaw, our cowardly cat. I am beset by all manner of subterranean creatures in this vast, ancient labyrinth. And all because of a rock--the Raj diamond. It was stolen a century ago, and hidden here.

Old friends, if ever you see this diary, I hope you'll read it and come to my aid. Help me find Rhonda, Quickclaw and the diamond. On the way, let's also look for a stone-aged rat. A large university wants it for research. Finally, lots of stolen U.S. gold bars were ditched here. The more bars we recover, the more "brownie" points we'll get at journey's end.

For the record, if I want a perfect evaluation (199,000 points), I must find Rhonda, Quickclaw, the diamond, all 28 gold bars, and the rat. And never fall victim to a single danger. Again though, my contract only requires the recovery of Rhonda, Quickclaw and the diamond. Everything else is gravy.

But oh...danger prevails. Poisonous frogs, bats, condors, electric eels, albino scorpions. And leaps over dark voids that dare me to fall to their fathomless depths. All of these pitfalls must be avoided. I'm not really sure what'll happen, should I succumb, but it can't be good. I'll check it out tomorrow.

NEXT DAY: THE CONSEQUENCES

Red Crosses are as good as gold--go for them! They'll never believe this when I get back but it's like this: whenever I succumb to any danger, I'm not put out of commission, as one might think. Instead, I'm magically transported back to the last red cross I touched!

Here's my theory: these caverns are part of a land long inhabited by the Incas. This great civilization must have energized healing, and these ancient crosses mark their locations. Their magic is still potent.

BALLOONS!!??

Today I was really out on a ledge. Suddenly, a balloon floated overhead-- a perfect cross-cavern transport. I wasn't about to ask questions, but I was curious. Upon closer inspection, I discovered that these "balloons" were actually the specimen bags Rhonda was carrying. She must've inflated them with steam from an underground geyser, to signal that she was still alive. Dear, ever-resourceful Rhonda.

Anyway, just jump up and hang on. Float above the ledge you're headed to and wait for a bat to burst the balloon (that's the only way to let go). You'll gently fall onto the ledge. Careful now. You want the bat to get the balloon. Not you.

Oh, yes--Balloons only appear up and down the length of one specific shaft.

GREAT LEAPS IN FAITH

Courage and confidence may be necessary to leap across fathomless voids, but believe me, you can do it!

When you want to cross a shaft, especially the one with no balloons, stand at a ledge's edge and jump diagonally down to the ledge across the way. Press the red button right before you jump and hold it down as you move the joystick in the direction you're heading. You'll float to the other side or bounce off the shaft walls.

JUST REWARDS

Sure, I love adventure. But let's give credit where credit is due. These are the amounts I agreed to before I left: * We're given an advance of 4000 points as soon as we begin. Thereafter, we'll receive: *5,000 points for every gold bar * 15,000 points for the primitive cave rat * 20,000 points for the Raj diamond * 10,000 points for Rhonda's safe return * 10,000 points for Quickclaw's safe return

Now hold on. Each time I succumb to a hazard, I'll continually lose points as I regress back to the last healing station (red cross) I contacted. The longer the journey, the more points I'll lose. Also, 100 points are deducted for every unintentional fall.

PLANET PATROL

Your assignment is to patrol your planet day and night. As you fly your space craft you must avoid enemy fire and destroy their spaceships. Don't forget to refuel occasionally or this could make your mission a short one. Beware of sunset because as soon as the night creeps in, the dark makes your task become impossible.

FUNCTIONS
To start, press SELECT to set level then press RESET.

Move joystick up and down to move your white spaceship.

Fire at orange enemy ships, using firing button.

Dock with black ship, this will allow you to land later and refuel.

Enemy refueling depot. There are 3 of these, you must destroy them before you can continue to next stage.

Mine fields - these follow immediately after the destruction of the fuel depot. You can't fire at them, the only thing you can do is dodge them.

LEVEL SELECT
1 = 1 Player slow
2 = 2 Players slow
3 = 1 Player fast
4 = 2 Players fast

HINT
When nighttime falls and it's hard to see the enemy, fire at random to get some light to show you the way.

PLAQUE ATTACK!

Flash! Across America, awful jawfuls of junk food are causing deadly dental decay. Plaque is spreading its invisible film, turning teeth yellow as they decompose before our very eyes. Blast this junk with toothpaste before it gets to your teeth! And don't let up. This is the Plaque Attack, by cuspid, the last stop before gum city!

Set both difficulty switches to B to begin. Switches in this position will cause fast continuous fire from your tube when the red button is depressed. Set switches in position A for slower continuous fire.

- Game 1:One player. Advanced Difficulty and points increase rapidly as your score rises.
- Game 2:Two players. Same as above.
- Game 3:One player. Beginner. Less rapid increase in difficulty, less rapid increase in points.
- Game 4:Two players. Same as above.

Time is a factor. As soon as you press game reset, you'll have 35 seconds to wipe out each wave of food. Your tube will shrink as time runs out.

SCORING
Points are scored each time you shoot a food article. Bonus points are received at the end of every eave for each tooth remaining and for each second of time left.

		Point for each		
Wave	Food	Hit	Remaining Second	Remaining Tooth
1	Hamburger	5	5	5
2	Hot Dog	10	10	20
3	French Fries	15	15	45
4	Strawberries	20	20	80
5	Gum Drops	25	25	125
6	Donuts	30	30	150
7	Candy Canes	35	35	175
8	Ice Cream Cones	40	40	200

For example, if you've shot all the food in wave 2, with 10 seconds remaining (100 bonus points) and 8 teeth remaining (160 bonus points), you'll receive a total of 260 bonus points.

After the eighth wave, the scoring peaks, and the food cycle repeats.

BONUS TEETH
You begin with eight teeth in your mouth. With each increase of 2,000 points, a bonus tooth will appear beneath your score. Bonus teeth are automatically placed in your mouth at the beginning of the next wave.

The game ends when you've lost all your teeth and have used up all your toothpaste.

SPECIAL FEATURES OF PLAQUE ATTACK

Junk Food Cycles When you've blasted all of the food in all eight of the waves, brace yourself for a super Plaque Attack! All eight waves will return in ferocious retaliation. And the harder you work, the harder they work, taking on hectic motion patterns and evading your moves with each new cycle.

Limited Time, unlimited shots There's no limit to the number of shots you can fire. However, your toothpaste tube will shrink as time runs out, and eventually disappear. Careful! Without a tube in your mouth, your teeth are defenseless against the food remaining in that wave.

Dental Restoration Once plaque attacks a tooth, it turns yellow. But it can still be saved if you act quickly! And immediate blast of toothpaste at the food invader will wipe out the food and plaque and restore your tooth's health and whiteness.

GETTING THE FEEL OF PLAQUE ATTACK

If you lose all your teeth at first, don't get too down in the mouth. All you need is practice. You'll soon develop a sense of rhythm and timing. Notice that the food waves alternately attack the top and bottom teeth. So, begin to anticipate their movement.

Be generous in your shots of toothpaste. That is, blast away! You've got nothing to lose, since shots are unlimited and time is of the essence.

POLE POSITION

POLE POSITION consists of two races: the Qualifying Lap and the Grand Prix. In both races you're racing against time and other cars. The longer you race and the more cars you pass, the more points you score. You earn 10,000 points for completing a lap and 50 bonus points for each car you pass. A lap is one complete circuit of the race course.

The Qualifying Lap is 90 seconds long, but you must complete it in 73 seconds (L/73"00) or less to qualify for a position in the Grand Prix.

If you don't qualify, you can continue racing until the Race Timer counts down to zero. Then your car stops, a bonus for the number of cars passed is added to your score, and the game ends.

If you qualify, your car is positioned for the Grand Prix and a bonus for qualifying is added to the 10,000 points you scored for completing the lap. The faster your lap time, the better your position and the bigger your qualifying bonus. Go for POLE POSITION, the number one starting spot. It's worth 4,000 bonus points.

In the Grand Prix, your object is to finish the race in the shortest possible time. At the end of the last lap, a time bonus for each second left on the Race Timer is added to your score, in addition to a bonus for the number of cars passed.

The race is four laps long. Complete each lap before the Race Timer runs out to earn "extended play" time and go on racing. If the timer runs out before you finish a lap, your car stops, your passing bonus is added to your score, and the game ends.

Your score, the gear you're in (LO or HI), the Race Time (T), the Lap Timer (L), and the Speed Line (0 to 200 mph) appear at the top of the screen.

GAME PLAY

QUALIFYING LAP Fanfare music signals the start of the Qualifying Lap. Your car starts automatically in low gear. When the red Speed Line is about halfway to 200 mph, shift down into high gear. Now all you have to do is finish the Qualifying Lap in 73 seconds or less and pass cars without crashing into them.

GRAND PRIX Get set when you hear the three low warning tones and GO on the high pitched tone.

Checkered flags flash in the score counter when you're close to the end of a lap. When you finish a lap, four short notes sound, your car flashes, and extended play time is added to the Race Timer. Check the Race Timer at the start of each new lap so you'll know how much time you have to complete the lap.

REMEMBER! If you fail to beat the Race Timer on any lap, your car stops, your passing bonus is added to your score, and the game ends.

After the fourth lap, your time bonus (200 points for each second remaining on the Race Timer) and passing bonus are added to your score. Then your total time for the race (in seconds) flashes alternately with your final score.

CRASHING Crashes aren't fatal, but they slow you down, and lost time means lost points. Cars can switch lanes, so watch out!

RUNNING OFF THE TRACK Running on the red-and-white shoulder slows you down a lot, but sometimes it's the only way to avoid a crash.

Your car starts automatically in low gear.

SHIFTING GEARS Move your Joystick up for low gear, down for high gear. Top speeds are 100 mph in low, 200 mph in high.

STEERING Move your Joystick right to steer right, left to steer left.

BRAKING Press the red controller button.

SCORING

- Passing Bonus: 50 points for each car passed.
- Time Bonus: 200 points for every second left on the Race Timer at the end of the last lap of the Grand Prix.
- Qualifying Bonus as follows:

Position	Pole	2nd	3rd	4th	5th	6th	7th	8th
Lap Time	58”50	60”00	62”00	64”00	66”00	68”00	70”00	73”00
Points	4,000	2,000	1,400	1,000	800	600	400	200

HELPFUL HINTS

- Shift into low gear after crashing. It will take you less time to get back up to speed.
- Go flat out on straights. This is where you can make time.
- Stay in the center on straights so you can easily pass to the left or right of other cars.
- Take the inside lane on curves whenever possible. If you have to pass, it's easier to shift from the inside lane to the outside lane than the other way around.
- Try to keep your car as straight as possible to avoid skids. Skids slow you down.

POOYAN

One day, in the middle of a forest, a group of fierce Wolves attacked the House where a Mother Pig (Mama) and her little Piglets (Pooyans) were living together peacefully. To protect her Pooyans, Mama fought back using arrows and bait, but despite all her efforts, some of the Pooyans were kidnapped. Full of hate for the Wolves, Mama bravely seeks out the Wolves' Lair to rescue her Pooyans. Will she succeed in overcoming the Wolves and bringing her Pooyans back home?

When playing with a partner, the player on the left has a white pig, and the player on the right a red one.

GAME SELECTION

Using the game select switch to choose your game 1) The game number is displayed in the center of the upper part of the screen. 2) You can select a solo or partner game, and vary the degree of difficulty. 3) If you press the game select button during the course of a game ,the play will return to the 'ready' state, and you can select anew game.

Game	1	2	3	4	5	6	7	8
Players	1	2	1	2	1	2	1	2
Speed of Wolves Stones	S	S	S	S	F	F	F	F
Trajectory of Wolves Stones	B	B	P	P	B	B	P	P

- Speed is either Fast or Slow.
- Trajectory is either Both horizontal and parabolic or Parabolic.

GAME SEQUENCE

There are two scenes (1 and 2) in this game, and they follow on from each other alternatively as one scene has been completed. The scene number is displayed in the center of the upper part of the screen while the START melody is being played.

SCENE 1 (THE PIGS' HOUSE)

Moving the Mother Pig (Mama) up and down using the control lever, try to burst the workers' balloons with arrows as they come floating down into the valley. You can also make the wolves fall by throwing the bait that appears at the top right-hand side of the valley. When the wolves try to grab the bait, they let go of their balloons and so fall down into the valley. At the same time, the wolves defend themselves with shields and attack by throwing stones. If you allow the wolves to float safely down to the bottom of the valley, they will climb up the steps and attack the Mother Pig from behind.

SCENE 2 (WOLF VALLEY)

In this scene, the wolves float up from the bottom of the valley (Wolf Valley) with their balloons, and the Mother Pig tries to stop them using arrows and bait as in the previous scene. When six wolves have safely reached the top, they can start dropping large rocks down on the Mother Pig. To prevent them from doing this, you must get rid of the flashing 'boss wolf'. The 'boss wolf' will appear when there are only 5 wolves left .If you fail to get the boss wolf, five more wolves will float up.

At the start 30 wolves will appear in scene 1, after which it will automatically change to scene 2 regardless of the score. Following this, the number of wolves appearing in each scene will increase 1 each time the scene changes. In both scene 1 and scene 2, the color of the valley floor will change from yellow to green when there are only five workers left. To take the bait that appears at the top-right hand side of the valley, first move the Mother Pig up to the level of the bait, release the lever and then push it upwards once more. When she has got the bait, the Mother Pig turns red.

MISTAKES
The following are mistakes, and you lose one Mother Pig.

- If the Mother Pig is hit by one of the wolves' stones.
- If the Mother Pig is eaten from behind by a wolf.
- If the Mother Pig has a rock dropped on her from above.

SCORING
If you hit a balloon/wolf/stone with an arrow or the bait you score the following:

	Hit with Arrow	Hit with Bait
Balloon	5	-
Wolf holding Balloon	20	80
Stone thrown by Wolf	10	10

When throwing the bait, it is possible to hit more than one wolf/stone at the same time. However the bait will bounce off the balloons.

The score will be displayed up to a maximum of 999,995 points.

END OF THE GAME
Each player has 3 Mother Pigs at the start of the game. When you score more than 5,000 points, you get an extra one, but the display can only show up to 4 pigs.

POPEYE

In this game, you're POPEYE! And your goal is to catch all of Olive's hearts, notes, and "Xs"(smooches!) before they hit the water and sink--or before Brutus or the Sea Hag's bottles knock you overboard. Each time you complete a round, you'll automatically proceed to the next--and more difficult one.

PLAYING
You'll start the game with 4 Popeyes. The first Popeye will appear on the left, topmost ledge as soon as you hit the "FIRE" button or the RESET switch. The remaining Popeyes are briefly displayed, at the top of the screen and are then replaced by your score.

In each round, Popeye must win Olive Oyl's affection by catching all of her hearts, notes, or "Xs" depending on the which round you're playing. To do this, you must guide Popeye up and downstairs, off ledges--even bounce him on a trampoline--to reach these tender tokens. But Brutus and the Sea Hag do their best to knock Popeye overboard--Brutus with his fists, and the Sea Hag with her fast-flying bottles! When either one hits Popeye-- or if any of Olive's tokens fall into the water and are pulledo ut in time--you lose him and the next Popeye appears on the left, topmost ledge ready to try again.

BRUTUS
In each round, Brutus chases Popeye from platform to platform trying to knock him overboard. (Brutus can even reach up or down between platforms and knock Popeye over!) If Brutus catches up with him, Popeye turns light blue and disappears. If you have a remaining Popeye, he will appear at the top ledge, ready to try again.

THE SEA HAG
Although you never see this nasty ol' biddy--she's there, hiding on the sides and ready to pelt Popeye with a bottle. But she'll only let one fly when she's on the same platform as Popeye. If Popeye's not fast enough with his fists to punch the bottle, and it hits him, Popeye turns light blue and disappears. If you have a remaining Popeye, he will appear at the top of the ledge.

SPINACH
Throughout the rounds, Popeye's spinach will randomly flash in specific places on the screen. When it does, move Popeye over to it and press down the "FIRE" button. If you reach the spinach in time, Popeye will turn read you'll hear the "POPEYE THEME." This means it's your chance to knock Brutus overboard. If you do, Brutus disappears and you gain 3,000 points! In addition, if you catch any of Olive's tokens while the tune is playing, you receive double the score for each. Once Popeye uses his spinach in any of the rounds, it will not appear during the same round again.

SWEET HEARTS - ROUND #1

In this round, you must catch all 20 hearts before they fall into the water and sink--and without being knocked into the water by Brutus or the Sea Hag. Each time you catch a heart, a "brick" will appear on the side of Popeye's house, located at the top of the screen. Once there are 20 "bricks," you'll automatically begin the next round.

"Thru" Ledges When the round begins, Popeye appears on the left, topmost ledge. You may move Popeye off this ledge and land him safely onto the platform below. Or you may move him in the opposite direction and he will travel around to the other ledge. You may move Popeye back and forth between ledges or off either side and onto the next platform at any time. Brutus cannot walk on either of these ledges, but he can jump up and knock Popeye into the water! Popeye turns blue and disappears.

Stairs On each platform, there are sets of stairs which Popeye and Brutus must use to move from one platform to the next. Use your joystick to guide Popeye up and down any of these sets of stairs.

Spinach Popeye's spinach will randomly appear on the stairs to the left, either on platform #2 or platform #3.

"Down" Ladder In the center of the screen, there is a ladder which connects platform #2 and platform #3. Popeye is the only one who can use this ladder and only to move down from the 2nd platform to the3rd platform. However, Brutus can reach up or down this ladder and knock Popeye overboard.

LOVE NOTES - ROUND #2

Similar to round #1, you must catch all 20 love notes before they sink into the water, and without being knocked overboard. Each time you catch a note, a "brick" will appear on the side of Popeye's house, and when you caught all 20, you'll begin the next round.

"Thru" Ledges In this round, the "thru" ledges are located on platform #2. Again, Popeye can move off the ledge and land safely onto the platform below, or he can travel around to the opposite ledge. Brutus can also move about on these ledges, but not to travel around to the opposite ledge like Popeye.

Trampoline At the bottom of the screen, there are two trampolines, one on either side. When Popeye is on the 3rd platform, he can jump off either one of the ledges and onto the trampoline. When he hits it, he'll bounce up and land on either the 2nd or 1stplatform!Brutus can only bounce to the 2nd platform.

Spinach Popeye's spinach will randomly appear on one of the trampolines during this round. He cannot pick up the spinach, however, while bouncing. Popeye must be on platform #4 in order to do so.

XS, XS, AND MORE XS! - ROUND #3

This time Olive Oyl is blowing Popeye 20 smooches (Xs) and he has to catch them all! Each time you catch an X, a DASH will appear up in the upper, left hand corner of the screen. When you've caught all 20 Xs, you automatically return to round #1,at a greater level of difficulty.

Sliding Platform In the center of platform #1, just on either side of the ship's mast, there is a sliding floor. When Popeye steps onto it, he'll be whisked to the other side of the mast. This sliding floor moves in both directions, and Popeye is the only one who can use it. If Popeye misses the sliding floor, he falls to the next platform.

Chutes You'll notice that there are two openings in the floors of platform #2 and #3, one on either side of the ship's mast. If Popeye jumps through one of the openings on the 2nd platform he will "slide" down through the opening on the 3rd platform and safely land onto the bottom of platform #4.Only Popeye can "slide" down through these chutes.

Spinach In this round, Popeye's spinach will randomly appear at the bottom of the screen--on either the extreme left-hand or right- hand sides.

END OF ROUND

The round ends when you successfully collect all of Olive's tokens. As long as you have a remaining Popeye, you will automatically advance to the next round.

DIFFICULTY LEVEL PROGRESSION

When you complete all of the first three rounds, you will begin again at round #1, but at a greater level of difficulty.

The following things will happen as you advance from level to level.

- The speed at which Olive's tokens fall will increase.
- The Sea Hag's bottles fly more often and at a faster rate.
- Brutus will chase Popeye more closely and at a faster pace.

SCORING

The number of points for each heart, note, or X (smooch) caught depends upon which platform Popeye is on when he catches it.

Platform #1	500 points
Platform #2	300 points
Platform #3	100 points
Platform #4	50 points
Tokens in Water	50 points
Punching Bottles	100 points
Knocking Brutus Overboard	3,000 points

You'll receive a bonus Popeye after the first 20,000 points accumulated.

PORKY'S

Revenge is sweet - and the objective of this game is to "get it." Your task is to help Pee Wee blow up Porky's bar and obtain as many points as possible.

SETTINGS

Left Difficulty Switch A:	Shower scene most difficult
Left Difficulty Switch B:	Shower scene less difficult
Right Difficulty Switch A:	Swamp scene most difficult
Right Difficulty Switch B:	Swamp scene less difficult
Black & White Switch:	Balbricker most aggressive
Color Switch:	Balbricker less aggressive
A, A, B&W:	Expert play level
B, B, Color:	Normal play level

THE ADVENTURE

As the play begins, you find yourself at the county line ready to enter Porky's territory. But, before the action begins, some introductions are in order.

Meet Edward "Pee Wee" Morris. He has a few problems. But personal problems aside, Pee Wee (with a little help from you) has a formidable task ahead of him.

It seems this real nasty guy named Porky, owner of a shady little night club with the same name, has messed with Pee Wee and his friends. So, you and Pee Wee are out to even the score.

Another person to look out for is Ms. Balbricker. She's out to grab onto anything she can, so don't let her latch on to you. If she does, it's the pits.

The objective is to run the highway gauntlet and bow up Porky's bar. Sound easy? Try it...you'll see.

SCORING

Points are accumulated by successfully dodging the obstacles and distractions in the highway bands.

Motor Boat	1 point
The Police	100 points
Porky's Girls	200 points
Attack Pigs	400 points
Porky's Bouncers	800 points
Pig Mobil	1,600 points
Last Band	3,200 points.

THE SWAMP

Get out of the swamp! And that's easier said than done. To escape you must pole vault over the swamp, collect and place four bricks to form an escape ladder.

Vaulting is accomplished by running toward the vaulting pole and pressing the joystick button while Pee Wee is within the allowable range. Watch your thumb pressure if you want to make it to the other side. To place bricks, move against the ladder and press the button of the joystick.

SCORING

Brick placed	+100 points
Exiting scene	+100 points
Each polevault jump	-25 points
Falling into swamp	-100 points
Caught by Porky	random

Warning: If you find yourself back in the swamp, you won't have to rebuild the ladder. But .. you will have to look out for Porky and is he ever mad.

THE SHOWER

To keep your mind off of Wendy and on the task at hand - pushing the brightly colored object at the top of the screen into the pit without falling in or being caught by Ms. Balbricker. Each object pushed into the pit stops and/or slows a band on the highway screen.

SCORING

Pushing object into pit	+100 points	
Loitering in locker room	-10 points	each 10 seconds
Falling into the pit	-200 points	
Caught by Balbricker	-200 points	

Warning: Once you climb out of the shower scene, you will re-enter the county line scene and one of the bands will be stopped. Each trip through the shower stops an additional band, slowing the action until you are successful in reaching Porky's bar. Don't dawdle too long; it's costing you points.

PORKY'S BAR

Blow the blasted bar away! To do so you must follow the correct path to the top of the scaffolding, planting dynamite charges as you go. If you reach the top, a detonator will appear, and it's bye-bye Porky's.

To climb the scaffolding, position Pee Wee next to the post and push the joystick up. Only one path will work and it must be approached from the bottom. If you're on the right path, the arrow on the left of the screen will turn green. If you're wrong, the arrow will turn red and you must return to the bottom level and start again.

SCORING

Exiting scaffolding	+100 - 3200 points
Caught by Porky	-200 points

Q*BERT

To score as many points as possible by changing the colour of the cubes on the pyramid from a starting colour to a destination colour. You'll do this by hopping Q*bert from cube to cube while avoiding the "nasty" characters who will try to stop him. Each time you complete a pyramid, you'll proceed to a new pyramid - or round. Try to complete as many rounds as you can. There are five games levels in all: four rounds per level.

SETTING THE CONTROLS

1. Since this is a one player game, plug the Joystick controller firmly into the LEFT controller jack. 2. Set the Left Difficulty switch: Position B(Novice): This is an easy game; there are no Red Balls rolling after Q*bert Position A(Expert): This is the regular game. All the characters described in the following rules will appear. 3. Press down the game RESET switch and you're ready to start the action.

THE JOYSTICK

Hold the Joystick in your hand so that the four corners make a diamond with the Fire Button at the top. The Joystick moves in the four diagonal directions shown. These are the directions in which Q*bert moves around the pyramid.

PLAYING

Q*bert You'll start the game with four Q*berts. The first Q*bert will appear on the topmost cube as soon as you hit RESET. The remaining Q*berts are shown at the top of the screen throughout the game.

Try to hop q*bert onto each and every cube, so that eventually, the entire pyramid becomes the destination colour. The destination colour is the same as the colour of the remaining Q*berts and score as seen at the top of the screen. Be careful not to hop Q*bert off the sides of the pyramid or off the bottom row of cubes. If you do, he falls and you lose that Q*bert. When this happens, the next Q*bert will appear on the topmost cube ready to try again to complete the pyramid.

Red Ball When Red Ball starts rolling, get Q*bert out of its path or it will squash him! If this happens, the next Q*bert appears on the cube where the last one was squashed.

Purple Ball Poses the same kind of danger as Red Ball, except that when Purple Ball reaches the bottom of the pyramid, it hatches Coily the snake!

Coily He's the snake with the perilous pounce! The only way to get rid of Coily is to lure him off the pyramid by hopping a flying disc. The best way to do this is to hop Q*bert onto the exit cube. (There is only one correct exit cube for each flying disc). Then as soon as Coily approaches the exit cube, hop Q*bert aboard the flying disc. Q*bert flies off to safety while Coily falls into space.

Flying Discs When Q*bert is in trouble, he can board a flying disc that will whisk him off to safety at the top of the pyramid. The number of discs and their placement to the sides of the pyramid will differ, depending on the game level and round. Just make sure Q*bert boards the flying discs from the correct exit cube, or else he'll fall off the pyramid.

Sam Even though Sam can't catch Q*bert, he's still a very crafty fellow. He changes the cubes' colours back again so Q*bert has got to retrace his tracks. If Q*bert stops him, however (by running into him), you'll earn extra bonus points.

Green Ball Green Ball is the other green character that can't catch Q*bert, either. But if Q*bert catches Green Ball, all the characters except Q*bert freeze for a second, Q*bert can continue to hop, and you'll earn bonus points.

END OF ROUND The round ends when you complete the pyramid. As long as you have a remaining Q*bert, a new pyramid will appear with a new destination colour.

ROUND PROGRESSION As you progress from round to round, Q*bert's speed, the speed of the other characters, and the frequency of the other characters' appearances will increase.

END OF GAME The game ends when you run out of Q*berts. To play again, press RESET. The game will begin at Level 1, Round 1.

SCORING Q*bert changes cubes to destination colour25 points Q*bert catches Sam300 points Q*bert catches Green Ball 100 points Q*bert lures Coily off pyramid500 points Bonus points 3100 points for every round you complete Bonus Q*berts one after the first five rounds; then one for every four rounds thereafter.

REACHING THE DESTINATION COLOUR The following describes Q*bert's colouring pattern in each of the five game levels. S=Starting colour I=Intermediate colourD=Destination colour Level 1(Rounds 1-4)When Q*bert jumps on S, it changes toD. When he jumps on D, it stays at D.

Level 2(Rounds 1-4)When Q*bert jumps on S, it changes toI. When he jumps on I, it changes to D.When he jumps on D it stays at D. Level 3(Rounds 1-4)When Q*bert jumps on S, it changes toD. When he jumps on D, it changes backto S. Q*bert has got to start again. Level 4(Rounds 1-4)When Q*bert jumps on S, it changes toI. When he jumps on I, it changes to D.When he jumps on D it changes back toI. Q*bert has got to start again. Level 5(Rounds 1-4)When Q*bert jumps on S, it changes toI. When he jumps on I, it changes to D.When he jumps on D it changes back toS. Q*bert has got to start again.Once you complete Level 5, Level 5 isrepeated, starting with Round 1.

QUEST FOR QUINTANA ROO

Yucatan Sam explores the temples of Quintana Roo searching for the keys to open the ceremonial vault and acquire the riches inside.

OUTSIDE TEMPLE SCREEN

On this screen Sam must evade the poisonous snakes while climbing the outside of the temple to reach the portals to the rooms inside. Beware of the moon god's wrath reflecting from the eyes of the temple. Stand next to the temple on any of the five levels that are paved with red flagstones and depress the fire button to enter the first room on that level.

INSIDE TEMPLE SCREEN

On this screen Sam can move around the floor using the various tools and weapons. Press the joystick in any of the eight directions to move Sam. Depress the GAME SELECT switch to choose a tool or weapon. Sam's color changes according to your selection.

- When Sam is WHITE he has nothing in his hand. Pressing the fire button will allow Sam to pick up treasures, supplies, herbs, and map rocks.
- When Sam picks up a map rock he turns YELLOW. Sam must drop the map rock to pick up another object or use a tool or weapon. Pressing the fire button when Sam is WHITE or YELLOW will cause him to exit a room if he is standing in the black doorway.
- When Sam is BLUE he has drawn his gun. Pressing the fire button will shoot the gun. The number of bullets remaining is shown in blue at the bottom left of the screen.
- When Sam is RED he has grasped a flask of acid. Pressing the fire button will cause Sam to throw the acid. The number of flasks remaining is shown in red at the bottom right of the screen.
- When Sam is GREEN he has grasped his chisel. Pressing the fire button will cause Sam to use his chisel.

Depress the GAME RESET switch to immediately drop whatever Sam is carrying (thus turning WHITE in color again). Pressing the fire button causes Sam to pick up objects if he has nothing in his hand. This will allow Sam to exit a room if he is standing in the doorway.

ADVERSARIES

Inside the temple Sam will encounter the following enemies: snakes - destroyed by shooting, and mummies - destroyed by acid

TREASURES

Inside the vaults Sam will find the following objects: map rocks - used to open vault, treasures - used to score points, acid - restocks Sam's supply

MAGIC HERBS

If Sam is bitten by a snake or spider he has 60 seconds to find the magic green herbs and pick them up thereby curing himself. The amount of time Sam has left before he dies is shown in red at the top center of the screen.

TEMPLE AIR

The air in the temple is very stale. When Sam enters the temple he has only 90 seconds of breathable air. He must exit the temple before this time is gone of he will die. The time remaining is shown in white at the top of the screen.

MAP VAULT

In order to open the map vault Sam must grasp a map rock and place it in the proper map rock hole. This is done by positioning Sam under the desired hole and pressing the fire button. If the rock is the proper one the hole will disappear. If it is incorrect the map rock will be relocated somewhere in the temple.

OPENING VAULT

There are two ways to open a vault door. The first is using the chisel. If Sam strikes the secret rock with the chisel the vault will open. In order to hit the secret rock Sam must be standing as near to the wall as possible. The second method uses the acid. If Sam stands as near to the wall as possible and throws the acid onto the wall, the vault door will be opened.

SCORING

Killing enemies	100 points
Opening vault	100 points
Picking up treasure	1,000 points
Inserting map rock	1,000 points
Opening map vault	5,000 points

An extra man is awarded for collecting 20 treasures without dying.

HELPFUL HINTS

- Bring all five map rocks to the map vault room before inserting them. This will make it easier to remember which ones you have tried.
- Save one flask of acid as a defense against the mummy.
- Leave one cache of acid flasks in an exposed vault room as an emergency supply.
- Sam can only carry five flasks of acid at a time. If you pick up more you will lose the excess.
- When you are exploring the long columns of rooms keep an eye on your air timer. Only explore half of the rooms at a time.
- Remember where the magic herbs are.
- Position Sam's nose under the hole you wish to try when attempting to insert map rocks.
- Remember.Sam can only exit a room if he is WHITE or YELLOW.
- To pause the game select the B-W TV type. To restart the game select the Color TV type.

RACQUETBALL

You are a racquetball player, and you have accepted the challenge of a formidable opponent. Both combatants enter the arena through the opening in the wall, and the frenzied game begins with the crack of the racquet against the first ball. The pace is fast and furious as the ball recoils from the backboard at ninety miles per hour. Are you fast enough to react in time to return the ball? Can you endure the fast pace and vanquish the opponent? If you are willing to try, it will leave you as breathless as a real game on a real court. WARNING: Don't let your opponent ace you!

THE DIFFICULTY SWITCH

Placing the difficulty switch in the "B" position will allow the player to more easily control his shots, while accuracy is more difficult in the "A" mode.

RACQUET STROKES

Start your serve by pressing the red button. To hit the ball, move your player to make contact between his racquet and the ball. NOTE: You will know that you have moved your player into range to hit the ball when the ball's shadow is at about the same level as the player's feet. The racquet will swing automatically when the player is moved into range to hit the ball.

SCORING

Scoring is identical with the official racquetball rules. When you serve the ball, it must hit the front wall before touching the floor. The other player can return the ball before it bounces on the floor, but must not let it bounce on the floor twice. You serve until you miss. If you are serving when your opponent misses, you get one point. NOTE: You only make points when you are serving. The first player earning twenty-one points wins.

RADAR LOCK

You're locked in fight-to-the-death air combat with the enemy! You may be outnumbered -- somehow you've been separated from your buddies -- but this is far from your first mission. You've been flying your trusty little delta-wing fighter for more months than you care to remember.

Suddenly you sight an enemy interceptor at 12 o'clock! These babies are a piece of cake. You sneak up from behind and zap it with a few rounds from your machine gun.

Just when you're feeling a little cocky from your last successful hit, an enemy Bomber appears out of nowhere. This one's not so easy. Not only is its tail gunner an expert shot, but the Bomber is surrounded by a fleet of Escorters, and you can't even get at it with your guided missiles.

It's going to take all of your expertise, along with your arsenal of ammunition, proximity missiles, and guided missiles, just to stay alive. Any minute you could be sabotaged by a cagey patroller or the unsuspecting victim of a sneaky Stealth Fighter.

Prepare for the dog fight of your life. It's going to be a killer!

To pause during a game, move the TV-type switch on the Atari 2600 to B/W; to resume play, move the switch to COLOR. On an Atari 7800,press and hold [Pause] to pause the game.

PLAYING THE GAME

The object of the game is to use your state-of-the-art delta-wing fighter to defeat the enemy fleet in air combat. Your fighter plane is equipped with guided missiles, proximity missiles, and rapid-fire machine guns. The game consists of five missions of increasing difficulty.

When the game begins, your jet starts up, increases speed, and takes off from the air field. The scene then switches to the combat screen.

At the end of each mission, you must refuel in flight. Use the left controller's fire button to control your speed during the in-flight refueling sequence. Hold down the button to accelerate, and release the button to return to normal flying speed. Using the long-range radar and missile lock, fly to the fuel tanker. When you are close to it, the tanker will lower its fuel hose. Once the nose of your jet is locked into the fuel hose, your mission is complete. You receive bonus points for your remaining fuel and weapons and then advance to your next mission.

CONTROLLING YOUR FIGHTER

Use the controllers to operate your delta-wing fighter. Move the left controller to maneuver your jet in flight. Move the right controller to select the weapons you wish to use:

Up	Machine Gun
Left	Guided Missiles
Right	Proximity Missiles

THE INSTRUMENT PANEL

The instrument panel is located at the bottom of the screen. The missile-lock radar is located in the center of the instrument panel, and the long-range radar is to the right.

Use the long-range radar to locate enemy jets and the refueling tanker when they are not visible on the screen. The small dot in the middle of the radar screen marks the location of the jet. Enemy jets will appear in front of or behind your jet.

The fuel gauge is shown to the left of the missile-lock radar. When you are low on fuel, the gauge will begin to flash and you will hear a warning tone. You must reach the tanker and refuel before your fuel runs out completely.

The number of lives you have left is shown in the lower left-hand corner of the instrument panel. The number of rounds you have left in your machine gun is shown on the right.

The weapon you have selected is shown at the top of the screen, just below the score.

ONE-PLAYER GAMES

In one-player games, the pilot controls both the firing of weapons and the jet's flight. Press the fire button on the left controller to fire the selected weapon. To increase your jet's speed, hold down the fire button on the right controller.

NOTE: When the currently selected weapon runs out of ammo, it will automatically change to the next available weapon. Move the right directional control if you wish to select a different weapon.

TWO-PLAYER GAMES

In two-player games, the flight officer uses the left controller to fly the ship. The weapons officer uses the right directional control to select weapons and the right fire button to fire them.

WEAPONS

Your jet starts out equipped with five guided missiles and about 2550rounds of machine gun ammunition. In Missions 3, 4 and 5, your jet also carries three proximity missiles.

GUIDED MISSILES If you wish to fire guided missiles, you must change your weapon selection. Move the right controller to the left. Your missiles remaining display across the top of the screen.

The primary function of guided missiles is to destroy enemy bombers. When an enemy jet is within range, the missile-lock radar will turn bright blue and you will hear a beeping tone. Steer your jet until the locked-on enemy jet is in the cross-hairs. The missile-lock radar will then turn deep-red, and you will hear a steady tone. Fire your missile immediately to destroy the enemy jet.

NOTE: When an enemy jet is not within range, the missile-lock radar will be light blue if the jet is in front of you and violet if the jet is behind you.

MACHINE GUNS In addition to the guided missiles, your jet is equipped with rapid-fire machine guns. You begin your missions with this weapon ready to fire. The number of rounds remaining is displayed in the bottom right-hand corner of the screen. Use the machine guns to destroy all enemy jets except for bombers; it takes 25 hits from a machine gun to destroy a bomber.

PROXIMITY MISSILES In Missions 3, 4 and 5, your jet is equipped with proximity missiles. Press the fire button to launch the missile; release the fire button to detonate it. When you detonate the missile, all visible enemy jets other than bombers will be destroyed.

WARNING: Do not release the fire button too soon, or you will risk detonating the missile too close to your own jet and destroying it.

THE ENEMY FLEET

As you fly missions against the enemy, you will encounter different enemy aircraft. Similar in appearance, these aircraft differ in their basic color and their capabilities.

Drones appear only in Mission 1.They are red and look like Interceptors, only they can't shoot. Drones are easy to hit and make good target practice for higher missions.

Interceptors first appear in Mission 2 and are the basic enemy jet. They are also red and are the easiest of the fighter jets to destroy. They are not equipped with a tail gunner, so they can't hit you when you are behind them.

Patrollers first appear in the second wave of Mission 2 and are yellow. In Mission 2, they follow assigned patrol routes. In higher missions, Patrollers can sneak up from behind and shoot you.

Escorters first appear in Mission 3 and are blue. Their primary purpose is to protect enemy bombers, and they tend to fire quickly.

Stealth Fighters first appear in Mission 4 and are black. Stealth Fighters can jam your long-range radar so you don't know exactly where they are. They can sneak up behind you and fire on you, although they are not as aggressive as Patrollers.

Bombers are large, white delta-wing jets that are very difficult to destroy. They first appear in Mission 3. The Bomber has a tail gunner so that it can also fire behind itself. Proximity missiles cannot harm a Bomber, and it takes 25 machine gun hits to destroy one, so guided missiles are your best bet with these. Bombers usually follow assigned routes.

Super Bombers are the most dangerous enemy jets. They appear only in Mission 5. They are blue and red delta-wing jets, and guided missiles are the most effective weapons for destroying them. Super Bombers fire a barrage of missiles at once, making them especially lethal.

NOTE: Some of the enemy jets will fire at you from behind. When they have you in their sights, you will hear a warning tone and see the message "BEHIND YOU" displayed at the top of the screen.

MISSION 1: DRONES
Mission 1 is the easiest of the missions and offers good target practice against the Drones, who can't shoot. Start with this mission to practice maneuvering your jet, shooting your weapons, and refueling.

MISSION 2: INTERCEPTORS AND PATROLLERS
Wave 1:Interceptors are the primary enemy attack jet. They can shoot only what is in front of them.

Wave 2:Patroller jets follow assigned routes. Use your long-range radar to locate the Patroller squadron. After you have identified them, use thrusters (or after-burner) and quick maneuvering to bring them into your sights. Use your thrusters when you want quick acceleration. When you have completed Mission 2, you earn a spare life.

MISSION 3: BOMBERS
Wave 1:In Mission 3, Bombers follow assigned patrol routes. They shoot from either the front or the back and are difficult to destroy. They are also protected by Escorters.

Wave 2:The Patrollers will try to sneak up and shoot you from behind. When you have completed Mission 3, you earn a spare life.

MISSION 4: STEALTH FIGHTERS
Wave 1:In Mission 4, your ship has the ability to roll. This makes it much easier to maneuver, and the game moves much more quickly at this point.

Wave 2:Enemy Stealth Fighters appear. They can jam your long-range radar and sneak up behind you, so you need to move quickly to avoid being hit. When you have completed Mission 4, you earn a spare life.

MISSION 5: SUPER BOMBERS
Wave 1:You get one last warm-up round of Interceptors before the Super Bombers appear.

Wave 2:Your final mission is to destroy five Super Bombers, which are escorted by Patrollers, Stealth Fighters, and Escorters.

STRATEGY
You have only five guided missiles. Use them wisely.

Proximity missiles are especially effective for destroying the escort fleet that protects an enemy bomber.

SCORING

Drone	50 points
Interceptor	100 points
Escorter	250 points
Stealth Fighter	400 points
Patroller	500 points
Bomber	950 points
Super Bomber	2,000 points

At the end of each mission, you score bonus points as follows:

Each gallon of fuel remaining	1 point
Each bullet remaining	1 point
Each missile remaining	350 points
Completing the mission	801 points

You earn a bonus jet after completing Mission 2, Mission 3, and Mission 4.

RAFT RIDER

White water everywhere! And hidden in the strong current are any number of dangers lying in wait to capsize your log raft. Your mission is to make your way downstream as far as possible, avoiding treacherous rocks, feisty moose, and sections of tree which have been cut down by a pesky beaver. Skillful maneuvering is not without rewards, however, because there are also gold nuggets appearing in the river, which, when touched, can be accumulated to extend your trek into the wilderness. So, put on your coonskin cap, get on your raft, and ride that white water to glorious high scores! Go ahead, get your feet wet; just try to keep the rest of you dry!

LEFT DIFFICULTY SWITCH: Position A: for faster increase in river current and advancement of Raft Rider downstream (to right of screen), which cuts down available reaction time. Position B: for slower river current.

RIGHT DIFFICULTY SWITCH: Position A: causes moose to move upstream quickly. Position B: moose is standing still in river.

CONTROLS

Move joystick up or down to cause raft to move back and forth across river. After moving the pole up or down, you must release the joystick to allow the poling acting to take place. If you wish to move only slightly to one side, quickly tap the joystick to the left during the raft's arc so the pole is to the back. This will stop the turning and head the raft downstream again.

The fire button is not used in Raft Rider.

To collect gold nuggets, position your raft in front of the rock's pathway as early as possible. Make the fine tuned adjustments in position as described above so that your pole, when extended forward, is in line to touch the rock.

If successful, a money bag will appear at the bottom left of your screen. Three bags will buy you a new raft.

SCORING

Each segment of river traveled earns you 125 points. The score (bottom center) will continue to increase as long as you continue down the river.

The game starts with three chances available (one Raft Rider on the river, and two rafts at lower right). When a raft is lost, it is automatically replaced by reserves - if available.

Collecting three gold nuggets (illustrated as money bags in lower left of the screen), will buy you an extra chance to go on once you have lost all your rafts. The maximum number of chances available at any one time is four: one represented by the Raft Rider on the river, and the other three represented by the three rafts at the bottom right of the screen.

PLAYING HINTS

Stay relatively close to the center of the river whenever possible. It allows you to reach gold nuggets and open passages faster with less distance to travel.

Limit movement back and forth across the river, since this causes your raft to move further downstream, making it more difficult to react to... CRASH! (Whoops) oncoming obstacles.

Gather gold nuggets early in the game - especially in the faster moving river version. It takes a keen touch to collect them at "fast water" speeds, but keep your coonskin cap on and aim that pole.

Gathering gold nuggets is a wilderness skill that takes great, determination, and a keen eye. Better to aim too low than too high - you'll find out why!

After picking up a gold nugget, be ready to make your next move, but not too soon, or you'll miss it (or even worse, hit it).

MOOSE

Don't touch these guys with even a ten-foot pole! Steer clear of their antlers, or you will be swallowing tadpoles.

When the beaver runs across the screen, be alert for the crashing sound warning you of impending danger. He just chopped down a piece of tree that can land anywhere in the river!

As speed increases, plan ahead for unforeseen accidents. After you drift past an obstacle(s), pole into line with them. Then slalom down the river into wilderness folklore.

RAIDERS OF THE LOST ARK

WELCOME TO EGYPT, DR. JONES!

Dust off your felt hat, throw on your leather jacket, and uncoil your rawhide whip - you're going on the greatest treasure hunt of your life! Put away the glasses and three-piece suit of respected archeologist "Professor Jones," and say hello to swashbuckling adventurer Indiana Jones - Indy to your friends. Your mission: Find the fabled Lost Ark of the Covenant.

The Lost Ark. A dazzling treasure covered by a sheet of shining gold, the Ark was used by the ancient Hebrews to carry stone tablets inscribed with the Ten Commandments. According to the Bible, the Ark possesses extraordinary powers and is able to "level mountains" and "lay waste to entire regions." Any army possessing it, the Bible says, is invincible.

You've been hired by the government to find the Ark before your country's enemies do. The only question is, where?

As an expert on the Egyptian occult, you know the Ark was hidden inside a chamber called the Well of Souls in the year 980 B.C. The location of the chamber is a mystery - but there is a way to find it. Go to the secret Map Room in the city of Tanis, and, if you're holding the right object at the right time, the location of the Well of Souls will be revealed. Of course, finding the Map Room is no easy task since Tanis was buried long ago in a sand storm that lasted over a year. You'll need sharp wits and courage to overcome the obstacles you encounter on your way to the Ark. Armed with your wit and steel nerves, however, you can handle anything! Anything, that is, except snakes - they've always given you the creeps. Snakes or no snakes, though, you've got to find the Ark!

You're getting closer to the Ark, now. Look out! What's that slithering out of the corner? It's a deadly asp! Snakes! Why did there have to be snakes...?!

GAME PLAY

RAIDERS OF THE LOST ARK is an adventure game - to win, you must make your way past obstacles to find the Lost Ark. Along the you'll acquire adventure points, which will be scored at the end of the game inside the Well of the Souls.

You'll start the game inside the Well of the Souls, on top of a high pedestal. The Ark is shining above you. Soon the pedestal sinks down, the Ark disappears, and your quest begins. The Ark of the Covenant is hidden somewhere in the Valley of Poison, located somewhere outside the Egyptian city of Cairo. The Valley of Poison is studded with towering mesas, one of which holds the Well of the Souls and the Ark. Each time you restart the game, the Well of the Souls is placed randomly inside one of the mesas. Therefore, the Ark will probably not be located in the same mesa from game to game.

To reach the secret Map Room, you'll first need to enter the cavernous Temple of the Ancients, where you'll pick up objects to help you on your journey. Next, you'll need to leave the Temple, and search for the Map Room itself. Inside the Map Room is a scale model of the Mesa Field, as well as a hieroglyphic on the wall. The hieroglyphic shows the object you must hold in order to unlock the secrets of the Map Room.

Your journey to the Ark is a dangerous one: you are given three lives to play the game. Each time you are killed, you will slowly disappear from the screen, feet first. If you have any lives remaining, you will reappear and continue playing the game. If no lives remain, the game ends and you must start the game over again by pushing the right controller button.

You'll need every ounce of skill you can muster to reach the mesa containing the Well of the Souls. Find your way into the mesa and the secret chamber, and you'll win the game and save you're country! Good luck, Indy!

USING THE CONTROLLERS

Use both of your Joystick Controllers with this ATARI Game Program cartridge.

Start the game by pushing the POWER switch to the ON position. Indy will be lowered down on a pedestal in the middle of the screen. When Indy reaches the bottom of the pedestal, press the red button on the right controller. You'll immediately appear in an Entrance Room containing a rock and a whip. Watch out for snakes in this room - if they bite you, you're a goner!

RIGHT CONTROLLER

Use the Joystick on the right controller to move Indy on the screen. He moves up, down, right, left, and diagonally in the direction you move the Joystick. To pick up an object, guide Indy over the object and it will automatically be picked up. Items that have been picked up will appear in the red inventory strip at the bottom of the screen. You can carry a maximum of six objects; if you want to pick up an additional object and you already have six, one object must be dropped before a new one is picked up.

The red fire button on the right controller makes use of any object placed in the red inventory strip. For example, if you need to defend yourself with your revolver, you can shoot bullets by pressing the red fire button on the right controller. Indy must be in motion, however, for some of your weapons - such as the revolver or the whip - to work.

LEFT CONTROLLER

The left controller functions as your inventory control and can be used to select or drop objects that will help you on your quest. Notice the small white selector dot below the objects inside the strip - use it to select the article you want to use. You can move the dot to select an object by moving the Joystick to the right or left. The dot will move in the same direction you push the Joystick. Select the desired object by returning the Joystick to the neutral (center) position when the dot is beneath the object. To drop an object, move the dot beneath the object you no longer want, and press the red fire button on the controller. The object will disappear and return to the ORIGINAL place it was found. Don't confuse fire buttons, or you might drop an important object when you need it the most.

SCORING

Your final score is revealed after the completion of each game. You'll appear on top of a pedestal in the Well of the Souls. The height of the pedestal is a measure of your score in adventure points. Adventure points are earned or taken away, depending on your game play. Experiment to see how you can increase your score. (NOTE: A special signature will appear on the screen for exceptionally high scores. Will you be able to find it?)

ENTRANCE ROOM

This is the first room you'll enter when playing RAIDERS OF THE LOST ARK. In the center of the room is a rock; below the rock is a whip. Rumor has it that the Temple of the Ancients is nearby.

MARKETPLACE

The Marketplace is a center of activity in Egypt. Here you'll find three baskets, each containing a certain object or a number of objects. At the top of the Marketplace is the Black Sheik who sells magic flutes; at the bottom is the White Sheik who sells parachutes. It is whispered that the Black Sheik will take you to the Black Market - for the right price.

TEMPLE ENTRANCE

Four doors lead to the temple entrance; two from outside the temple, and two from deep within the temple. In the center of the room is a timepiece.

SPIDER ROOM

Ever been afraid of spiders? Well, the biggest spider of them all is lurking in the center of the Spider Room. The spider is shooting out strands of web - if the web hits you while you're in this room, you're one dead professor. Tsetse flies will also attack you in this room, but they will only put you to sleep for a few seconds.

ROOM OF THE SHINING LIGHT

Cover your eyes from the blinding light radiating from the guardian of this room. Two dungeons are located in each of the bottom corners of the room. The whole room seems to be alive; when you bump into anything in this room you are put back into one of the dungeons. The power in this room is awesome - you must be near the Temple Treasure Room!

TREASURE ROOM

Welcome to the Temple Treasure Room. The money supply in this room is inexhaustible, and the Temple of the Gods will allow you the freedom to come and go if you only take money. But take one of the Temple treasures, and the Gods will take steps to hinder your passage out. Good luck!

MESA FIELD

Somewhere in this vast expanse of mesas, the Lost Ark is hidden. The yellow shapes are mesa tops; the blue is empty air. You're safe while touching the mesas - but be careful not to fall or jump off without proper safety precautions! Certain objects will give you the ability to jump from mesa top to mesa top by use of a grappling hook. The hook is small - in fact it appears as a small white dot - but it will easily hold your weight. To use the hook, move the Joystick up on the right controller to let the hook out; move the Joystick down to bring the hook in. When the hook is over a yellow mesa top, press the fire button to jump to that mesa. Be sure that you press the red controller button the instant the hook is on the mesa, or you'll jump into the air and fall. Be careful about jumping near the sides of the mesa field, where the grappling hook can get hung up.

There are unverified rumors of an extraterrestrial YAR flying near the Flying Saucer Mesa in the middle of the Mesa Field.

MESA SIDE

Fell off a mesa did you? On your way down, you probably saw the flash of the mesa side. Each mesa has a single branch sticking out from its side. Notice the opening below the branch. It may be important!

VALLEY OF POISON

The Valley of Poison is inhabited by the black-cloaked Thief who will try to steal your possessions and leave you defenseless. If you can shoot him before he leaves the screen, you'll get back whatever he snatched. If he gets away safely, however, he can trade your possessions for bullets. Once he has bullets for his revolver, watch out - he shoots to kill!

The Valley is also home to a swarm of tsetse flies. The flies will bite you and put you to sleep for 1 to 7 seconds. If the flies put you to sleep while the Thief is picking your pockets, you have no defense until the fly poison has worn off. You can run through the green bogs to escape the Thief, but the mud in the bogs slows you down to half speed.

BLACK MARKET

In the Black Market you'll find a bizarre assortment of characters: a Raving Lunatic to the left of the Marketplace, a Sheik selling bullets to the top, and a Sheik peddling a shovel to the bottom. To the right of the Black Market is a basket. The Raving Lunatic will kill you if you try to cross his path - you must pacify him with something. Likewise, the two Sheiks want something to trade for their wares. Beware of the Sheik with the shovel - he doesn't come cheap!

WELL OF THE SOULS

The Well of the Souls is where you appear at the end of the game. If you've found the Lost Ark, it will appear at the top of the screen. Whether you've found the ark or not, you'll be raised on a pedestal in this room. Here you will be able to measure your score in adventure points by the height of the pedestal.

OBJECTS SCREEN INVENTORY

MAGIC FLUTE Magic flutes can be bought from the Black Sheik in the Marketplace. As long as the selector dot is on a magic flute, you cannot be harmed by snakes.

COINS At the start of the game, you are given a basket of coins. Coins can often be used to buy objects or favors. You can get baskets of coins in the Temple Treasure Room, which has an unlimited supply.

GRENADE Grenades are occasionally found in baskets and can be used to blast through SOME barriers.

KEY Keys open doors for those who know how to use them.

WHIP The whip is found in the Entrance Room, and is used by pressing the button on your right controller. You must be in motion and fairly close to an object in order to strike it with you whip.

PARACHUTE The White Sheik in the Marketplace sells parachutes. He has an unlimited supply of them.

TIMEPIECE A timepiece can be picked up in the Temple Entrance. To tell the time, place the selector dot below the timepiece and press the button on the right controller.

REVOLVER Use your revolver to get out of tight spots. You start out with six bullets, and can only buy more from the Sheik in the Black Market. Indy must be in motion to use the revolver.

BULLETS Buy bullets in the Black Market. They are sold three at a time, and are kept track of automatically.

ANKH One of the Temple treasures, the Ankh, is the Egyptian symbol of life. And it just might save yours!

CHAI Another Temple treasure, the Chai, is the Hebrew symbol of life.

HOURGLASS Found in the Temple Treasure Room, the hourglass is a favourite of the Temple Gods. But what is it used for?

SHOVEL A shovel can be bought in the Black Market, for the right price. What else is a shovel good for but digging?

Do not continue reading unless you want to be given solutions to the raiders of the lost ark adventure game. Committed adventurers should skip this section.

HELPFUL HINTS

This section is presented in two parts - HELPFUL HINTS and MORE HELPFUL HINTS. HELPFUL HINTS gives you tips on how to get into most of the rooms of the game, and how to find your way out, or around an obstacle. MORE HELPFUL HINTS will assist you after you've found your way around the rooms, to give you strategy on winning the game and finding the Ark. We can't give you all the clues to win the game (after all, what's an adventure game without surprises?), but these hints should give you a helping hand on your journey.

HELPFUL HINTS

- When you first start out in the Entrance Room, go directly to the Marketplace and buy a flute by dropping your basket of coins while standing on the flute in front of the Black Sheik. (Be careful not to touch the Sheik while buying the flute, or he'll be insulted and will take your money without delivering the flute to you!) The flute will protect you from the snakes.
- After you've purchased a flute, you'll need to get a grenade from the blue basket on the left side of the Marketplace. With the grenade you can blow a hole in the wall of the blue Entrance Room (see Figure 3) which will lead to other rooms in the Temple. Walk to the right side of the Entrance Room, select the grenade with the left controller, and use it by pressing the button on the right controller. Get out ot the room quickly, or the shock waves from the blast could kill you!
- In the Room of the Shining light you will be put into one of the dungeons, and to continue your journey, you must find your way out. You can escape by one of two ways; If you have a gun or whip, you can shoot holes in the walls of the box; or if you are out of ammunition, you can slip out of the secret exit located at the bottom of the box. The exit only appears occasionally, so keep trying!
- The magic flute will make you immune to tsetse flies as well as snakes.
- Once you find the Temple Treasure Room, you'll need to exit and return to allow the Temple enough time to replenish the coins.

MORE HELPFUL HINTS

- Use the Ankh to transport yourself onto the Mesa Field.
- Once on top of the Mesa Fields, move the grappling hook so that it crosses the broadest part of the mesa you're trying to reach. Get a feel for the rhythm of the hook's pathway. Jump across just before the hook crosses the yellow mesa.
- If you want an easy route to the Black Market, try bribing the Black Sheik in the Marketplace. You'll have to experiment to find the right object to bribe him with.
- Cross the far end of the Mesa Field to reach the Map Room. Once at the far end, drop the object that gave you your grappling hook, center yourself on the mesa, and walk into the next room. You'll be on a thin strip of solid ground with blue "sky" all around. Don't walk off the strip or you'll fall into the Valley of Poison. The Map Room is nearby, but you'll need the correct object to get in.
- Use the shovel from the Black Market to dig for the Well of the Souls - once you've discovered the correct mesa.

RAMPAGE

Partners in Crime You and your buddy are ready for a little mass destruction. You'll demolish buildings, grab and chomp horrified humans, and flatten puny helicopters and other antagonists who try to stop you.

But you won't stop at just one town. RAMPAGE has 85 cities for you to totally trash. And you can put together one riotous wrecking crew from the likes of George the Ape, Lizzie the Lizard, and Ralph the Wolf.

SELECTING YOUR WRECKING CREW

At the Monster Selection Screen, move the joystick up or down to highlight the name of your favorite monster, then press the joystick button once to select that monster. In a two-player game, the second player than selects one of the remaining monsters using the same procedure.

Once your monster has been selected, press the joystick button a second time to start a one-player game. In a two-player game, the game will start immediately after the second monster has been selected.

Each player begins the game with three lives.

TRASHING CITIES

You can destroy as many as 85 North American cities. Your goal is to demolish every building in each city wile trying to avoid enemy fire.

As you CLIMB a building, you'll PUNCH holes in the walls and GRAB and CHOMP people and other delectables. Keep an eye out for helicopters, trolleys, boats, police cars and tanks. A good PUNCH will lay 'em out cold.

Chomping Whenever you PUNCH certain enemies or innocent bystanders, you'll automatically GOBBLE them up. Keep in mind that soldiers and civilians that appear inside buildings can be eaten only if they're a different color from that of your monster.

To JUMP, simply press the joystick button with the joystick centered.

The DAMAGE BAR directly under your score lets you know how you're doing.

If you run out of energy completely, you'll automatically turn into a measly human and lose one of your lives. If you have any lives remaining, the RAMPAGE Blimp will deliver your backup monster.

KEEPING SCORE

Punching a Building	50
Eating a Pedestrian or Soldier	50
Punching Another Monster	250
Punching a Tank	250
Punching a Police Car	250
Punching a Pickup Truck	250
Punching a Trolley or Boat	250
Eating a TV (when it's turned off)	500
Grabbing Money	500
Eating Flowers	500
Punching a Helicopter	750
Punching a Sign	1,000
Eating a Transformed Monster	1,000

You earn an extra life for every 10,000 points you score.

PLAYING TIPS

Try to eat as much food as possible to keep up your energy level. But beware! Some delectables -- like cactus, toasters, bottles of poison, and TVs (when turned on) -- may give you a bad case of indigestion. You'll soon learn that flickering objects, in general, can give you one bad bellyache.

If you're in a hurry, JUMPING is much faster than WALKING.

To avoid enemy fire from police cars and tanks, try to position your monster behind each such vehicle and then destroy it with a powerful punch.

You'll need to climb on top of the tallest building in order to punch a helicopter.

In a two-player game, punch the other player's monster to reduce his remaining strength, as indicated by his DAMAGE BAR. If he's transformed into a helpless human, gobble him up to gain extra strength and bonus points.

REACTOR

Positrons. Neutrinos. Photons. These are just a few of the nuclear particles threatening to blow your ship apart. There's nowhere to run! No way of escaping! To survive, you must fight them. But that's only half the battle. While you try to destroy these dangerous particles, you must also try to stop the reactor's expanding core before it reaches melt-down. So board your ship and prepare to enter the awesome depths of REACTOR!

OBJECT

The object of the game is to destroy as many nuclear particles as you can before they smash your ship into the kill wall and to knock down as many sets of control rods as possible to stop the melt-down.

DIFFICULTY SWITCHES

Position A (Expert): Your ship accelerates quickly, requiring more accurate moves of the Joystick. Position B (Novice): Your ship accelerates at a slower rate.

PLAYING

At the beginning of the game, each player receives 3 ships and 3 decoys. However, only 1 ship will appear on the screen at a time. The remaining ships are indicated by the number displayed at the TOP RIGHT area of the screen. The number of decoys available appears at the TOP CENTER, while the number of enemy particles "To Go" (number of particles not yet on the screen), is indicated at the TOP LEFT AREA OF THE SCREEN.

The round begins the moment you press the GAME RESET switch. Enemy particles can approach your ship from any direction and can attack individually or in groups. Your ship can also accelerate in any direction to counter their attack.

The particles may be small, but they're powerful! Luckily your ship is equipped with an energy shield. This shield is always up, offering needed protection. Using your ship, knock enemy particles into the kill walls. When they hit the kill wall with enough force, they disappear. But beware! Enemy particles gain more speed and weight from one round to the next, making them more difficult to destroy.

CONTROL RODS

Inside the reactor there are two sets of control rods extending from the kill walls. One set is on the left, one on the right. These rods control the intensity of the nuclear reaction within the reactor's core. In order to stop the melt-down you must try to smash these rods with enemy particles. By knocking the particles against the rods with enough force, using your ship, you can destroy these rods. When you completely destroy one entire set of control rods, the core will shrink. Destroy both sets and you receive an additional decoy.

THE SOLID CORE

Once the battle begins, the reactor's core continues to expand. Keep an eye on it as you fight to destroy the enemy and blast control rods. If you are not successful in destroying all the enemy particles, or at least one entire set of control rods, the core will keep growing, leaving less space for battle.

BONUS CHAMBERS

There are two bonus chambers within the reactor's walls-one to the left, one to the right. During the game, these chambers will alternate between the top and bottom of the screen. When a particle enters and then leaves a bonus chamber, the chambers will switch their positions. Likewise, when your ship enters and then leaves a chamber (an indeterminate number of times), the chambers will switch. While battling enemy particles, try to force them inside one of the chambers with your ship. Once captured, the enemy will bounce off the walls many times before disappearing (unless it escapes). Each time a particle hits the wall, you gain an extra 15 points. But an even better way to trap the enemy is with a decoy!

DECOYS

Your ship is also equipped with a clever device called a decoy. A decoy draws attacking enemy particles away from your ship and attracts them to itself. By pressing the red button on your Joystick, you can release a decoy anywhere within the walls of the reactor. (REMEMBER: You begin the game with 3 decoys.) Position your ship in the area you wish to release a decoy and press the red button. When you move your ship away, the decoy will appear in its place. The best places to release a decoy are next to the kill wall, in front of the control rods and in front of the entrance to a bonus chamber. A decoy cannot be destroyed. However, it will remain on the screen for approximately 10 seconds before disappearing.

ATTACK OF ENEMY PARTICLES

Enemy particles attack your ship in an effort to knock you against one of the kill walls. They may approach your ship alone or in groups, and can approach from any direction. If they succeed in forcing your ship into a wall, your ship is instantly destroyed.

THE VORTEX CORE

In levels 3, 4, 7, & 8, the reactor's solid core is replaced by the deadly vortex-a swirling mass of nuclear energy. Similar to the solid core, the vortex starts to expand once the round begins. But be careful! If you guide your ship too close to this violent spinning center, your ship will be drawn inside and destroyed. To shrink the vortex, you must smash an entire set of control rods or destroy all enemy particles.

THE KILL WALLS

Throughout the battle, you must try to knock enemy particles against the kill walls to destroy them. If the enemy succeeds in forcing your ship into these walls, then it is destroyed.

As the game progresses however, the challenge becomes more difficult! In levels 5, 6, 7, & 8 the kill walls become invisible. Only the control rods can be seen. You'll need nerves of steel-and a good memory-to avoid hitting the kill walls!

ROUND PROGRESSION

There are 4 levels with 8 successive rounds in each level. The game begins with level #1 and continues to progress from round to round and level to level, unless your ships are destroyed. If you wish, you may select any other level than #1 to begin playing. Simply press the GAME SELECTION switch, and stop when the level number you desire appears. (NOTE: Levels 1, 3, 5 & 7 are one-player games. Levels 2, 4, 6 & 8 are two-player games.)

Level	Round	Core	Enemies	Particles	Rods
1 & 2	1	Solid	3 Positrons	12	4
	2	Solid	3 Positrons, 1 Photon	16	4
	3	Solid	3 Positrons, 2 Photons	20	4
	4	Solid	3 Positrons, 1 Photon, 1 Neutrino	24	4
	5	Solid	1 Positrons 1 Photon, 2 Neutrinos	32	4
	6	Solid	3 Neutrinos	36	4
	7	Solid	1 Positron, 1 Photon, 1 Lepton	36	4
	8	Solid	1 Neutrino, 1 Lepton	40	4
3 & 4	9	Vortex	3 Positrons	12	6
	10	Vortex	3 Positrons, 1 Photon	60	6
	11	Vortex	3 Positrons, 2 Photons	20	6
	12	Vortex	3 Positrons, 1 Photon, 1 Neutrino	24	6
	13	Vortex	1 Positrons 1 Photon, 2 Neutrinos	32	6
	14	Vortex	3 Neutrinos	36	6
	15	Vortex	1 Positron, 1 Photon, 1 Lepton	36	6
	16	Vortex	1 Neutrino, 1 Lepton	40	6
5 & 6	17	Solid	3 Positrons	12	7
	18	Solid	3 Positrons, 1 Photon	16	7
	19	Solid	3 Positrons, 2 Photons	20	7
	20	Solid	3 Positrons, 1 Photon, 1 Neutrino	24	7
	21	Solid	1 Positrons 1 Photon, 2 Neutrinos	32	7
	22	Solid	3 Neutrinos	36	7
	23	Solid	1 Positron, 1 Photon, 1 Lepton	36	7
	24	Solid	1 Neutrino, 1 Lepton	40	7
7 & 8	25	Vortex	3 Positrons	12	8
	26	Vortex	3 Positrons, 1 Photon	16	8
	27	Vortex	3 Positrons, 2 Photons	20	8
	28	Vortex	3 Positrons, 1 Photon, 1 Neutrino	24	8
	29	Vortex	1 Positrons 1 Photon, 2 Neutrinos	32	8
	30	Vortex	3 Neutrinos	36	8
	31	Vortex	1 Positron, 1 Photon, 1 Lepton	36	8
	32	Vortex	1 Neutrino, 1 Lepton	40	8

END OF GAME

The game ends when the enemy particles have destroyed all of your ships.

TWO-PLAYER GAMES

There are four one-player games and four two-player games. In the two- player games, players alternate turns. The left goes first. Each player's score is displayed throughout his or her turn. At the end of the game, final scores are displayed alternately. The last player's score is displayed first, while the other player's score is displayed second.

In a two-player game, when all your ships are destroyed, you're out of the game. Your opponent, however, may continue as long as he or she can avoid destruction and stop the melt-down.

STRATEGY HINTS

- Lure enemy particles close to the wall for easier hits.
- Place your decoys by the kill wall for easier hits.
- Place your decoy in front of the bonus chamber to lure enemy particles inside for extra points.
- Place decoys near control rods to attract enemy particles for easier hits.
- Guide your ship in a CLOCKWISE direction if it should become caught in the vortex. This may help you escape it.
- Remember to watch the number of enemy particles "To Go" (number of particles not yet on the screen), at the top of the screen in order to keep track of each round.

SCORING

Your score is displayed at the top of the screen throughout each round. Points are accumulated with each additional round. You'll receive your final score at the end of the game. Here's how the points are scored:

Leptons	200 points
Neutrinos	200 points
Positrons	50 points
Photons	50 points
Control Rods	50 points
Each unused decoy	500 points
Trapping enemy particles inside the bonus chambers	15 points / bounce

NOTE: Each enemy particle trapped inside the bonus chamber will bounce an indeterminate number of times. As the particle nears self-destruction within the chamber, points accumulated will decrease from 15 to 10 points per bounce.

BONUS

For every 10,000 points you accumulate, you earn an extra ship. Knocking down both sets of control rods earns you an extra decoy.

REALSPORTS BASEBALL

Join the Atari Aces in the World Series of video baseball--RealSports BASEBALL! It's a hot day in the ballpark--you can see the hot dog and soda pop vendors making their way up and down the bleachers. The crowd roars after each pitch, and filling the stadium is the sound of "STEERIKE! YOU'RE OUT!" Down on the field it's a different story--just you and the pitcher facing each other in an enormous diamond of brown and green.

The roar of the spectators fades into the distance as the pitcher winds up. His arm arches back, his leg goes up, and...THUNK! The ball flashes by and hits the catcher's glove at 90 miles an hour. "STEERIKE!" Another windup, another 90 mile an hour fastball, and "STEERIKE TWO!" Gripping the bat tightly, you stare down at the pitcher, see him wind up, and watch as the ball seems to float in slow motion down the field toward you. Everything falls into place as you swing with perfect timing, feel the contact, and see the ball sail over the right fielders outstretched glove and over the wall. HOME RUN!

GAME PLAY

You play RealSports BASEBALL just like real baseball. The game lasts for nine innings (or more in the case of a tie score), with each team coming to bat once during each inning. The first team up to bat (pink action figures) is the visiting team, and the last team to bat (yellow action figures) is the home team. A team remains at bat until three of its players either strike out, fly out, or are tagged out. A base runner may also be "forced out" when an outfielder with the ball tags the base in front of the runner while another base runner is occupying the base behind him.(Force outs are needed to make those double and triple plays!)

Pitchers can throw either a BALL or a STRIKE. Three strikes count as an OUT; four balls count as a WALK.A walked batter automatically advances to first base. If a batter swings at a pitch that is programmed to be a ball, it counts as a strike.

A batter can also hit a FOUL BALL outside the baselines. A FOUL BALL is counted as s strike unless the batter has already made two strikes, in which case it does not affect the count.

CONTROLLING THE BATTER

Make the batter swing by holding down your controller button and flicking the Joystick at the same time. The direction you move the Joystick determines the direction and trajectory of the ball.

Move the Joystick straight up to bunt the ball; to the right to hit a ground ball in left field; to the left to hit a ground ball in right field; and straight back to hit fly balls and home runs. Fly balls and home runs can also be hit by moving the Joystick diagonally to the lower left and lower right; the lower right position hits the ball to left field, and the lower left position hits to right field.

When an outfielder catches a fly ball, the batter is automatically out. If the outfielder misses the ball, however, the ball will sail over the stadium wall and will be counted as a home run. When a home run is hit, the ball will reappear only after the batter has rounded the diamond and touched home base.

The direction of a hit ball can be affected by the timing of your swing. Like regular baseball, swinging early will "pull" the ball to left field. Swinging late--that is, swinging when the ball is nearly past you--will tend to slice the ball towards right field.

By careful timing, you should soon be able to hit the ball to any part of the field.

CONTROLLING THE RUNNER

Once a batter has successfully hit the ball, he becomes a runner. A runner's direction is determined by holding the controller button down and pushing the Joystick to either the right of the left [Right: runner advance, Left: runner retreat].After a batter has hit the ball, let the Joystick return to the neutral (center) position, then push it to the right to make him advance to first base. To continue running, keep holding the controller button down and push the Joystick to the right. To make a runner retreat--if, for example, he must go back a base to avoid being tagged out--simply hold down the controller button and push the Joystick to the left.

STEALING A BASE

Stealing a base is a two-step maneuver: First you transfer control from the batter to a base runner, then you make him run. To transfer control, move the Joystick without holding down the controller button in the direction of the base that the runner is on. Move the Joystick right to indicate first base; up to indicate second base; left to indicate third base; and down to indicate home plate. The controlled player will turn slightly brighter in color.

Make the base stealer run by holding the controller button down and pushing the Joystick to the right. If the pitcher on the opposing team has the ball and is not moving, the base runner will steal the base quickly. If any outfielder with the ball is moving--running or throwing the ball, for example, --the runner will move much more slowly towards the base. Therefore it is best to steal a base when the pitcher is motionless and "isn't looking."

After the runner has stolen a base, transfer control back to the batter by pushing the Joystick straight down.

PITCHING THE BALL

Pitching the ball is also done in two steps: First you program the type of pitch, then you throw the ball. As an ace pitcher, you can select a FASTBALL, a RISER, or a SINKER. You can also psych out your opponent by throwing an INTENTIONAL BALL. Push straight up to pitch a fastball; directly right to pitch a sinker; directly left pitch a riser; and straight down to pitch an intentional ball. An intentional ball will always be counted as a ball unless the batter swings, in which case it counts as a strike.

Occasionally a batter can hit an intentional ball (just as a real batter can sometimes hit a ball outside the strike zone), but this happens less than 20% of the time. All other pitches delver me strikes than balls. The percentage of strikes to balls is randomly controlled by the computer--some days your fastball will deliver more strikes than your sinker, other days the reverse will be true. Experiment to discover your best pitch!

After programming the pitch, throw the ball by holding down the controller button and lightly flicking the Joystick down.

THROWING THE BALL AROUND THE OUTFIELD

The player with the ball can throw to the pitcher or any of the four basemen. To throw to first base, hold down the controller button and push the Joystick to the right. To throw to second base push straight up. To throw to third base push to the left. Throw to the catcher at home plate by pushing the Joystick straight down. Leave the Joystick in the neutral (center) position to throw the ball to the pitcher.

Remember to release the controller button after the ball is thrown, or you may accidentally throw the ball again after it is caught.

If an intended receiver of the ball misses the catch, the ball will roll and come to a stop on the field. Pick up the ball by running the controlled player over it. You'll hear the "plop" of the ball hitting the glove when it is picked up.

you can identify a controlled player by color; controlled players are solid yellow or pink. Non-controlled players are two-toned white and blue. If you're in doubt, move the Joystick to see which team member is under your control.

RUNNING IN THE OUTFIELD

Use your Joystick to move a controlled player in the outfield. The player moves up, down, right, left, and diagonally in the same direction you move the Joystick.

SCORING

Each time a batter touches all the bases in a counterclockwise direction and returns to home plate, the team scores one point. Scores are kept on the top of the screen; the home team on the left and visiting team on the right. The number of outs in the inning also appears on the top of the screen, between the two scores.

Balls and strikes are recorded behind home plate on the bottom of the screen. The umpire's calls flash after each pitch on the bottom of the screen.

The umpire also calls out the inning number every time a team has three outs and runs to the outfield. Look at the bottom of the screen to see the inning number flash onto the screen before the first pitch.

GAME VARIATIONS

There are four game variations in RealSports BASEBALL: Two 2-player games and two 1-player games. In the 1-player version the computer automatically controls one team. The computer always knows what pitch you're about to throw, so you'll have to brush up on your best baseball strategy to beat the computer! The variations are as follows:

- GAME 1 2-player game Left player starts in the outfield. Right player starts at batch. Batter can hit every pitch.
- GAME 2 2-player game Left player starts at bat. Right player starts in the outfield. Batter cannot hit balls.
- GAME 3 1-player game Player starts in the outfield. Batter cannot hit balls.
- GAME 4 1-player game Player starts at bat. Batter cannot hit balls.

HELPFUL HINTS

Hold the controller in your hands so that your opponent can't see what direction you're moving your Joystick. If you're pitching, this will prevent your opponent from knowing what type of pitch you're going to throw. If you're at bat, this will prevent your opponent from noticing if you're about to steal a base.

When stealing a base, try to steal when the pitcher has the ball and is motionless (two-toned).This will allow you to steal the base faster. But watch out! If the pitcher sees you and throws the ball, you'll slow down in mid-run!

Trust your Joystick when throwing a ball to a base, even though the direction may not seem right. Pushing the Joystick UP, for example, will always throw the ball to second base, even if the outfielder is at the top of your screen.

MORE HELPFUL HINTS

If you can't make the batter swing, he probably is not a controlled player. Push the Joystick down without holding the controller button; then try swinging the bat using both the Joystick and the controller button.

If no batter appears at home plate after an out, throw the ball to the catcher and then back to the pitcher. A batter will run out to home plate.

Occasionally a missed ball will roll near an object on the field and will be hard to see. Simply run the controlled player over the area the ball was last seen to pick the ball up.

To make sure the pitcher has the ball, press the red controller button once.

If the pitcher has the ball and is being controlled, you must run him back to the pitchers mound to resume pitching. When he is positioned on the mound, he'll turn back to blue and white and will be ready to pitch once again.

If an outfielder throws a hit ball back to the pitcher before the batter starts running, the batter is counted out.

REALSPORTS BOXING

You've got incredible heart and a live right lead. Show 'em your staying power! Punch Iron Fists around the ring for the total seven rounds. Or rain blows on Macho Man 'til you've got him up against the ropes. A flurry of payoff punches puts away Jabbin' Jack. And Lefty O'Leary goes down with a body blow inside and low. It's a capacity crowd tonight - and you've got top billing! Take the Boxing title on a decision or go for the knock out. Duke it out!

CONTROLS

Cover Up	Press button, move handle away from opponent.
Jab	Press button, move handle towards opponent.
Body Blow	Press button, pull handle back.
Payoff Punch	Press button, push handle forward.

Move the difficulty switch to the "A" or left position to fight an opponent who's strong and challenging. Move the switch to the "B" or right position for an opponent who's weaker and easier to beat.

PLAYING THE GAME

At the bell the match begins. Move your boxer out of his corner and around the ring by moving your joystick handle forward, back, left, and right. (Player 1 controls the boxer in the left corner; the computer or player 2 controls the boxer in the right corner.) Move your joystick handle and press the button to make your boxer jab, cover, land body blows, and throw payoff punches. Cover up to defend yourself. Blocking an opponent's punches scores points and minimizes your strength loss. When covering up, you're still in danger of a technical knock out if your opponent lands 12 successive punches before you can retaliate.

Jabs are quick punches thrown with the leading arm that score points and weaken your opponent. Jabs can be thrown in a rapid "flurry." A jab scores least of all the punches and weakens your opponent least, but a flurry accumulates points and damage done to the opponent faster than any other punch. Jabs use little of your own strength and you can throw three times as many jabs as payoff punches in the same amount of time.

Body blows are punches strategically placed to weaken your opponent. Though not as powerful as payoff punches, body blows can be flurried faster than payoffs. Landed body blows score higher than jabs and cost less strength than payoffs.

Payoff punches are thrown with the non-leading arm in an attempt to knock out the opponent. Payoff punches take a lot of strength, so you can't throw successive payoffs as fast as you can throw jabs. When landed, payoff punches score high.

Boxers tire as they move around the ring and throw and take punches. The amount of yellow showing in a fighter's strength bar indicates the strength lead he has over the other boxer. Weakened boxers move slower, their punches are separated by longer delays, and their reaction to joystick commands are sluggish.

Rounds are timed, and the time counts down in the lower center of the screen. When the time runs out the round is over. Boxers take their corners to rest and regain some strength. Between rounds the score boxes display total points earned in the round just fought.

KNOCK DOWNS

A boxer's strength bar starts blinking when he's gained a considerable strength lead over his opponent. A blinking bar is a boxer's cue to go for a knock down. To knock down his opponent, a boxer must land the correct punch from the correct position. At a knock down, the standing boxer goes to a neutral corner and the ten count begins. If the downed boxer has enough strength, he'll get up at the nine count.(In a two-player game, push you joystick forward to get your boxer up at the nine count.)

KNOCK OUTS

The best way to knock out your opponent is to land as many payoff punches as possible, while protecting yourself from taking any blows. This increases your strength lead while weakening your opponent. When your strength bar starts blinking, give him the knockdown punch. Your opponent might get up after several knock downs but he gets weaker all the time. Finally, the right punch from the right position will put him away.

TECHNICAL KNOCK OUTS

To earn a technical knock out (TKO) a boxer must land 12 punches without his opponent landing a punch, getting away, or covering up. If the opponent retaliates in any of those three ways, the punch count returns to zero. Once the opponent covers up, if the aggressive boxer then lands another 12 punches without the opponent landing a punch or getting away, a TKO is called.

And the Winner Is...When a boxer knocks out or TKOs his opponent, he wins the match and the fight is over. If a match goes seven rounds, a decision occurs and the boxer with the most points is declared the winner.(At the end of the seventh round, the score boxes show total points earned by both boxers during the match.)When a fight is over, the winner dances around the ring, then the game returns to demonstration play. Press the joystick button or [Reset] to start a new match, or press [Select] to return to the options screen.

STRATEGY

The best way to out-point your opponent is to land punches and run, so he can't retaliate by hitting you. If you can't run, throw a punch then immediately cover up. To punch effectively, get toe to toe with your opponent, a little above him but still within reach so your punch connects. The best time to flurry with payoffs is early in the fight when your reaction time is quickest. Be careful when blocking a flurry so you don't get TKO'd. To throw a flurry, press the joystick button, then immediately select the punch with the joystick handle. Release both the button and handle, then immediately repeat the sequence. Minimize the effect of your opponent's blows by covering up or countering with an equally effective punch to pass along the strength loss. Whenever you throw a punch you lose strength, so make your punches count.

Running around the ring costs you strength. If you're weak, stay in one area and make your opponent come to you.

SCORING

Points are scored according to a boxer's strength, the type of punch landed, and the punch position. For instance, the highest scoring combination is a payoff punch thrown by a boxer in top strength and landed from an optimum position. The payoff punch is the highest scoring punch; the body blow is next highest, and the jab is the lowest scoring punch. Covering up earns a point value for defensive boxing. A boxer can earn 99 points maximum in any one fight. A match can last a total of seven rounds. A knock out or TKO anytime during a match wins the fight. If a match goes seven rounds, the high-point boxer wins. If the match ends in a draw, both boxers dance around the ring.

THE CONTENDERS

Each boxer has a weak spot. When your strength bar is blinking, use the correct punch in the right position to knock down your opponent.

Iron Fists has tender ribs. A toe-to-toe body blow knocks him down.

Jabbin' Jack has a glass jaw. Get above him, then knock him down with a payoff punch to the chin.

Lefty O'Leary has a weak stomach. Get below him to knock him down with a low body blow.

Macho Man is tough, but he'll go down with a toe-to-toe payoff punch.

REALSPORTS FOOTBALL

You're the quarterback of the ATARI offensive team, and you're really feeling the pressure. Down by less than a touchdown in the closing seconds of the game, you have to maneuver that ball into the end zone somehow for the winning score. How will you do it?

You could run with the ball and try to evade that wide-ranging middle linebacker. Be careful, though. He's a little bit faster than you and will catch you over the distance.

Fortunately, you've done your homework by practicing your passing in the one-player game against the computer. But this is head-to-head competition against a real person, and people aren't always as predictable.

It's your ball. Hurry! Time's running out. Can you call the right play and get that touchdown?

GAME PLAY

The basic rules of football apply, with some modification.

Like regular football, the object of ATARI RealSports FOOTBALL is to score more points than your opponent by getting touchdowns, field goals, and safeties. You advance the ball toward the goal by running and passing according to the plays you select with your Joystick Controller.

Each team has five players, one of which can be controlled by the Joystick. You can play against the computer in a one-person game; or you can compete against another person in a two-player game.

The clock runs continuously during plays. It stops after incomplete passes, scores, turnovers, dead balls, and when offense calls its play. It resumes at the hike.

The clock will run down for no more than 30 seconds after the last completed play. If offense has not called its play by this time, the clock will freeze until it resumes at the hike.

There are no time outs, no fumbles, no penalties, and no running out-of-bounds. Each game consists of one 15-minute quarter.

USING THE CONTROLLERS

Use your joystick to:

- Call plays before the hike.
- Direct your control-player after the hike.

Use the fire button to:

- Hike the ball.
- Pass the ball.
- Program a kick play.
- Kick the ball.
- Call up a blitz play.

DIFFICULTY SWITCHES
The difficulty switches establish the running speed of the control-players. The A (advanced) switch makes the control-player run half as fast as the B (beginner) switch. The difficulty switches are especially useful as a handicap so the abilities of two players can be more evenly matched. B is the recommended mode for all players. A should be used as a handicap between unevenly matched players--with the (allegedly) stronger player in the A mode.

CALLING PLAYS
In the one-player game, you play the blue team and the computer plays the yellow team competitively against you. Sometimes you are on offense; sometimes on defense. In either case, you only have to call up the play for your side: the computer will select its own play and hike the ball soon after.

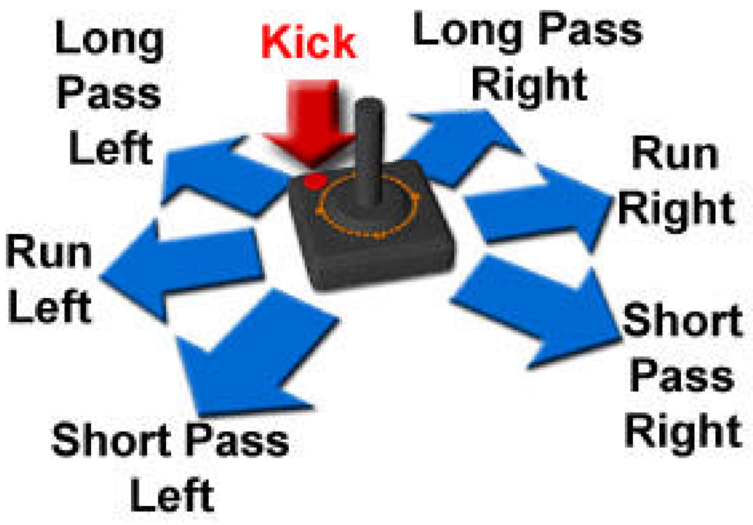
In the two-player game, each person must select a play before the scrimmage can begin. The flashing scoreboard indicates which side has yet to call its play. As soon as both sides have called their plays, the flashing team scores will stabilize, indicating that offense can now hike the ball by pressing the red button.

To call plays, move the joystick or push the red button.

OFFENSE
To pass, press the red button and the ball will be thrown toward a pass-eligible receiver who is running a pre-arranged pattern. You can only have one pass-eligible receiver in any play. The art of passing is to time his pattern with the arrival of the ball.

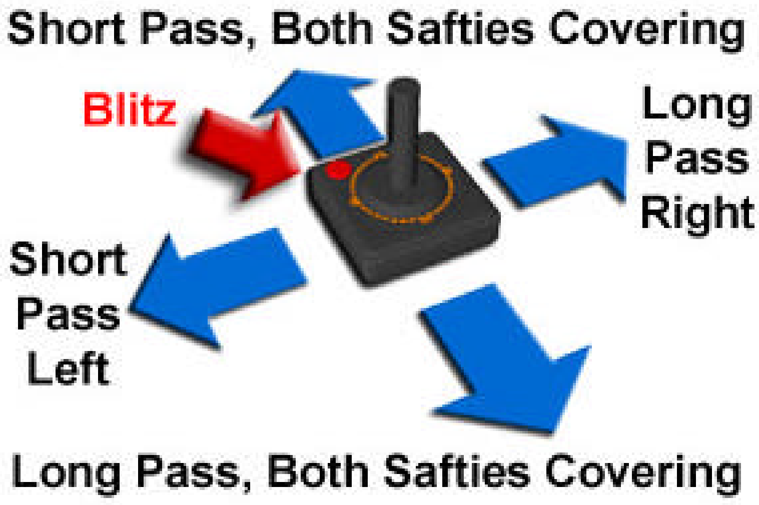
To kick, you need to press the red button a total of three times. Once, to program a kick play before the hike; a second time to hike the ball; a third time to actually kick the ball. Field goals and punts are called up in exactly the same way.

If you kick close to the goal and the ball goes through the goal posts, the kick will register as a field goal. If the ball misses the goal posts, the kick will have functioned as a punt. The ball will be downed where it went dead; or, if it did enter the end zone, it will come out to the twenty for the next set of plays. There are no punt returns and no blocked kicks.



DEFENSE
Except for the blitz, each of the other four defensive plays offers some kind of defense against a pass.

If you call a blitz, the defensive safeties will join the linemen in rushing the quarterback. You then have only your control-player to cover the pass and a possible run.


Short Pass, Both Safties Covering
Blitz
Long Pass Right
Short Pass Left
Long Pass, Both Safties Covering

SCORING
Crossing the defensive team's goal line by running or passing the ball successfully into their end zone is a TOUCHDOWN. It counts for seven (7) points, and the ball will automatically be brought out to the twenty-yard line to begin the next series of plays.

Kicking the ball through the "goal posts" is a FIELD GOAL and counts for three (3) points, with the ball brought out to the twenty. Kicking field goals is random and depends on your proximity to the goal line. If you kick from within the twenty, your chances are excellent; if you're beyond the forty, better try something else.

Tackling the ball carrier in his own end zone is a SAFETY and scores two (2) points for the defensive team. They also gain possession of the ball on their own twenty-yard line.

HELPFUL HINTS
When you call plays like the short pass left and the long pass left, it is sometimes tricky to move your Joystick perfectly along the diagonal line that programs those plays. Try moving your Joystick straight up (or down) first, and then shift it toward the diagonal that programs your selected play.

After you throw a pass and the quarterback has exited from the TV screen, Joystick control is automatically transferred to the intended receiver. Use the Joystick to adjust his position while the ball is in mid-flight, and you may improve your chances of completing a pass.

"Rolling out" toward the side where your receiver runs his pattern is often a good tactic in completing a pass. Ultimately, though, successful passing is a matter of good timing.

Blocked passes and interceptions can occur if a defensive player is in the direct line of flight of the pass. You cannot throw a pass over a player's head.

It is not easy to run against the computer in the one-player game. Your best bet is to use your blockers and tangle up that fleet-footed linebacker at the line while you scurry for yardage.

The defensive control-player is a hair faster than the ball carrier, so he can make the tackle over the short run. But if you can manage to get a decent enough head start, you've got yourself a long gainer and maybe a touchdown.

REALSPORTS SOCCER

It's the final game of the season, and once again the championship is at stake–only this time, it's among old rivals. A goal by the opposing team ties the game with one minute to go. You wipe the sweat off your forehead as the score flashes across the screen of a giant indoor stadium: Blue Defenders 2, Red Rebels 2.

With precious seconds ticking away, the crowd is growing restless in the stands. The team lines up for the final kick-off. You hear the SCREECH of the referee's whistle and the ball shoots towards your center position with the velocity of a bullet. You dart forward and kick the ball to a wing player, but a Rebel skillfully steals it away, leaving you off balance. Crashing to the side, you hear the ball whizzing past your left ear.

Don't worry! A player on your team intercepts the ball and kicks it to a teammate. But in the tension of the moment, he misses. You close in from the wing. Too late! A Rebel gets control of the ball and dribbles it towards your goal. Like a shadow, you follow close behind. Only you can steal the ball and prevent him from scoring a winning point. In a split second, your foot snaps the ball from beneath his feet and brilliantly kicks the ball high across the field. What a pass! The crowd rises to their feet, and cheers, anticipating a possible victory.

With 20 seconds to go, you sprint towards the center of the action. A star player for the Rebels tries deflecting the ball to the sideline, but under pressure from your team, the ball spins towards you.

You rush to meet the ball before your opponents close in. With a tremendous low kick, the ball barely leaves the ground as it shoots into the goal. A Rebel makes a quick dive and...misses.

The crowd erupts into a frenzy. Your team has won the game--and the championship! Proud fans jump up and down in the stands. In the resounding roar, you hear the loud clear chant of VICTORY.

GAME PLAY
Soccer players, get ready! With three players on your team, your objective is to bluff, pass, and outmaneuver your opponents to score the most points before the clock runs out. You score one point for each goal. Play against the computer, or play against a friend.

At the start of the game, the ball is placed at the center of the halfway line. Blue fielders are on the left side of the line. Reds on the right. Either team can take possession of the ball. Fielders are assigned to one of three lanes in the playing field and must dribble the ball within their lane or pass to another fielder.

Each player controls one fielder at a time. The computer controls the rest of the team. As the offense, you control the player with the ball. As the defense, you can switch control from one player to another by pressing the button on your Joystick controller.

You can use the wraparound feature in RealSports SOCCER to run your player off one side of the screen to have him reappear on the other side of the screen. When using this feature, the controlled player must not be in possession of the ball. A controlled player can run off either side of the screen, but cannot run off the end of the field.

Only your controlled player can score a goal (see Figure 2).But watch out! If the ball doesn't go all the way into the goal, a defensive player can still block the goal and take control of the ball. If the ball does go in, you'll hear the shriek of the referee's whistle. You score 1 point, the clock stops, and the ball is turned over to the other team for the kick-off.

The referee's whistle sounds off at three different times throughout the game: at kick-off, after goals, and at the end of the game. Game play lasts for 5 minutes or 9 minutes, depending on the game you choose.

USING THE CONTROLLERS

Use your Joystick to move your controlled player in the direction you want the player to run or to dribble the ball. (Notice that controlled players appear brighter than their teammates). To KICK or PASS, point the Joystick in the direction you want the ball to go, and press the controller button. Fielders must touch the ball with their legs to have control; the ball cannot be passed or blocked with any other part of the body.

DEFENSE

When playing defense, you can switch control from one player to another. Press the controller button until the desired player appears brighter. Notice that the control switches from player to player in sequence (see Figure 3).When you are ready to steal the ball, run your controlled player into the ball.

OFFENSE

When playing offense, your controlled player moves slower than the defensive controlled player. Pass the ball to a teammate to avoid a steal or to move the ball into another lane. The receiving fielder automatically becomes a controlled player.

DIFFICULTY SWITCHES

The switch in the A position has no function. The B switch creates a wraparound feature.

GAME SELECT TABLE

Game	Difficulty	Time	Players
1	Easy	5:00	2
2	Easy	9:00	2
3	Intermediate	5:00	2
4	Intermediate	9:00	2
5	Advanced	5:00	2
6	Advanced	9:00	2
7	Advanced	5:00	2
8	Advanced	9:00	2
9	Easy	5:00	1
10	Easy	9:00	1
11	Intermediate	5:00	1
12	Intermediate	9:00	1
13	Advanced	5:00	1
14	Advanced	9:00	1

GAME VARIATIONS

RealSports SOCCER can be played by two players or by one player against the computer. In one-player games, the computer controls the red team. Each game has 3 skill levels and playing option of 5 minutes or 9 minutes.

As you progress through each level of difficulty, game play speeds up, and in one-player games the computer's teamwork becomes quicker and more skillful.

GAME STRATEGY AND TIPS

RealSports SOCCER is full of surprises. Your only limitation is time! Try moving the ball from foot-to-foot, or reversing your direction unexpectedly. BLUFFING your opponent is a good way to distract him while you pass the ball to another teammate.

Passing is essential since a defensive fielder can always outrun the player with the ball. The easiest way to improve your passing is to practice in two-player games without another player. This way, you won't have to worry about interceptions.

Defend your goal! Remember your controlled player's feet must touch the ball in order to block a goal.

In defensive play, you can usually outrun your opponent. Just stay in front, and you're sure to win! And don't forget to practice intercepting and stealing the ball--then pass it to a teammate!

REALSPORTS TENNIS

You win the RealSports TENNIS match by winning the most games in two out of three sets. Points are scored by hitting a ball over the net that your opponent can't return.

After each game, the receiver becomes the server. Players switch sides after the first game and then after every other game, according to the rules of tennis.

RealSports TENNIS can be played by one or two players at slow or fast speed. In addition, each player can play with automatic or manual racket control.

STARTING THE GAME

Move your Joystick forward until the start arrow appears on your scoreboard, then press the red controller button to start the game. You can also personalize your tennis score-board by writing in your player's name: Move the Joystick forward and back to select a letter, space, period or backspace from the scrolling alphabet. When the desired character appears, press the red controller button. Then select the start arrow to begin the game.

Note: If your name fills in all eight character spaces, simply press the controller button to start. then, get ready to serve!

PLAYER CONTROL

Move your Joystick in the direction you want your player to go. Press the red controller button to serve the ball. In one-player games you must also press the button to make the computer player serve the ball.

Note: In some games, the red controller button is used to swing the racket (see DIFFICULTY SWITCHES).

There are three kinds of shots in RealSports TENNIS: a normal shot, a hard hit, and a lob. A normal shot is hit when your player is standing still or moving from side to side; a hard hit when your player is running towards the net; and a lob when your player is running away from the net.

You can angle your shot by hitting the ball with the tip of your racket. The closer the ball is to your player's body, the straighter your shot will be. In addition, the computer automatically adjusts the players to hit backhand.

CONSOLE CONTROLS

Press GAME SELECT to choose a one- or two-player game at fast or slow speed. Your choice is displayed on the scoreboard.

Press GAME RESET to bring up the scrolling alphabet. The letter A will appear. The game will begin after you have entered a name or selected the start arrow.

DIFFICULTY SWITCHES

Use your DIFFICULTY switch to select automatic or manual racket control. In the A position, you must press the controller button to swing your player's racket; in the B position, your player will automatically hit a ball within range.

In one-player games the right DIFFICULTY switch controls the computer player's game play. When the switch is in the A position, the computer plays more skillfully than when it is in the B position.

GAMES

For each game, points are scored as follows:

• First point	15
• Second point	30
• Third point	40
• Fourth point	Game

To win a game, a player must have a two-point lead. If both players score three points (40 each), the score is called DEUCE. The next player to score a point has the advantage (AD), and must score another point to win the game. If the other player scores a point, the score is called DEUCE again until one player scores the necessary two points.

SETS AND THE MATCH

The first player to win six games with a two-game lead wins the set. If the score is six-to-six, another game is added to break the tie. The player that wins two out of three sets wins the match.

HELPFUL HINTS

Try rushing the net after a serve to hit the ball before it bounces. The other player will hit from the baseline. Then suddenly, hit the ball at an angle - out of the other player's reach.

Play a one-player slow game to practice different shots against the computer-pro. Then try mixing your shots to catch the computer off guard.

Try hitting a lob when your opponent comes to the net. This may throw your opponent off balance or give you time to reposition yourself on the court for a new attack.

If the other player moves up to the net, hit the ball to the baseline. Your opponent will have a hard time returning the ball in time. Use the same tactic by hitting the ball to the sidelines.

REALSPORTS VOLLEYBALL

Spike! It's a gorgeous day at the beach. You and your friends have been playing a friendly little game of volleyball. At least it started out friendly. The higher the sun gets, the hotter the game.

Your team has slowly been slipping in points. It's time to get serious. The team that loses buys lunch.

It's your turn to serve. You gauge your opponents carefully. The sun is on your side, and you spot a weak point in the other team's formation. You raise your fist quickly and connect. The ball speeds directly to the opening for the winning point.

You're the hero. The other team's members come over to shake your hand. They may be smiling, but you hear a low grumble as they approach. After all, thanks to you, lunch is on them!

GETTING STARTED

Games 1 and 3 are for one player. Games 2 and 4 are for two players. Games 1 and 2 include the setup feature. The game number appears on the left and the number of players appears on the right.

Set the difficulty switches to determine the speed of the players. When a switch is set at A, that player moves more slowly than when the switch is set at B.

PLAYING THE GAME

As in a traditional volleyball game, two teams hit the ball back and forth over the net. If the serving team misses the ball or hits it out of bounds, the other team is awarded the serve. If the receiving team misses the ball or hits it out of bounds, the serving team scores 1 point.

The computer randomly awards the first serve to either team. To pick up the ball, move your directional control until your top player connects with the ball. Press the fire button to serve.

Note: A player can move only sideways on the court when holding the ball.

There are two players on each team. Use the controller to move both players around the court. The players move in the same direction as the directional control.

Move your players to meet the ball as it comes over the net. In games 1 and 2, your team sets up the ball by passing it back and forth between themselves before hitting it over the net. In these games, a set up consists of three hits unless you spike the ball.

To spike the ball, press the fire button as your player meets the ball. Spiking will make the ball move faster and lower over the net. A player must be at least halfway to the net in order to spike.

A team must score 15 points with a 2-point lead to win the game.

STRATEGY

Use the shadow of the ball as a point of reference. The shadow indicates where the ball will land, so try to keep your player's feet on the shadow.

Once the sun sets, the shadow disappears. Your best strategy then is to keep your player's head under the ball.

Take advantage of your ability to go outside the court. You can often salvage a set up hit out of bounds by your teammate.

SCORING

In each volley, the serving team receives 1 point for every ball the other team misses. When a point is scored, a bell sounds. Each time the ball lands out of bounds, a buzzer sounds. Scores appear at the bottom of the screen during game play.

Note: If a player hits an out-of-bounds ball before it lands, the ball stays in play.

REVENGE OF THE BEEFSTEAK TOMATOES

THE CONTROLS

Tilt the joystick in any direction to maneuver your all-purpose Tomato Sprayer around the screen. The joystick button is used to capture and release Bricks, and also to destroy Tomatoes and Tomato Plants.

THE OBJECTIVE

Your objective is to trap the Tomato Plants at the bottom of the screen by building three walls above them. At the same time you must avoid or shoot down all flying Tomatoes, dodge Tomato Bombs and stop the Brick-Eaters.

SCREEN DISPLAY

Your score is displayed at the top of the screen. In the bottom left-hand corner, red bars show the number of Tomato Sprayers remaining.(NOTE: If the left Difficulty Switch is in the B position, there will always be three bars remaining.)

BUILDING WALLS

Your job is to build three walls above the Tomato Plants. The walls are built by capturing colored Bricks and then dropping them into place across the lower half of the screen. To capture a Brick, you must shoot it ONCE with your all-purpose Tomato Sprayer as the Brick moves across the top of the screen. A "beep" will sound when you hit a Brick. If you succeed in capturing it, your Sprayer will turn the color of that Brick. The Brick may now be placed in a wall by aiming the Tomato Sprayer toward the desired position in the wall and then pressing the joystick fire button ONCE. Only green Bricks may be placed in the bottom wall, only pink Bricks in the middle wall and only gold Bricks in the top wall. The permanent Bricks on either side of the screen are guides to show you where to line up your colored Bricks. You can aim from underneath or from on top of the wall, but you cannot place a brick by firing horizontally. Also, you cannot drop a Brick through an existing wall. You must guide the Tomato Sprayer through openings in the upper walls to reach the empty spots below.

Careful now, you only have one chance to place a captured Brick. If you miss the wall, you lose the Brick. No wall can be completed if one of the walls beneath it is incomplete.

TOMATOES

You must avoid the bombs from the Tomato Plants at the bottom of the screen and from the flying Cherry Tomatoes at the top. Colliding with either a Beefsteak Tomato, a bomb from a Cherry Tomato or a Tomato Plant will result in the loss of one Tomato Sprayer.

In play levels 4 , 6 and 8, brick-eating Tomato Plants will occasionally grow on the walls. The Tomato Bombs will turn green if a "Brick-Eater" is growing somewhere. If allowed to reach its full height, both it and the Brick under it will disappear. Shooting a Brick-Eater or completing any wall will stop the Plant from eating the Brick. If you run into a Brick-Eater, you will lose one Sprayer.

SCORING

Points are awarded for hitting Tomatoes, Brick-Eaters and Tomato Plants, capturing and placing Bricks, and completing walls.

Roving Beefsteak Tomato	5
Killer Cherry Tomato	50
Brick-Eater	5
Capturing a Brick	10
Placing a Brick in Wall	20
Completing first Wall	1,000
Completing second Wall	2,000
Completing third Wall	3,000

PLAY LEVELS

Revenge of the Beefsteak Tomatoes will automatically begin on Level 6.You can choose a different play level by pressing the Game Select Lever before starting the game. The current level of play will be displayed at the top of the screen. After you complete a game by building all three walls, you will be challenged with another round of Tomato warfare in that same play level.

- LEVEL 1 = Tomato Plants fire
- LEVEL 2 = Tomato Plants fire and Beefsteak Tomatoes roam
- LEVEL 3 = Same as Level 2, plus Cherry Tomatoes
- LEVEL 4 = Same as Level 3, plus Brick-Eaters
- LEVEL 5 = Same as Level 3, but increasingly difficult with each round.
- LEVEL 6 = Same as Level 4, but increasingly difficult with each round.
- LEVEL 7 = Same as Level 5, but Tomato Bombs are wider
- LEVEL 8 = Same as Level 6, but Tomato Bombs are wider

- LEFT DIFFICULTY SWITCH A = Four Sprayers per game
- LEFT DIFFICULTY SWITCH B = Unlimited Sprayers per game
- RIGHT DIFFICULTY SWITCH A = Fast Tomatoes and Tomato Bombs
- RIGHT DIFFICULTY SWITCH B = Slow Tomatoes and Tomato Bombs

HINTS FROM JOHN RUSSELL

Brick-Eathers always grow on the wall containing the most Bricks. If there are two walls which have the same number of Bricks, the Brick-Eater will grown on the upper wall.

Don't stay at the top of the game screen as it is easier to capture Bricks when you are further away from them. Remember, it only takes ONE shot from the Tomato Sprayer to capture a Brick. The NEXT shot fired will release it. Although you must fire single shots to capture and release Bricks, you'll have better luck blasting Tomatoes with the fire button held down. Practice switching from one method to the other.

RIDDLE OF THE SPHINX

Hieroglyphics on an ancient obelisk tell a strange tale: These are dark times. Death's long shadow rests across the Valley of the Kings. Anubis, jackal-headed god of the dead, has cast his curse over all of Pharaoh's kingdom. A plague of scorpions and hordes of thieves lie thick upon the land. O hear the thin whine of despair!

Sing of Pharaoh's Son, all hail the Prince of Egypt! Deliver us from this curse! Brave the dangers of the desert. Seek the answer to the Riddle of the Sphinx. Pay Anubis' ransom with your treasures, O cunning Prince of Wiles. Reach the Temple of Ra, source of light and life.

Pharaoh's heir--be wise, be wily--and beware!

TRAVEL BACK TO ANCIENT EGYPT

Pharaoh's kingdom languishes under a vile curse. His son, Egypt's heir, travels across the Valley of the Kings. To lift the curse he must reach the Temple of Ra with priceless treasures. He must solve the Riddle of the Sphinx.

He barters with nomad traders. Some give him gifts and artifacts useful to him on his journey. Some steal.

Armed only with a sling and rocks, the Son of Egypt combats marauding thieves and deadly scorpions. His trials earn him inner strength. Oases refresh his thirst. Time heals his wounds.

Pyramids, the Temples of Isis and Anubis, the inscrutable Sphinx--Pharaoh's Prince seeks to make the correct offering. if he fails to do so, he may not be able to move further or receive priceless objects in exchange. If he pleases the gods, his inner strength points grow greater and his store of treasures increases. He advances toward the Temple of Ra, source of light and life.

Once there, he hopes to possess the treasure that will open the Temple to him, liberating Egypt of Anubis' fierce curse.

These things weigh on the young Prince. He reviews his purpose: to lift the curse and prove himself a worthy successor to Pharaoh, he must:

- gain as many inner strength points as possible
- complete his quest as rapidly as he can
- collect all the treasures he can find
- reach the Temple of Ra

The Son of Pharaoh girds his loins. He prepares to confront his fate on the timeless sands that are Egypt.

CONSOLE CONTROLS

Flip Game Select Lever to choose one of the three Riddle of the Sphinx games. Game number appears in a black box at bottom of screen, left of center. Hit Game Reset Lever to begin action. Game begins again whenever Reset Lever is tapped.

To see how much time has elapsed during a game:

- set Black-White/Color Lever to Color
- set Right Difficulty Lever to position A

To find out the Prince's inner strength score:

- set Black-White/Color Lever to Color
- set Right Difficulty Lever to position B

To find out Prince's wound and thirst scores:

- set Black-White/Color Lever to Black-White

To slow action, set Left Difficulty Lever to position B.

THE JOURNEY BEGINS

The Prince appears at the bottom of the game screen, above the score. The prince of Egypt sees many camels, palm trees and obelisks on his trek. The Prince must move around these obstacles. He sometimes darts behind them to avoid enemies, or to surprise them. Neither the Prince's nor a thief's rocks can usually penetrate a solid object.

OF ARMS AND A PRINCE

The Son of Pharaoh embarks on his quest armed only with a sling from which he can throw an unlimited supply of rocks. To throw a rock: press left joystick button. When wounded or thirsty, he cannot throw them as far. He can only sling rocks forward (that is, up, toward top of screen). When moving back, he is defenseless until enemies move past him.

THIRST

One foe of the Son of Egypt travels with him always: thirst. The longer he goes without refreshment, the greater his thirst grows. As it increases, he slows down. He cannot throw rocks as far. He must seek water or become easy prey to thieves, scorpions and the dread god Anubis! Pharaoh's Son seeks release from his ragged thirst. Six oases offer him just that. No mirage, they float forward. He must stop. He must drink. To drink at an oasis, the Prince: approaches from below, heads directly toward the water at the center of the oasis, drinks deeply. When he has satisfied his thirst, a bell sounds. He regains vitality--moving well and throwing far. To find out the Prince's thirst level, set Black and White/Color Lever to Black and White. The number representing the Prince's thirst appears on the right. Certain objects and treasures also quench thirst. Read on!

WOUNDS

Wounds, like thirst, slow the Prince of Egypt down and make rocks difficult to throw. The Prince sustains wounds when he is:

robbed by a thief	1 wound
struck by a thief's rock	1 or 2 wounds (depending on level of difficulty)
stung by a scorpion	2 wounds
touched by the evil god Anubis	3 wounds

If he sustains enough wounds, the Prince dies. The game ends. Time, we know, heals wounds. As long as the Prince can avoid an enemy's assaults, his injuries will heal. The number of the Prince's wounds appears when the Black and White/Color Lever is set to Black and White. The number of wounds appears on the left. Certain objects and treasures protect Pharaoh's Prince from a thief's rocks. Others cure wounds he has received. The goddess Isis can also gently cure the Son of Pharaoh. Who are they who wound, heal, barter and sometimes betray the persistent son of Pharaoh? Whom should he attack, and whom to avoid? What gifts does he receive and which find? In what way, and towards what end, does he use them? Proceed and be enlightened. Ancient Egypt's ways will yet be known to you.

DENIZENS OF THE DESERT

Son of Pharaoh must practice caution. Among those he meets on his journey:

Thieves They pelt the royal heir with rocks and attempt to steal his possessions. Should the Prince come in contact with a thief, one of his treasures or artifacts will disappear. The Prince attacks or avoids thieves.

- Prince hits thief with a rock: he gains 60 inner strength points.
- Thief hits Prince with a rock: Prince receives 1 or 2 wounds
- Thief touches Prince: Prince receives 1 wound.

Scorpions They pursue the Prince and can seriously wound him should he come in contact with them. He attacks or avoids them.

- Prince hits scorpion with rock: he gains 60 inner strength points.
- Scorpion touches Prince: Prince receives 2 wounds and loses 20 inner strength points.

Nomad Traders They give--or steal--objects useful to the Son of Pharaoh. He barters with them when his possessions are few, and thinks twice about dealing with them when he carries many precious items. To trade with a nomad, the Prince approaches from below and touches him. A noise sounds when a transaction occurs.

- Prince accidentally injures a nomad trader with a rock: he loses 80 inner strength points.

For many fast-moving thieves and scorpions: set Left Difficulty Lever to A. For fewer and slower-moving thieves and scorpions: set Left Difficulty Lever to B.

DESERT DEITIES

The prince also meets--or avoids--two desert deities:

Isis Goddess of fertility and motherhood, seeks to comfort the Prince by quenching his thirst and healing his wounds. She sometimes bestows precious treasures on the young Son of Pharaoh. To meet Isis, the Prince approaches from below and kisses her feet to show his grateful respect. When he succeeds in pleasing Isis (and this is not always the case), a bell sounds. The Prince's wounds are healed, his thirst quenched. When he pleases her and he is not wounded or thirsty, she might then bequeath him a gift.

Anubis God of the land of the dead, faithful guardian of tombs, must be avoided or he will seriously wound the son of Egypt. The merest touch results in a wound. Anubis touches Prince:

- Prince loses 20 inner strength points.
- Prince receives 3 wounds.

The Son of Pharaoh must be careful not to hurl rocks at Isis or Anubis. This act constitutes excessive pride, and his inner strength score suffers for it. Prince strikes Isis or Anubis with a rock:

- he loses 77 inner strength points.

But what of all these gifts, these treasures? The royal heir begins his trek with nearly nothing. He must collect as much treasure and as many useful objects as he can. The treasures and objects serve many functions. He must use them wisely.

OBJECTS

The Prince's use of his new-found possessions is controlled with the right joystick. Treasures, objects and artifacts come to appear in 2 rows across the bottom of the screen. A black box also appears. Before a treasure, object or artifact can be used, the black box must cover it. The right joystick controls movement of the black box. Objects are only in use as long as the black box covers them. Once the black box covers an item, that item responds in the following way:

- Shield: Protects the Prince from a thief's rocks. After absorbing several hits, the shield disappears.
- Staff: Though a traveler's common support, this staff retains magical powers. The Prince tries always to keep it from being stolen once found.
- Jug: Quenches thirst. Press red button on right joystick for refreshment. Once used, it disappears.
- Tannis Leaf: An herb with uncanny healing properties, the tannis leaf heals all wounds, however serious. Press red button on right joystick and tannis leaf heals Prince and disappears.
- Spade: The space allows Pharaoh's Son to search for treasures as he travels. As a result, it operates differently. The Prince digs in the desert with the spade. He tries to find objects and treasures that will speed him on his journey. Often he must dig long and far. To use spade: cover spade with black box, then press and hold button on right joystick to use spade. Prince may move while digging. To move and dig, lean on left joystick

while pressing right joystick button. When he finds an object or treasure, the spade disappears and is replaced by the newly-discovered item. Pharaoh's Prince must practice caution, for while he digs he is vulnerable to attack.

TREASURES

Treasures are valuable and magical. The Prince receives them from nomad traders and the goddess Isis, or he finds them while digging. Treasures only need to be covered by the black box in order to be used.

- Disk of Ra: Heals wounds. When used, it is not consumed. It can be stolen.
- Goblet: Quenches thirst. Though it cannot be consumed, it can be stolen.
- Necklace: Shields Prince from rocks and scorpions. It cannot be consumed, but can be stolen.
- Scepter: Acts as a chariot in speeding Pharaoh's Prince on his way. With it, neither thirst nor wounds can slow the Son of Egypt. He can hold the scepter indefinitely--unless it is stolen.

ARTIFACTS

Still other treasures appear. Their specific uses remain unclear, thought they appear to be valuable. These the wise Prince of Egypt decides to save, hoping to offer them at sacred monuments and temples in exchange for passage or for other, infinitely more valuable, gifts. If you wish to drop an object from your collection:

- Select it for use by covering it with the black box.
- Pull the right joystick toward you.
- Press button on right joystick.
- The item will disappear. Magic!

THE JOURNEY CONTINUES

Despite setbacks, the young Prince perseveres. So much to remember, so many things to do! But he is strong, and growing stronger. All Egypt looks to him for relief from Anubis' curse. He must solve the riddle of the Sphinx. He must reach the Temple of Ra. Before leaving his father's palace on the Nile, Pharaoh's Prince received advice from the Royal Astrologer. The Astrologer instructed the Prince concerning ceremonious offerings.

"Son of Pharaoh, avoid youthful folly. Make offerings at sacred places-- Pyramids, the Phoenix, the Temples of Isis and Anubis, the Sphinx and the Temple of Ra."

When making an offering:

- Cover offering with black box before reaching a sacred monument or temple.
- Approach reverently, from below.
- Touch the bottom center of each sacred place.
- Present an incorrect offering: the Prince loses 20 inner strength points.
- Present a correct offering: Prince received 500 inner strength points.
- The offering will disappear.

Often, a worthier treasure appears in place of the offering. The Royal Astrologer also gave the Prince curious lessons to study. The Son of Pharaoh puzzles over the Seer's strange words. He is certain they contain veiled clues as to which offering he should make at the many sacred monuments and temples he encounters. The Son of Egypt consults the cryptic messages as he reaches each sacred place. These wondrous monuments and temples fill the Prince with awe. Of them the Astrologer has written:

- Pyramids: "Rare gifts awaits he who unlocks the age-old mystery of the Pyramids."
- Phoenix: "The fire bird, newly risen from its ancient ashes, can provide you with a key to the riddle you seek to solve. You will know what gift to offer if you unroll and read the writing on your heart."
- Temple of Isis: "Gentle Isis, goddess of all that is good. Her Temple in the desert is as a precious jewel in Egypt's crown. Offer her a gift worthy of an empress."
- Temple of Anubis: "Temple like a tomb, vaulted home of Death. You will have found its key in the circle that does not end, the sign of life's eternal rebirth."
- Sphinx: "Inscrutable marvel! Find the offering it seeks and you will have solved its riddle. A bird can fly over, a scarab crawl past or a lion stalk by--Son of Egypt, turn to these! It is written as on stone."

Once the Prince passes these grand obstacles, he strives to reach the Temple of Ra, revered by all Egypt as the source of light and life.

<u>Temple of Ra</u> Upon reaching the Temple of Ra, Son of Pharaoh offers all of his treasures. Ra sometimes accepts willingly. He rewards the Prince with great stores of inner strength. Often, though, Ra insists on an offering before consenting to accept the Prince's treasures. His quest remains unfinished. All Egypt remains accursed. The Prince loses inner strength points should he offer the wrong object. The Prince examines all his possessions for the correct offering. He searches tirelessly in pursuit of this simple object. What is it? Where can it lie hidden? Son of Pharaoh thirsts for the answer to this quandary. Pharaoh's Astrologer has written: "Ra has all. What need has Ra of wealth? Offer instead that which stands yet cannot stand; that which journeys far yet has no legs; that companion you rely and lean upon, yet never think to call friend."

- Prince makes incorrect offering: he loses 20 inner strength points.
- Prince makes correct offering: earns 500 inner strength points.
- For each treasure presented: Prince earns 700 inner strength points.

THE JOURNEY ENDS

The game ends when the Prince either:

- reaches the Temple of Ra, makes the correct offering (if necessary) and his treasures are accepted or
- Pharaoh's Prince dies of wounds received on his journey.

GAME VARIATIONS

Game 1 Son of Egypt tries to get through Pharaoh's kingdom as quickly as he can holding as much treasure he can find. Ra accepts the Prince's treasures without asking for an offering. Son of Egypt begins he long trek holding a shield.

Game 2 The journey grows more difficult. The Sphinx won't let the Prince pass. The Prince must make the correct offering, worth 500 inner strength points. The Temple of Ra requires an offering. With the offering, no treasures will be accepted. The Heir to Egypt's throne starts his journey holding a shield.

Game 3 The supreme challenge. The Son of Pharaoh must make 2 offerings at each of these sacred places: Phoenix, Temple of Isis, and the Temple of Anubis. Of these offerings, this must is known: a certain treasure or object will satisfy the gods and earn the Prince 500 inner strength points. A certain object will lift the spell blocking the Prince's passage at each of the three sacred places. The Astrologer has provided the Prince with this clue: "The first is rooted in relief; The next you'll find well-found; The last of three is a cloak you wield when enemies abound." For making the correct selection, the Prince receives 500 inner strength points at each sacred place. The Son of Egypt must also make a single correct offering at:
Sphinx for 500 inner strength points, lifts spell blocking his passage.
Temple of Ra for 500 inner strength points, offer satisfies Ra, Ra accepts treasures.
Pharaoh's Prince embarks on this quest carrying a spade.

TIPS TO THE WISE WANDERER

- Keep track of which treasures are appropriate offerings at each of the sacred monuments and temples.
- When the Prince reaches a sacred monument or temple, he will want to make sure he defeats any thieves in the area before making an offering. If thieves disturb the ceremony, the Prince's offering may not be accepted, even if it is correct.
- Study the Astrologer's messages. They can lead the Prince to correct offerings and locating the special item necessary to the Temple of Ra.
- When backtracking across the valley of the Kings, the Prince may want to keep to the extreme left or right. The Prince will then be surprised less often by thieves, scorpions and the vile god Anubis.
- The Prince will want to become familiar with his entire kingdom. He will want to visit every area and explore even the most mundane locale.
- Though unnecessary in Game 1, the Prince may still wish to make offerings at all sacred monument and temples. He will receive inner strength points as a result of the consideration he has shown.
- The Royal Astrologers clues, as they have been revealed here, tell the Prince all he needs to know--if he is clever and patient. Even so, shortly after the Son of Pharaoh embarked on his quest, the Astrologer when into a deep trance. He began to mumble. An otherwise witless scribe took notes. These priceless notes contain all the answers necessary to the Prince: which offerings to make at what temples--even where to seek the object that satisfies the Temple of Ra

RIVER RAID

Your mission is to score as many points possible by destroying enemy tankers, helicopters, fuel depots, jets and bridges before your jet crashes or runs out of fuel. Here's how to begin:

Select game with the game select switch.

- Game 1:One player
- Game 2:Two players taking turns

With difficulty switches in the A position, missiles streak straight ahead. With switches in the B position, you can control the direction of your missiles after they have been fired by "steering" them with your Joystick Controller.

REINFORCEMENTS

You begin each game with a squadron of three jets in reserve. For each 10,000 points you score, you're given an additional jet. You can only have nine reserve jets on the screen at one time.

FUEL

You have a limited amount of fuel. When you begin to run low, fly over a fuel depot to refuel.

SCORING

Each time you destroy an enemy object, you score points. The point values for each object are listed below:

Tanker	30
Helicopter	60
Fuel Depot	80
Jet	100
Bridge	500

SPECIAL FEATURES OF RIVER RAID

The river is divided into sections with a bridge at the end of each section. Notice that the river is always changing. You will encounter islands, narrow channels, bays, and lots of enemy ships and aircraft moving to block your path. Also, the farther down the river you fly, the fewer fuel depots you'll find. In some areas, fuel is quite scarce, so you'll really have to move if you want to survive.

Always keep an eye on your fuel gauge. Fuel is used up at a constant rate, regardless of speed. When your fuel drops below 1/4 full, a warning siren sounds to alert you--it's time to refuel! The slower you fly over a depot, the more fuel you receive. A bell will sound while you are refueling. The sound changes to a higher pitch when your fuel tank is full.

You lose a jet when it collides with the river bank or one of the enemy objects (except fuel depots), or when you run out of fuel. If you have a reserve jet left, you restart play at the same section of the river where you crashed. However, if you've managed to destroy the bridge at the end of that section, then you get to restart play at the beginning of the next section.

GETTING THE FEEL OF RIVER RAID
To learn to fly successful missions, you'll need the sensitivity, touch and sharp shooting skills of a precision jet pilot. But that takes time and practice.

At first, try jetting down the river at slow speed. Practice banking your plane, sharpening your aim, and dodging the enemy. To win in this game, you'll have to be just as good at dodging as you are at destroying enemy bridges and aircraft.

Then accelerate your jet with bursts of speed to see how it reacts to the controls. Since you'll be making split-second decisions, you'll need to know exactly how you and your plane will act in a pressure situation.

HOW TO BECOME A RIVER RAIDER
Tips from Carol Shaw, designer of River Raid

Carol Shaw is one of Activision's newest game designers, but isn't a newcomer to video game design. She's also a scholar in the field of Computer Science.

"The River of No Return holds many special challenges and dangers for would-be River Raiders. You'll not only have to know your assault jet, but you'll need to have a good idea of your basic fight plan before you start.

"By knowing the river, pinpointing areas with the highest concentration of enemy, and the most fuel depots, you'll have a much better chance of surviving. Since the river is in sections, try jotting down notes for each important section as flight aids.

"Fuel is also a critical factor. When you're far up the river, fuel is scarce. So, concentrate on flying to the next fuel depot, and don't try to destroy every object.

"When you become really skilled, you'll find you can actually blow up a fuel depot right in the middle of refueling. That way, you can gain the points and some fuel at the same time.

"Finally, remember that your main targets are the bridges. They're worth the most points.And, please, drop me a note and let me know how you're doing. I'd really like to hear from you!"

RIVER RAID II

Alone in your F-14 assault jet, you're about to undertake the most explosive mission of your celebrated flying career.

After taking off from a sea-based carrier, you'll tear through the skies above the ocean and streak toward a river delta, where you must destroy an enemy bridge. Once past the delta, you must navigate back to the carrier and safely land. Without stopping for handshakes all around, you'll then set off on a new, more dangerous mission.

This is no contest for amateurs. Once airborne, you'll have to refuel in midair while outmaneuvering enemy fire. If you manage to out fuel these fearless devils by blasting them with missiles or torpedoes, you'll also win points.

If you don't make it, two backup planes will come to your rescue. Your missions will continue until your squadron's name is history.

CONTROLS
Switch A, the Expert Position, allows unguided missiles and torpedoes to shoot straight ahead only. Switch B, the Novice Position, lets you guide your missiles and torpedoes with the joystick controller after firing.

To take off, press the joystick button, holding it down to accelerate down the carrier runway. As you reach the end of the runway, quickly pull back on the joystick until you're airborne.

Once you're airborne, your Thrust bar will be replaced by an altimeter. To increase altitude, pull back on the joystick. To decrease altitude, push forward on the joystick. Increasing your altitude will slow you down; decreasing your altitude will speed you up.

Watch your altimeter. If you fly too low, you'll crash. The altimeter bar flashes red when you're dangerously low. If you flyover land when the altimeter bar is flashing, you'll crash.

The RADAR screen pinpoints your position throughout your mission and will identify the mission target as a flashing blip.

REFUELING IN MIDAIR
To refuel, fly over the gold refueling planes that are flying in your direction. These planes appear only over the ocean, so watch your fuel gauge. At the river, you can refuel by flying at low altitude and picking up the gold buoys floating in the water. A warning sound will tell you when your fuel level is dangerously low. If you run out of fuel, you'll crash.

CONQUERING THE ENEMY

Avoid collisions with enemy helicopters, fighter jets, and flak bursts, or you'll be today's headline.

To fire missiles at helicopters and jets, press the joystick button. To drop torpedoes on enemy sea vessels, tanks, water towers, landing strips, buildings, or bridges, press the joystick button while pulling back on the joystick.

You cannot destroy enemy flak bursts. Just stay our of their way!

LANDING

When calm seas appear below, your aircraft carrier is close by. The RADAR screen will display your altitude and proximity to the ship.

Hold down the joystick button. The Thrust bar replaces the altimeter. Increase your thrust until you reach the aircraft carrier.

As soon as you're over the carrier, release the joystick button and quickly push the joystick forward to land.

YOUR F-14 ASSAULT JET SQUADRON

The backup jets in your squadron will take over if you crash, run out of fuel, or are hit by the enemy. Whenever a new plane steps in, it will continue the mission at the position where the last plane was destroyed. Backup planes always begin with a full fuel tank and at the highest altitude.

THE END OF THE MISSION

The game ends if you lose all three planes or you successfully destroy the enemy target and land on the aircraft carrier. At this point you can start a new game or continue the game with a new, more difficult mission. Each new game or mission begins back on the carrier.

SCORING

In a two-player game, Player One's score is displayed in white and Player Two's score is in black.

Fighter Jet	100
Helicopter	150
Destroyer	200
Carrier	250
Water Tower	300
Building	400
Landing Strip	500
Tank	600
Bridge	2,500

ROAD RUNNER

Beep Beep! Just another day zipping around the desert, pecking at seeds and dodging the occasional truck. Suddenly, who should appear on the horizon but your old adversary Wile E. Coyote! He may not be the shrewdest predator you've ever dealt with, but he is certainly the most persistent. Wile E. will try just about anything to catch you. Despite your speed, you're not completely impervious to his devious tricks, nor to the hazards of the desert highway. You'll need to watch out for oncoming trucks, dodge cannonballs and falling rocks, and leap over lethal land mines and cliffs. So rev up your engine, and get on your mark. The race is about to begin!

The object of the game is to outrun the coyote while avoiding the hazards of the desert. There are 8 levels in the game, each level more difficult than the last. Move the controller in the direction you want the Road Runner to run. Press the fire button to make the Road Runner jump.(In a two-player game, the players take turns controlling the Road Runner.) You begin the game with three lives. You lose a life when Wile E. Coyote catches you, picks you up in a rocket, or shoots you with a cannon. You also lose a life when a truck hits you, you hit a land mine, you fall off a cliff, or you get hit by a falling rock. You score points by eating seeds along the road, eating steel shot, and destroying the coyote.

HAZARDS

Watch out for the land mines planted along the road. Hit one of these, and you're a goner!

Fast-moving trucks rule the road out here. They don't even slow down, let alone stop, for the indigenous desert population. If one of these hits you, you lose a life!

Wile E. Coyote has a few cannons in his arsenal. Dodge those cannonballs or pay the price! Watch out for Wile E.'s other tricks. Be particularly careful when he shows up on rocket skates or riding a rocket.

Falling rocks make it just that much more difficult to concentrate on your escape. These monstrous boulders are just as deadly as they look!

When you reach the cliffs, you'll have to use your agile leaping skills to avoid the deep crevices between them.

As the Road Runner races down the highway, piles of birdseed are found on the roadway. Eat each pile of birdseed to gain points. Although you score points by eating steel shot found along the road, this also makes you more vulnerable. Wile E. is armed with a magnet, making it temporarily harder to escape once you have swallowed the shot.

STRATEGY

You must keep running to the left to avoid the coyote, while watching out for the other hazards along the desert highway. If you double back, you can catch Wile E. off guard. Time your jumps carefully, and use them strategically to avoid Wile E. and the other dangers of the road. Use the mines and trucks to your advantage.

SCORING

Eating a pile of birdseed	100 points
Eating steel shot	100 points
Getting Wile E. hit by a mine (cannonball, rock, etc.)	200 points
Getting Wile E. hit by a truck	1,000 points

Note: The first pile of birdseed the Road Runner eats is worth 100 points. The point value of each successive pile of birdseed eaten thereafter increases by 100 points, up to a maximum of 1,000 points per pile of birdseed. But if you miss eating a pile of birdseed, the point value of the next pile of birdseed the Road Runner does eat is 100 points.

ROBOT TANK

FROM THE OFFICE OF THE PRESIDENT

Greetings. As you well know, sophisticated enemy Robot Tanks are quickly advancing cross country, firing at will and stopping at nothing. You must command your own Robot Tanks to stop their charge of chaos. Avoid being hit by enemy fire, or your Robot Tanks may be destroyed. The rebels are currently headed towards downtown Santa Clara. Only you can stop them. Good luck!

SCORING

A small tank appears at the top of your screen for each enemy Robot Tank you destroy. A square with the number 12 appears at the top of your screen each time a squadron of twelve enemy Robot Tanks are destroyed.

REINFORCEMENTS

You begin with one active Robot Tank and three reserves. Reserve Robot Tanks begin operation in perfect condition. You earn one bonus Robot Tank for every enemy squadron destroyed. The maximum number of bonus Robot Tanks allowed at any one time is 12.

END OF GAME

You may lose your Robot Tank when it is hit by enemy rocket fire. Your video scrambles with static interference when this happens. Some hits may only damage your tank. Game ends when all of your Robot Tanks are destroyed or all 12 enemy squadrons are destroyed.

YOUR ELECTRONIC EYE

Your Robot Tank's electronic eye lets you view the battlefield from a remote control station. Perspectives are real. The size of enemy Robot Tanks and their fire increase on your remote screen as they get dangerously close.

TWENTY-FOUR HOURS A DAY

From the first glimmer of sunrise, beyond the gray dusk and into darkened night, the enemy attacks relentlessly. For you, sleep becomes a distant memory. The military clock counts the hours and the days and can be used as a tool for strategy. How long can you go on?

WEATHER ALERT

Fog, rain and snow are reported to you through pre-dawn computer updates. In the snow, your tank will slip and slide. Rain significantly impedes your tanks mobility. In blanketing fog, enemy Robot Tanks are only visible when they are right in front of you. So, take advantage of bright sunshine while it lasts.

RADAR SCAN

The circular radar scan at the bottom of your screen is your window on the entire battlefield. Your tank is at the center of the scan, and the moving dot describes location, distance and directional movement of the enemy Robot Tank. Enemy tanks only fire rockets when they are in FRONT of your tank. Your tank is safe when the enemy tank is behind you--when the moving dot is below the center of the scan.

DAMAGE SENSORS
Video, cannons, radar and treads can be damaged by an enemy hit. Sensors report the damage by flashing on your control panel:

V: Video, your view on the battlefield, blacks out periodically.

C: Cannons will never go completely out, but when damaged, don't count on them firing all the time.

R: Radar scan inoperative. You must depend on your video to fix enemy position.

T: Treads damaged. Mobility is brought to a crawl. Movement is almost entirely frozen in the snow.

Be forewarned! Damaged tanks can NEVER be repaired.

GUIDING YOUR CANNON FIRE
Your tank's cannon fire is continuously targetable while it's in-flight. It will follow the direction of your cross hairs. Also, enemy rocket fire can be prematurely detonated by intercepting it with your own cannon fire. Destroying an enemy Robot Tank automatically explodes its in-flight rockets.

GETTING A READING ON YOUR ROBOT TANK
To successfully stop the rampage of enemy Robot Tanks, you must first become completely at ease with your own machine. There will be enough tension in the throes of battle.

Start out by practicing simple maneuvers. Roll your tank in all directions--forward, back, left and right. Pay strict attention to your tank's speed. It is important to know how quickly it can advance on enemy Robot Tanks or retreat from them.

Dodging enemy fire is a vital defensive move. Find out how close you can get to an enemy Robot Tank and still have time to avoid on-coming rocket fire.

The radar scanner is a very important monitoring device. It is the only consistent way to know where the enemy is located at night or in unforgiving fog. Practice using the scanner by firing your cannon when an enemy tank is directly above the center. It's the only time you can make a hit.

SCUBA DIVER

The Scuba Diver game has two levels:

- Hunting Fish
- Searching for treasure.

Set the speed level according to your ability:

- Fish - Normal Speed / Sea Monster- Normal Speed
- Fish - High Speed / Sea Monster- Normal Speed
- Fish - Normal Speed / Sea Monster- High Speed
- Fish - High Speed / Sea Monster- High Speed

After you turn on the power you will immediately hear the background music. Select the speed level by using the selection switch, if you do not choose a speed selection, it will automatically be in the 1st speed, then push the reset switch to start the game. The scuba diver who sits in the boat is controlled by moving the joy stick. When the fish are not beneath the diver, it is safe for him to jump into the water. (Use the red button of the joystick.) If you choose the wrong time for diving, the diver will be caught by the fish. (You have a total of 4 divers.) The number of remaining divers appears in the bottom left hand corner. The score appears in the middle at the bottom.

The diver must reach a certain depth before you can control him and safely move in any direction. (In the beginning the safest place is near the surface.) When you are ready, have the diver descend and shoot the fish one by one using the firing button of the joy stick. While the diver is under the water, the score will disappear. In its place the 60 second oxygen supply for each diver will be shown.

As the diver is under the water, the time will reduce second by second. The diver must return to the boat before the oxygen supply is used up. This is done by entering the center bottom of the boat. When he jumps in again, he has an additional 60 seconds. However, if he gets caught by a fish before he can return safely to the boat, you will not score any points. When he safely returns, your score will be shown instead of the oxygen supply.

SCORING
Each fish harpooned is worth 500 points.

You can harpoon as many fish as you like, but watch the oxygen supply. Also, if you miss a fish, then the diver can not be moved until the harpoon returns to the diver.

LEVEL TWO
To get to level two you must first harpoon all the fish showing in the first level, and then immediately enter the sunken ship (lower center screen) downward to the bottom before another fish appears. When you enter the sunken ship, a new game will appear on the screen. You are now inside the ship searching for treasure.

(Caution: You still must watch your oxygen supply from level one still being displayed.)

The walls of the sunken ship are very sticky. If the diver hits the wall, you have to move the joy stick very hard to release him, or push the firing button to release. If he hits the wall too hard, he cannot escape no matter how hard you move the joy stick.

Inside the sunken ship you must beware of the three sea monsters. The diver cannot destroy the sea monsters, he can only swim to avoid them. The sea monsters protect the treasure chests and can go through the walls of the ship, while the diver cannot. You will notice some narrow openings that the diver can go through to escape the sea monsters. For the diver to enter these passages, you must push the firing button of the joy stick and move the joy stick at the same time. All you need to do to retrieve the treasure chests is have the diver touch the treasure chest.

SCORING
If you get one treasure chest you score 500 points.
If you get two treasure chests during the same dive you get 1,500 points.
If you get three treasure chests during the same dive you get 11,500 points.

Remember, you must watch your oxygen supply. After retrieving a treasure chest or if your oxygen supply is too low, you will need to return to level one. This is done by having the diver go to the surface of the water. Beware, there will be three fish waiting for you.

Whenever the game is finished, you have the background music again.

SEA HAWK

A steady hand and quick wits are crucial if you are going to win this action packed air-sea battle! You must constantly dodge enemy fire and possible collisions with enemy helicopters and ships.

As the game begins, you have 8 Sea Hawk fighter planes in your defense arsenal. Your weapons include a machine gun and an unlimited supply of torpedoes. The black AtakLaunch ships and E-Gull helicopters are the enemy and you must eliminate them. If your plane is hit by enemy fire, your pilot will parachute out, but he needs your help to reach one of your Red Hawk aircraft carriers. If he lands in the ocean or on an enemy ship, he's dead. For now only one enemy helicopter will appear on screen at a time.

You graduate to Level 2 when you score 10,000 points. The battle grows more furious as two enemy E-Gull helicopters appear on screen to do battle with you.

The intensity increases when you score 30,000 points and enter Level 3. Here you will be attacked by three E-Gull helicopters that boldly challenge you, determined to down your planes!

Set the DIFFICULTY switch to A (slow) or B (fast).

You receive one more plane as a bonus every time you hit 20 enemy E-Gulls.

The red button performs torpedo and machine-gun fire. To fire a torpedo, press the red button once. There are 3 torpedo sizes. To select the size you prefer, press the selector switch on the machine. To fire the machine gun, press the red button and turn the Joystick either left or right.

Level 1 Only one enemy E-Gull helicopter will appear at a time in this level. You receive 100 points for each E-Gull you destroy, and 500 points for each enemy AtakLaunch ship. NOTE: You will lose 500 points if you destroy one of your own ships. So be careful! When you score 10,000 points, you will advance to Level 2!

Level 2 The odds increase in Level 2.Now your pilot must fight two enemy E-Gulls at a time. You receive 200 points for each E-Gull you destroy, and 1000 points for each enemy ship. NOTE: You will lose 1000 points if you destroy one of your own ships. So, use caution! When you score 30,000 points, you will advance to Level 3!

Level 3 You will really test your mettle here when three (3) E-Gull helicopters begin to hunt down your plane at a time. You receive 300 points for each enemy helicopter you destroy, and 1500 points for each enemy ship. NOTE: You will lose 1500 points if you destroy one of your own ships. So, watch out. This gets really tricky!

SEAQUEST

Your divers have retrieved the buried treasure, and now you must come to their rescue. The object of Seaquest is to retrieve as many treasure-divers as you can, while dodging and blasting enemy subs and killer sharks. All before your oxygen runs out!

Difficulty Switches in the B position will cause fast continuous fire from your submarine. Set switches in A position for slower continuous fire.

Game 1 is for 1 player, Game 2 is for 2 players.

Rescue divers by cruising into them with your sub. As soon as you have retrieved your sixth diver, you'll hear a quick beep. Now surface and listen to six gold ingots, worth valuable points, plunk onto your deck.

SCORING

When the game begins, every killer shark and enemy sub is worth 20 points. Every time you surface with six divers, the value of enemy subs and killer sharks increases by 10, up to a maximum of 90 points each. Rescued divers start at 50 points each. Then, their point value increases by 50, every time you surface, up to a maximum of 1000 points each. Also, you'll be further rewarded with bonus points for all the oxygen you have remaining the moment you surface. The more oxygen you have left, the more bonus points you're given.

SPECIAL FEATURES OF SEAQUEST

Your Oxygen Gauge is at the bottom of the screen. Whenever your sub is underwater you'll be using up oxygen at a constant rate. When the oxygen tank is almost empty, a continuous beep alarm will sound and the alarm light will flash. You have 8 seconds to surface for air! If you don't surface in time, your sub will blow up and you'll lose one diver. Each time you're forced to surface, with less than six divers, you lose one diver. And, if you surface with no divers on board, you'll lose your sub.

Killer Sharks and Enemy Subs are deadly. If your sub collides with anything except your own divers, your sub will explode. And, the longer you're out in the ocean, the rougher the seas become. So after each round, take a breath - enemy subs and sharks will increase in speed.

The Enemy Patrol Sub will appear on the surface when you've rescued your second group of six divers. Avoid it. If you collide, your sub will explode, and you'll lose one diver. While you are refilling your oxygen tank, the Patrol Sub will move in on you. Your sub cannot move away until its oxygen tank is full. So when you surface, do so as far from the Patrol Sub as possible!

You Have Reinforcement Submarines. You start the game with four subs in your fleet--one ready at sea-level and three waiting on the horizon. Each time you increase your score by 10,000 points, an extra sub will be delivered to your base. You can only have six reserve subs on the screen at one time.

GETTING THE FEEL OF SEAQUEST

Mastering the movement of your submarine will be your first and most important duty. Be careful not to oversteer! "Steady as she goes" is a good rule for beginners. Also, practice "Silent Running" -- navigating your sub around sharks and enemy subs without firing. It takes skill to learn this technique, but remember: your real mission is to rescue divers--they're worth the most points!

HOW TO JOIN THE SEQUEST "SUB CLUB"
Tips from Steve Cartwright, designer of Seaquest.

Steve Cartwright is a Senior Designer of Activision(R).Before creating Seaquest, Steve designed Barnstorming and MegaMania for Activision.

"As you'll quickly discover, you can't join the Sub Club overnight. It takes confidence, sharp aim, and lots of practice. Also, here are a couple of important pointers that should help.

"As soon as you've picked up your sixth diver, start watching out for the Patrol Sub. It's important to surface in the right spot, especially since the Patrol Sub sails faster as the game progresses.

"And, every time you surface, you increase the game's level of difficulty. So, keep your surfacing to a minimum, with one exception: when you've got five divers aboard, and your oxygen's running low--surface to refill your oxygen supply. You'll lose one diver, but you can easily pick up two or more to resurface and gain a lot of extra bonus points.

"Practice 'Silent Running'. It's the best technique I know of to really learn underwater navigation.

"And, next time you return to shore, drop me a note. I'd love to hear your tall tales from the high seas."

Steve Cartwright

SECRET QUEST

SAVE THE HUMAN RACE!

First there was one alien space station, then there were three. Now there are eight. If left unchecked, laser gates, dragons, and other evil creatures will wipe out the human race.

To destroy each station, you'll have to confront the aliens in face-to-face combat and discover the secret destruct code. Once you have the code, use it to activate the station's self-destruction mechanism. Then the race begins. Can you get to the teleport room before the station explodes into the vacuum of space?

Are you ready? Remember, you'll need precision battle skills, a keen sense of direction, speed, and pure guts to save the human race.

GETTING STARTED

Enter your initials by moving the directional control on your controller up or down until the letter you want appears and left or right to move between the two entry positions. You must enter both initials in order to start the game.

PLAYING THE GAME

Destroy all eight alien space stations. The secret orders you received list basics on how to destroy a station. The rest is up to you.

- Search through the rooms and find the secret destruct code on each level.
- Find the self-destruction mechanism and activate it by entering the secret destruct code(s).
- Race to the teleporter room and escape the alien station before it explodes. The teleporter automatically sends you to the next station.

Along the way you pick up weapons and other objects and fight alien creatures such as Spinner and Dragon. Fighting aliens takes precious oxygen and energy, which you can replenish each time you destroy all aliens in a room.

The game ends when you destroy all eight stations, run out of oxygen, or don't make it to the teleporter room in time after activating the self-destruct mechanism.

FINDING AND USING OBJECTS

If you're good, you will find weapons, oxygen bottles, energy pods, and sonic keys. To pick up an object, walk over to it and touch it. You will be able to pick up all objects you find, but you can have only one active weapon or sonic key. You can change the active weapon/sonic key from the status screen as described in Status Screen. To use an active object, press the fire button.

WEAPONS

You will need weapons to fight the aliens. There are three weapons to find: the energy sword, sonic blaster, and the particle beam. When you touch your first weapon, it appears in your hand as the active weapon.

Press the fire button to use the active weapon. You may have to zap an alien a number of times to destroy it.

Each weapon has a strength and energy value. Stronger weapons do more damage to the aliens. When you use a weapon, you lose energy units.

Weapon	Strength Value	Energy Used
Energy Sword	2	1
Sonic Blaster	4	2
Particle Beam	8	4

OXYGEN BOTTLES AND ENERGY PODS

Each time you destroy a room full of aliens, an oxygen bottle or energy pod appears. Touch these objects to replenish lost oxygen and energy. Fighting aliens depletes energy and/or oxygen. Exploring depletes oxygen at the rate of one oxygen bottle every minute. The game ends if you run out of oxygen. If you run out of energy, the game continues, but you will not be able to use any weapons until you find more energy.

Indicator bars at the bottom of the screen show how much energy and oxygen you have. Each mark on the indicator equals 16 units of energy or one bottle of oxygen.

SONIC KEYS

Sonic doors appear throughout the space stations. In order to open a sonic door, you must have a sonic key. These keys are scattered around the stations. When you come to a sonic door, make sure the sonic key is active, then press the fire button to open the door and reveal a secret stairway. Activate a sonic key from the status screen as explained under Active Object in the next section. Each sonic key can only be used once.

STATUS SCREEN

You can look at the status screen any time during the game by pushing the [TV Type] switch on the 2600 console up and down. To return to the game screen, push the [TV Type] switch up and down again. On the Atari 7800 switch between the game and status screens by pressing [Pause].

The status screen shows the following:

- Current Station When you destroy a station, it disappears from the status screen. The current station flashes.
- Current Level A stack of bars indicate how many levels the current station contains. The current level flashes.
- Active Object Either a weapon or a sonic key. To change active objects, press the fire button until the object you want appears.
- Re-entry Code If you want to exit the game so you can return later at the same station, write down this code so you can restart at the status screen.

DESTROYING A STATION

Your secret orders specify the following procedure for destroying a station. The procedure is dangerous and risky, but it's the only known way to destroy these evil space stations.

On each level of a station, look for a code symbol. (Station 1 has only 1 level; all others have multiple levels.) To move to different levels within a station, use the stairs and sonic doors. You might want to write down the code(s).

When you have found the codes on all levels of a station, search for a room with a flashing horizontal bar. This room contains the self-destruction mechanism. When you arrive at this room, move the directional control forward to display codes and left or right to move between the entry positions. Be sure to enter the codes in the correct sequence.

When you have entered all codes, press the fire button, and race to the teleporter room. A number countdown appears to show you how many seconds you have to make it.

When you arrive at the teleporter room, touch the teleporter to escape the station before it explodes into smithereens. Once you touch the teleporter you are transported to the next station.

SAVING A GAME

You can leave a game in progress and start again later at the same station with the points you've already earned. Any number of games can be left and resumed, as long as each game is started with a different set of initials.

To leave a game you wish to restart later, follow these steps:

- Note the initials you entered when you started the game.
- On the 2600 push the [TV Type] switch up and down to display the status screen. On the 7800 push [Pause].
- Write down the re-entry code sequence at the bottom of the screen.
- Continue playing or switch off your system.

Follow these steps to restart a game:

- Start a new game.
- Enter your initials. You must enter the initials you used when you started the game you want to resume.
- When the game screen appears (the first room of station 1), push the[TV Type] switch (or [Pause] on a 7800) to display the status screen. You can only restart the game from the first room of station 1.
- Push [Select] to begin changing codes. (The first code will flash.)
- Move the directional control forward or backwards to change codes and left or right to move between the codes. Be sure to enter the codes in the correct sequence.
- Push [Select] to return to the game screen at the previous level.

STRATEGY

Learn your way around the stations by drawing a map as you go.

If you are in a multi-level station, write down the code you find on each level so you will be able to remember the entire code when you enter the room containing the self-destruction mechanism.

Avoid losing all of your energy. If you lose all of your energy, you can't use a weapon. If you can't use a weapon to destroy aliens, you will not be able to get oxygen. If you can't get oxygen, you will not live long. Neither will the human race.

SCORING

The following list shows the number of points you earn each time you destroy an alien.

Dragon	750 points
Snake	700 points
Firecracker {short, sparks from antenna}	650 points
Ghost	600 points
Stomper {smiling stick-figure}	550 points
Squid	500 points
Medusa	400 points
Spinner {two rotating balls}	350 points
Floater {diamond, eye in center}	250 points
Machine {on treads}	200 points
Chopper {prop on top}	150 points
Potato Man {brown with legs}	100 points
Bear Trap {snapping jaws}	50 points

SENTINEL

You're a scientist, and your invention, a pulsating, glowing orb called the Sentinel, absorbs and stores energy from a variety of sources. Now Earth is threatened by deadly aliens, and you must use your creation to save your planet.

You must defend the Sentinel against alien attacks as it glides over four enemy planets, absorbing all alien energy sources in its path.

The Sentinel absorbs the energy from every power pod or energy capsule you shoot. When an energy source is hit, the Sentinel absorbs the target's energy.

Each of the four alien planets is more difficult to conquer than the last. You must find and destroy the alien lords who guard each planet's power station. Destroy the station to destroy the planet. Then move on to the next world.

A single alien entity controls the other alien lords. When you have destroyed the four worlds, the Sentinel will come face to face with this evil entity. Defeat the final evil to complete your quest! **NOTE**: Connect a light gun to the left controller port.

If you are using an Atari 7800 press PAUSE to pause the game. Repeat to resume play. On a 2600, pause the game by moving the B/W button twice (up and down or down and up, depending on the original location); repeat to resume play.

PLAYING THE GAME

Sentinel is a fast action arcade-style game requiring lightning fast reflexes and skillful shooting through four deadly alien landscapes. A direct hit on enemy power cells, ground and air attack vehicles, colonists, and other obstacles drain the energy from the alien source and feeds it into the Sentinel.

You begin the game with four lives. Damage from enemy fire bleeds energy from the Sentinel, and too many hits from enemy fire destroys the Sentinel

The Sentinel moves steadily across each alien landscape. You must destroy enemies on the ground before they have a chance to fire, and blast enemy ships out of the sky before they can touch the Sentinel.

Some allies do more damage than others. Each alien world contains a greater number and variety of alien obstacles than the previous world. The aliens move with greater and greater speeds, darting in to steal precious energy from the Sentinel. Try to blast as many aliens as you can and absorb their energy. Try not to miss an alien. If you miss an alien twice, your energy decreases by one point. You will need to store a great deal of energy to survive the deadly battles with alien leaders.

At the end out each alien world you will encounter the spinning space station of that world's alien leader. The sinister stations quickly repair damage inflicted upon them. You must shoot fast to destroy the Station before the repairs are completed.

You can also pick up power pods and energy capsules on each alien world. These pods and capsules will enhance your shooting abilities or provide extra capabilities to the Sentinel.

SCREENS

The Sentinel screen is divided into two sections. The top section shows game action. The lower section is the statistics screen. The Statistics screen shows, from left to right:

- TOP LINE - Current score
- = - The number of orbs (lives) remaining.
- P - Your current Power Points (50 max)
- D - The distance left to the end of the level.
- S - Super Shots: only works when this number is at 99. Super Shots slowly recharge after each use.

ITEMS

You can find the following items on enemy worlds to help you in your battle:

- <u>Energy Pod</u> circles the Sentinel.
- <u>Super Shots</u> destroy all enemies on the screen. Activate Super Shots by shooting one shot at the Sentinel orb itself. You begin the game with three Super Shots and earn more from Energy Pods. Super Shots are not effective against alien leaders.
- <u>Automatic Shots</u> cause the Sentinel to automatically absorb energy from enemy air or ground targets.
- <u>Movement</u> allows the Sentinel to increase vertical movement speed.
- <u>Energy Capsules</u> revitalize the Sentinel.

STRATEGY

- There are unmarked secret places in each alien world. Locating these hidden areas and firing at them will provide you with bonus points and items.
- Use Super Shots only when you are hopelessly outnumbered or in a similarly bad situation.
- Always shoot the enemies closest to you first.

SCORING

Dish	10
Tube	20
Star	30
Satellite	40
Blob	50
Spike	60
Hover Craft	70

Probe	80
Mine	90
Bonus Pods	10
Large Pyramid	10 to 500
Medium Pyramid	100
Small Pyramid	250
Big Aliens	50 per hit

SHARK ATTACK

You are a deep sea diver in search of a fabulous treasure of diamonds that spilled from the hold of a Spanish galleon that sank during a fierce storm in the early sixteenth century. You dive deep into the murky darkness of Dave Jones' Locker, and enter the shark-infested maze of kelp to retrieve the treasure. You know your mission is rife with danger...the menace of the man-eating sharks that patrol the kelp beds...the lurking menace of the legendary Loch Ness monster, a beast that will pursue you relentlessly if you dare invade its territory.

THE SET-UP

Shark Attack is played with one or two players using the Joystick Controller. Be sure the power is off when you insert or remove the Shark Attack cartridge from your video game system.

THE DIFFICULTY SWITCH

When you set the Difficulty Switch to the "B" position, your diver moves rapidly through the deep. But at the "A" setting, he labors slowly against a heavy current, and your challenge of acquiring a fortune while eluding death is much greater.

To provide a handicap advantage for a less experienced player in a two-player game, you may adjust the positions of the Difficulty Switch. Simply place the switch in position B for the inexperienced player, and in position A for the veteran.

SCORING

The screen shows one player's score on the left, the other player's score on the right, and in the middle the current turn score of the player competing at that time. Players score one point for each diamond gathered. In the gobble game, the central score reflects how many diamonds the diver is carrying with him, and is added to his permanent score when he returns to the shark cage...if he ever does! In the pick'm up game, the central score reflects how many diamonds have been deposited in the shark cage, and is added to the player's permanent score when his turn is completed.

OPTIONS

In the one-player mode, the game is over when a player's three divers and any earned bonus divers have all been eaten by hungry sharks. You get one bonus diver each time 100 points are earned. When two people are playing, each completes his turn when one of his divers is eaten by a shark. In the pic'm up game, a diver must take each diamond back to the shark cage one at a time. In the gobble game, he collects them by swimming over them one after the other. They will be counted permanently when he returns to the shark cage with them .If he waits too long, he may be eaten by a shark, and the points for the diamond he's gathered will be lost forever! Players may also decide whether the shark cage door is always open, is controlled by the diver, is open and closed at random, or is rotated to different sides of the cage.

SHARK CAGE

In the "open and closed at random" mode, the diver has no control over the shark cage door. But in the "diver control" mode, the game begins with the door open. When your diver has entered the cage and you press the red "FIRE" button on your joystick controller, you will close the door. When you release your fire button, the shark cage door will open.

SHARKS

Sharks move across the maze, and are not bounded by it as is the diver. On each pass, if a shark encounters any diamonds he will eat one. If a shark bumps against the shark cage, he will remove one diamond from the cage.

PROTECTION FROM SHARKS

A diver is safe from sharks when he is in the shark cage and the door is closed. He cannot kill a shark, so his only other defense against these deadly denizens of the deep is to stay alert and swim quickly out of their way. So every second of the game you must decide between your diver's safety and how many diamonds he collects.

MYSTERY CAVES

When the diver enters one of the four corner caves, he will immediately and unpredictably reappear from any of the four caves. Note that the top two cave entrances are horizontal, and your diver will enter them moving to the left or right. The bottom two cave entrances are vertical, and your diver must swim down through the entrance, then turn to the outside of the screen at the bottom, entering the caves to the left or right.

LOCH NESS MONSTER

BEWARE! You cannot kill Nessie. When she is disturbed, Nessie appears from one of the four caves, and she will continue after the diver who has disturbed her until your diver leads her back to one of the four caves, whereupon she will enter and go back to sleep. NOTE: The shark cage is no defense against the awesome strength of Nessie.

GAME MATRIX

There are 16 variations of SHARK ATTACK. Select your favorite with the game select switch on your console choosing from any of the variations shown on our game matrix.

Game	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Players	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2
Door	O	O	C	C	D	D	R	R	O	O	C	C	D	D	R	R
Game	G	G	G	G	G	G	G	G	P	P	P	P	P	P	P	P

Door Legend: **O** = Open; **C** = Open/Closed; **D** = Diver Controlled; **R** = Rotate
Game Legend: **G** = Gobble; **P** = Pick'm Up

SHORT ORDER SAM

Business is booming at "The Grille". Hamburger orders are just pouring in. But back in the Assembly Room, the Food Dispenser is pouring out condiments everywhere. Help Short-Order Sam fill each order with the proper combination of tomatoes, onions, lettuce and cheese. And don't forget the bun! Then, rush the completed orders to the Wrapping Room fast. Alright cooks, grab your spatulas!

OPTIONS

Select game variation by pressing the game select switch. You have less time to complete each order in the higher game variations. Games 1, 3, 5, 7 -- One player. Games 2, 4, 6, 8 -- Two players taking turns.

Left Difficulty Switch A: Plays music only between waves. B: Plays music continuously. Right Difficulty Switch is not used.

Press and hold the red button down to reject unwanted condiments. Press the red button to drop completed hamburgers into the wrapping chute.

PERFORMANCE RATING

You begin with 50 performance points. You can add or lose performance points depending on your efficiency as a cook.

You earn 10 performance points each time: Your score increases 10,000 points. The maximum performance rating is 99 points.

You lose 1 performance point each time: Any condiment, is wasted, smashing against Short-Order Sam or the conveyor belt.

You place the same type of condiment on any hamburger more than once.

You lose 5 performance points each time: You drop a hamburger into the wrong wrapping chute.

You miss the wrapping chute when you drop the hamburger.

You lose 10 performance points each time: A hamburger falls off the end of the conveyor belt.

SCORING

Each time you catch a condiment you score 5 points. You score 10 points for placing any type of condiment on any hamburger for the first time. 100 points are awarded each time you drop a completed hamburger into the correct wrapping chute. Efficiency Bonus Points and Burger Bonus Points reward you and boost your score at the end of each wave.

The game ends when your Performance Rating drops to zero.

AUTOMATED FOOD SERVICES SILVER KITCHEN

The Automated Food Services Silver Kitchen occupies two rooms in the back of "The Grille". Hamburgers are cooked and orders are filled in the Assembly Room. Completed hamburgers are wrapped and sacked in the Wrapping Room.

ASSEMBLY ROOM

Hamburger patties char broil over the open-flame oven and topples onto the bottom half of a bun. The hamburgers continue along the conveyor belt.

Big juicy tomatoes, eight-pound onions, crisp heads of lettuce and squares of cheese fly out of the Food Dispenser one at a time, but hardly ever in the right order. The dispenser throws out the top half of the bun when the proper combination of condiments are placed on a hamburger.

A maximum of three orders appear on the Electronic Order Board at any one time. Each order is color-coded: red, green or blue. A check registers under the condiments needed to fill each order.

WRAPPING ROOM

The Wrapping and Sacking Machine is equipped with three separate color-coded automatic wrappers. The colors are red, green and blue, corresponding to those on the Electronic Order Board. Completed orders are wrapped and sacked one at a time.

MAKING BETTER BURGERS

Flying condiments must collide with Sam's rather rotund stomach -- head-on, left or right sides -- to be caught. When they hit him anywhere else, splat!

When you don't want a condiment, press the red button and the condiments will bounce off Sam's stomach. None of the orders ever require any condiment more than once.

Condiments are placed one at a time on the burgers. Touch the burger with the ingredient to place the ingredient on it. When every ingredient needed has been placed on a burger, the color bar on the Electronic Order Board corresponding to that order flashes.

To complete the order, rush Sam to the bottom of the Assembly Room and enter the Wrapping Room. Drop the hamburger into the wrapping chute that is the same color as the flashing bar on the Electronic Order Board.

HAMBURGER HERITAGE

Most Americans eat many, many hamburgers each year. But did you know that the name "hamburger" comes from "Hamburg steak" which was a marinated meat dish served in 1801 England? Scholars that study the origins and evolution of food are called Food Historian. Let's see how much you know about the history of the hamburger.

Q. The first hamburger was served in American in what year?
A. In 1900, in New Haven, Connecticut, Louis Lassen served the first hamburger between two slices of toast at his lunch wagon.

Q. When was the first hamburger served between a bun?
A. In 1904, at the Louisiana Purchase Exposition held in St. Louis.

Q. When was the first cheese burger served in America?
A. In Los Angeles in 1929.

Q. Was the Hamburg steak ever prescribed as medicine?
A. The answer is yes. An English doctor named J. H. Salisbury prescribed the "Salisbury Steak" to his patients.

Q. Were hamburgers ever inflated in an attempt to raise the Titanic?
A. The answer is no.

COOKING UNDER PRESSURE
Garry Kitchen is a Senior Designer at Activision. In addition to Pressure Cooker , Garry designed the best-selling hit, Keystone Kapers . Garry is a dynamite ping-ponger and, of course, loves to eat hamburgers.

"The Automated Food Services Silver Kitchen waits for no cook. Of course, neither do customers. Here are some tips I use to keep the customers happy and take some pressure off myself.

"First of all, keep moving. The open-flame oven never stops cooking, so you never have time to just stand around. Run to the conveyor belt and place the condiment on the hamburger. After dropping a hamburger into a wrapping chute, hurry back to the Assembly Room. Don't waste time watching the order fall into the sack.

"Also, it is important to remember that the Food Dispenser only throws out one condiment at a time. So, if there is one in particular that you need, then move closer to the dispenser and reject the ones that you don't need. It'll really speed things up, and you'll get the condiment that you need sooner.

"Lastly, there will be times when you catch a condiment that you don't want. When that happens, place it on the hamburger at the top of the conveyor belt and hope the next order will need it. But more importantly, try not to catch any useless condiments.

"When it's closing time at 'The Grille', and all the customers have gone home, drop me a line. I'd love to know how your shift went."

SKATE BOARDIN'

"Jump on that board and get psyched for a totally intense cruise!"

You *know* you're late for school, but what you don't know is that just overnight, an array of obstacles has been placed along the way. Radical man, this is a skateboarder's dream come true! You have to get to school on time, but passing up the chance to ride ramps or cruise tubes would make you look like a real nerd! You've got to conquer a total of thirty tubes and ramps in under five minutes to be totally awesome. Not only that, after you find all the tubes and ramps you have to find the front steps of the school building.

Your time clock is displayed at the top left of the screen, and next to the clock is a number representing the amount of tubes and ramps you have remaining. Other obstacles include walls, rails and hurdles, but you need only conquer the tubes and ramps to finish. The others, however, must be avoided as they will stop you and knock you off your board.

You start at the steps of your house, holding your skateboard. Press RESET to begin. You can walk by moving the joystick in the direction you want to go, but that's not going to get you to school very fast. Instead, point the joystick left or right, and press the button to jump onto your board. Once on your board, _press the button to jump or press it and hold it down to crouch. If the button is held down, you will land into a crouch after the jump.

As you set your course through this gnarly maze, keep in mind that the scoreboard display is not a wall. If you choose to go up, you can cruise right on through. You can cruise through the walks or over the turf area, but cutting across the turf will slow you down. To regain your speed, you must either stay on the turf long enough to stop, or run into an obstacle. This will bring you off your board so you can jump back on and resume at normal speed.

To ride a ramp, you can be in either standing or crouched position – just make sure you are cruising within the area from the bottom to the top of the ramp. In other words, don't try to hit the ramp below or above it or it won't count. A bing sound will indicate a successful ramp jump.

To clear a tube, you must travel through it while in a crouch. Head in the direction of the tube, align yourself with the opening and then crouch by jumping and keeping the button down. While in a crouch, if you need to adjust your position, _tap_ the joystick up or down to fine tune. If you are approaching the tube while standing, or if you miss the opening, you will crash into it and stop. A bong sound will indicate a successful pass.

TIPS FROM THE PROS
Remember, each obstacle must be conquered only once. Try to improve upon your time by checking out new shortcuts.

If you want to max out your speed, get yourself up to the street (at the very top of the maze) and try to catch the truck when it passes the stop sign. If you miss it, get off of your board and position yourself with just your feet on the sidewalk. hen it passes, it will pick you up and take you for a ride down the street. Get off by moving the joystick in the direction you want to go, but watch out - now you're really cruising!

You know you're close to the school when you find the school yard. If you get really stuck in the maze, try making a map.

There are rumors of a truly radical skateboarder who finished all thirty obstacles and got to school with more than 2 minutes left. See if you can top that!

RATINGS

Your rating is based on how many obstacles you left remaining.

30-25	Spaz
24-20	Nerd
19-10	Cool
9-1	Radical
0	Totally Awesome

SKEET SHOOT

Pull! The trap springs, and the clay pigeon--alive with flight--soars away from you at an unexpected angle. With a fluid motion, you raise your gun to your shoulder as you pivot toward you target. You lead your pigeon, finger on the trigger...your mind racing...challenged by the speeding target before you. Will your reactions be too slow? Too fast? Or right on course? Suddenly you squeeze the trigger!

THE DIFFICULITY SWITCH

Set the Difficulty Switch on the A (up) position to start. With the switch in this position, the clay pigeons travel slower than in the B (down) position.

Use the joystick button to release the clay pigeon (Press once and release) and to fire your gun (press again and release).

GAME 1

In this variation, the player determines the shooter's position on the screen by holding the joystick in the position in which he wishes the shooter to appear (left, center or right). In all other Two-Player games, the computer determines the shooter's position.

GAME 2

In the second variation, the opponent determines the target direction by holding the Joystick in the position in which he wishes the target to appear (left, center or right). In all other Two-Player Games, the computer determines the target direction.

There are seventeen variations of Skeet Shoot. Select your favorite with the Game Select switch on your console, choosing from any of the variations shown below on our game matrix.

GAME MATRIX

	1 Player		2 Player	
Game	Target	You	Target	You
1	V	V		
2			V	V
3	R	V		
4	C	V		
5	L	V		
6	V	R		
7			V	R
8	V	C		
9			V	C

	1 Player		2 Player	
Game	Target	You	Target	You
10	V	L		
11			V	L
12	L	L		
13	L	C		
14	C	L		
15	C	R		
16	R	C		
17	R	R		

Legend: **L** = Left; **C** = Center; **R** = Right; **V** = Variable

SKIING

Now you can ski all year long without worrying about tight boots, cold hands, long lift lines--or whether it snows! Skiing by ACTIVISION challenges you with a wide variety of slalom and downhill runs, designed for everyone from amateur to pro. even if you've never been on a pair of skis, you can be a champion skier with Skiing. Read these instructions to find out how to make record-breaking runs without getting wrapped around a tree or crashing into a gate.

SLALOM RUNS

Game 1	20 gates, Novice run
Game 2	40 gates, Intermediate run
Game 3	30 gates, Expert run
Game 4	50 gates, Olympic run
Game 5	30 gates, a new Expert run every time you select Game 5

DOWNHILL RUNS

Game 6	200 meters, Novice hill
Game 7	300 meters, Intermediate hill
Game 8	500 meters, Expert hill
Game 9	900 meters, Olympic hill
Game 10	A new 900-meter Olympic hill every time you select Game 10

NOTE: The hills and courses for Games 1-4 and 6-9 are permanently set. Each tree, gate and mogul is in the same place every time you ski these runs. Whenever you select Game 5 or 10, however, you get a new course each time. The course will remain the same for as many runs as you want to take until you select another game or turn the power off. When you return to Game 5 or 10 again, you'll face a new run and a new challenge.

SLALOM SCORING

You are penalized five seconds for each gate you miss. At the end of each run, the number of gates you missed and your total time (including penalties, if any) are shown on the screen.

If you hit a gate or a tree, do not lose heart: You skier will jump back up and keep going. But you do lose time, so be careful!

The red button on your Joystick is not used in slalom racing, but can be used instead of the game reset switch to reset your skier at the top of the course. Don't push it unless you want to start over.

To make a run tougher, push your right difficulty switch up to A. Now trees will appear on the slalom course in front of the gates (not just off to the side), so you'll really have to be quick to dodge them and still make all the gates.

DOWNHILL SCORING

During the run, the number of meters remaining is shown above the elapsed time.

Penalties: None. But if you hit a tree or fall on a mogul (see below), you'll lose time.

The red button on your Joystick is only used when your right difficulty switch is up or at A. Then you must push the button to make your skier jump any moguls in your path (they are the gray patches in the snow). The timing of your jumps is critical; if you're off, your skier will hit the mogul and fall on his face. If trying to dodge trees and jump moguls gets a bit too tricky, just push your right difficulty switch down to B and your skier will jump each mogul automatically.

With the left difficulty switch in the down or B position, the ski run passes by vertically but does not change horizontally, so your skier cannot ski off the course. When he reaches the edge, he stops moving horizontally.

With the left difficulty switch in the up or A position, you can direct your skier off the trail and through the woods--even ski all the way around the mountain, if you wish. We suggest you try this option on downhill runs only (Games 6-10), as an interesting and creative variation on the normal ski run.

GETTING THE FEEL OF SKIING

Once you know the basics of Skiing, we suggest you get the feel of your controls by skiing on the slow slopes first (Games 1, 2 and 6). Start with both difficulty switches at B (or down) while you're learning. Move your Joystick right and left gradually to move slowly across and down the hill, through the trees and gates. See how your skis respond to your Joystick movements and how changing ski positions changes your skier's direction and speed. You will go fastest when your skis are pointed straight downhill and you'll slow down when you are moving at an angle. You can stop your skier in mid-hill by moving your skis all the way horizontal.

When you're ready for more advanced challenges, try the faster runs. You'll get faster times, but watch out! The slope is steeper and the gates, trees and moguls come flying at you. And when you're really a hot shot, push your right difficulty switch up to a to push your skills to the limit.

SKY DIVER

Your initial task is to guide the Sky Diver onto the landing pad. Your ultimate task is to score more points than your opponent. To hit the landing pad and score points you must:

- Release the Sky Diver from the airplane.
- Open the parachute.
- Control the downward drift of the Sky Diver.
- Land squarely on the pad at the bottom of the screen.

There are five two-player games in Sky Diver. You and your opponent have nine jumps each in which to score points.

Both planes fly across the screen simultaneously, but in opposite directions.

WIND FACTOR

You must contend with a varying wind factor during each jump (except in Games 3 and 4). The "wind sock" at the bottom, center of the screen indicates the direction and the speed of the wind.

If the sock is pointing to the right, the wind is blowing to the right, and conversely for the left. If the sock is hanging loosely, the wind speed is slower than when the sock is flying rigidly and taut.

The wind factor changes between jumps and may vary slightly during a jump.

USING THE CONTROLLER

The left player uses the left Joystick; the right player uses the right Joystick. You have no control over the flight of the plane across the screen. Here's how to use your Joystick Controller to operate the Sky Diver:

- Push the red button on your Joystick Controller to release the Sky Diver from the plane.
- Pull back on the Joystick (toward yourself) to open the parachute.
- Move the Joystick to the right and to the left to steer the Sky Diver right or left against the wind.

SCORING

Here's where to combine nerve and skill to beat your opponent. You only score points when your Sky Diver lands squarely on the pad with an open parachute.

The longer you wait to open the parachute, the more points you score.

You can score from 0 to 11 points per jump, depending on when you open the chute. There is a point at the bottom of the descent where the parachute can no longer be opened.

If your Sky Diver hits the ground with an unopened chute, you lose four points.

The maximum score to shoot for in all games is 99.The right and left scores on the screen represent the right and left players, respectively.

DIFFICULTY SWITCHES

Beginning players should start with the difficulty switch in the B position. In the A position, the planes fly significantly faster across the screen, thereby increasing the difficulty.

It is possible for one player to have fast planes (using the A position), and the other player to have slow planes (using the B position), in the same game.

The difficulty switches have no effect in Game 5. Both planes fly at the faster speed.

GAME DESCRIPTIONS

Games 1 and 2 are identical with one exception. In Game 2 the width of each landing pad is smaller, making it more difficult to score points. The landing pads are placed in different spots for each jump.

In Games 3 and 4 the landing pads move back and forth. There is no wind factor. The landing pads in Game 4 are smaller in width.

Play "chicken" in Game 5 with your opponent. There's only one landing pad in the middle of the screen. The first player to land squarely on the pad scores points; the other player receives no points for that jump.

SKY JINKS

Pre-flight jitters? Dumont got you edgy? Settle down. You'll do just fine. But, please read this manual before takeoff. It'll help put your nerves on autopilot, and give you some real pointers on piloting to victory and the coveted Thompson Trophy.

SKY JINKS BASICS

The object of Sky Jinks is to race your P41 through the pylon course, in the shortest possible time, without hitting pylons, trees, or balloonists.

Game 1: Polo Grounds (25 pylon course)
Game 2: Aero Race(50 pylon course)
Game 3: Love Field (75 pylon course)
Game 4: Speedway Meadows (99 pylon course)
Game 5: Thompson Tourney (99 pylons and a new course each time)

The red button on your Joystick is your plane's throttle. Press the red button to accelerate. Release the button to slow your plane down. Press the red button or move your Joystick to begin a new race.

DIFFICULTY SWITCHES

Only the left difficulty switch is used. In the A position, trees are randomly placed directly in your flight path along the course. With the left difficulty switch in the B position, trees are removed from the direct flight path.

PYLONS

You must fly to the right of the red pylons and to the left of the blue pylons. There is a 3 second penalty each time you fly on the wrong side of a pylon. Your pylon count is shown above the timer on the screen and counts down each time you either successfully pass or crash into a pylon. So, at the end of the race, the count remaining on the screen indicates the number of missed pylons for that race.

SPECIAL FEATURES OF SKY JINKS

Your P41.You'll quickly find that flying your P41 racer is just like real flying.

As you accelerate to full throttle, notice how your racer's altitude increases and your plane's shadow falls back. Using your plane's shadow as a gauge will help you determine your air speed.

Also, notice how your plane banks when turning. And, just like real flying, your P41 accelerates into turns, but it *won't* respond immediately when turning. This delayed reaction gives a more realistic sense of flying.

Obstacles along the course. You'll not only have to properly bank around the pylons to make the best time, but you'll also have to deal with (and dodge) other obstacles as well.

Trees and hot air balloons have been strategically placed along the course to really keep you on your toes and keep you from flying the fastest, most direct path. You'll need to master your racer and be able to make split-second decisions in order to do well in Sky Jinks.

GETTING THE FEEL OF SKY JINKS

In high stakes air racing, you'll need razor-sharp reflexes and a keen sense of anticipation. In order to sharpen your reflexes and really get to "know" your P41 racer, you should take a couple of warm-up runs down the field.

At first, don't even try to fly the pylon course. Just soar at slow speed in a fairly straight path to check out your instruments.

Learn how your plan banks and accelerates. Then, when you're more comfortable with the controls, take a practice run through one of the pylon courses. Learn to anticipate the upcoming pylons and begin turning early, before you reach the pylon marker. At this point, don't even worry about time, there will be plenty of races for time later.

HOW TO BECOME A SKY STAR

Tips from Bob Whitehead, designer of Sky Jinks.

Bob Whitehead is a Senior Designer at Activision. He also designed Boxing, Skiing, Stampede and Chopper Command.

"The key to winning any race is speed. But, in pylon air racing, you'll have to match your speed with flying skills. That means becoming a good judge of distance and how soon or late to begin your turns.

"As your skills really progress, and you become a precision pilot, you should almost be able to fly full throttle through most of a course without slowing down for pylons, trees or balloons. Cut your turns sharply, and try to get as close tot he pylons as you can. The path to becoming a "Sky Star" takes lots of patience and plenty of crashes.

"But, remember, even when you do have a mishap and crash into something, quickly accelerate back into the race. You'll be surprised at how good your times can be even after a crash or two.

"And, please stay down from the wild blue yonder long enough to drop me a note. I'd love to hear how your racing career is going. good luck, good flying and God bless!"

Bob Whitehead

SKY SKIPPER

It's a high-flying, action-packed adventure! You're the pilot chosen for this most unusual mission: to rescue the animals held captive by the dangerous gorilla. But it won't be easy. You'll have to pilot your plane through all kinds of flying hazards. To make matters worse, you only have a limited amount of fuel to accomplish your mission. Can you save the animals in time?

The object of the game is to rescue as many captured animals as you can -- and to score the most points along the way.

DIFFICULTY SWITCHES

In Position A, the plane flies at a faster speed. In Position B, the plane flies at a slower speed.

Use the joystick to fly your airplane up, down, to the left, and to the right through the mazes on the screen. Press the red Fire Button to drop "bombs" on the gorilla.

PLAYING

You'll start the game with 4 airplanes. The first one is shown at the top of the "hangar" in the lower center of the screen. The remaining airplanes are shown as red squares at the bottom right of the screen.

FUEL GAUGE

Each airplane begins its flight with a full tank of fuel. However, the fuel will gradually decrease with flying time. The fuel level is monitored by the yellow fuel bar in the lower center of the screen.

Every time you rescue one of each type of animal consecutively - for example, one cat, one turtle, one rabbit, and one duck - you'll completely refill your fuel tanks! If you run out of fuel at any time during your flight, you'll lose that airplane. If you have any remaining airplanes, you'll begin play again with a new airplane and a full tank of fuel.

RESCUING THE ANIMALS

To release the animals from their cages, you must first knock a gorilla off its feet. To do so, fly above a gorilla, then press the Fire Button. If you hit a gorilla, he'll be knocked over. This "hit" will also spring open the cage doors for each set of animals. You'll also see the released animals jumping out of their cages, waiting to be rescued.

To rescue them, quickly swoop your plane down and fly on level with the animals. Once you pick an animal up, you won't see it again. However, you have only a limited amount of time in which to do this. Once the gorilla gets back on its feet, the animals pop back into their cages.

For each animal you rescue, you score 100 points. If you rescue all the animals in one game, the game play will begin again with another set of animals at a more difficult level. [screen shot showing a toppled gorilla and the animals popping out of their cages.]

FLYING HAZARDS

You'll need ace piloting skills to avoid some of the hazards you'll encounter. Depending on the game number at which you're playing, here are some of the hazards you'll see.

<u>Flying Course</u> Be sure you fly your plane within the flying course. If you hit any part of the sides of the course or the obstacles inside the course, you'll crash.

<u>White Clouds</u> White clouds will appear from time to time in your flying path. Fly around these clouds; if you hit any part of them, you'll crash.

GAME DIFFICULTY

Each time you rescue all the animals, you'll move to a more difficult round of play. Clouds will appear in the flying course, your plane will fly faster, and your fuel will be used up more quickly.

SCORING

Your score is displayed throughout your turn at the lower center of the screen. Points accumulate as follows:

Knocking a gorilla off its feet	10 points
Rescuing one animal	100 points
Rescuing each type of animal consecutively (1 cat, 1 turtle, 1 rabbit, 1 duck)	500 points

Every time you score 10,000 points, you'll get another plane!

GAME MATRIX

1 Easiest; Tricky flying course
2 Difficult; Tricky flying course, clouds in the sky
3 Hardest; Tricky flying course, clouds in the sky, faster plane

SLOT MACHINE

HOW TO PLAY

Depress the console's game select switch to choose the particular Slot machine you wish to play. Each "Machine Playfield" features a specific number of players and "paylines." The game number appears in the upper left corner of the Machine Playfield. The first number in the upper right corner refers to the number of players; the second number refers to the number of paylines.

Depress the game reset switch to start play. The numbers in the upper right and left corners change to 25 in games 2, 4, 6, and 8, which are two-player games. This is the number of coins each player receives in their "bank" to begin betting. In games 1, 3, 5, and 7, which are one- player games, the number in the upper left corner changes to 24.

This occurs because the computer has made its initial bet and subtracted one coin from the original 25-coin bank.

The numbers in each lower corner of the Machine Playfield show how much is being bet by each player. A question mark appears in each player's betting square.

The Difficulty Switches have no effect in this Game Program.

HOW TO BET

Use the red button on your Joystick Controller to place your bet. You can bet up to five coins each time. Games 3, 4, 7, and 8 have a maximum of five paylines. Each bet of one coin increases the chances of adding to your bank. For example, bet three coins and you may win a jackpot on either the first, second, or third paylines.

Games 1, 2, 5, and 6 only "pay" on the center line (or payline).In these games, the more you bet (up to five coins) the more you can add to your bank.

After placing your bet, pull back on your Joystick to spin the reels of the Slot Machine. In two-player games, both players must do this to spin the reels. The game ends when one player's bank is "broke". To continue play depress the game reset switch once. This adds 25 coins to each player's bank.(The game may end with one player going broke, while the other player has coins remaining. When the game reset switch is depressed once, the player who went broke is given 25 coins, while the player with coins remaining receives 25 coins plus the amount left when the game ended.)

In one-player games, you are competing against the computer. The computer makes a random bet for each play. The game ends if you or the computer go broke. To continue play depress the game reset switch once. This adds 25 coins to each bank. As in two-player games, the player with coins remaining when the game ends does not lose those coins when the game reset switch is depressed once those coins when the game reset switch is depressed once.

Depress the game reset switch TWICE to reset each player's bank to 25 coins, for all one- and two-player games.

SCORING

Your Slot Machine Game Program "pays off" in the same manner as a 3-wheel, 20-stop, slot machine found in a gambling casino.

The score for a one-player game is displayed in the upper right corner of the screen. The computer's score is on the left. In two-player games, the right player's score is on the right, the left player's score is on the left.

For Jackpot Games (Games 1 to 4):

ANY	ANY	ANY	20
BAR	BAR	BAR	100
CAR	CAR	CAR	200

For Payoff Games (Games 5 to 8):

CACTUS			2
CACTUS	CACTUS		5
TABLE	TABLE	BAR	10
TABLE	TABLE	TABLE	10
TV	TV	BAR	14
TV	TV	TV	14
BELL	BELL	BAR	18
BELL	BELL	BELL	18
BAR	BAR	BAR	100
CAR	CAR	CAR	200

SLOT MACHINE

Use your Joystick Controllers with this Game Program Hold the Controller with the red button to your upper left, toward the television screen. Be sure the controllers are firmly connected to your Video Computer System.

	Jackpot				Payoff			
Game	1	2	3	4	5	6	7	8
Players	1	2	1	2	1	2	1	2
Center Pay Line	🟥	🟥			🟥	🟥		
Up to 5 Pay Lines			🟥	🟥			🟥	🟥

SLOT RACERS

Screech! Pow! Smash! This is the super chase scene, and you're in it right behind the wheel of a Super Chase mobile car equipped with power and incredible gadgets.

There are four chase mazes. Each player steers one car through the maze. Chase your opponent and attempt to hit him with one of the secret missiles fired from your car headlights. You score a point each time you hit your opponent with a missile.

The differences between the nine games are:

- The speed of the cars
- The speed of the missiles
- The direction of the missile path

CONTROLLER ACTION

- Push the Joystick forward to accelerate the car
- Pull the Joystick towards you to brake the car
- Push the Joystick to the left to turn the car to the left
- Push the Joystick to the right to turn the car to the right

NOTE: You can turn the car only when the car is moving.

FIRING MISSILES

To fire a missile, press the red controller button. After you fire a missile, there are three ways the missile can travel. Control the way the missile travels with your Joystick Controller.

If you want the missile to turn left after firing, push the Joystick to the left as you press the red controller button.

To turn the missile to the right after firing, push the Joystick to the right as you press the red controller button.

The missile will automatically turn at every corner (except in games 8 and 9) when you press the red controller button without pushing the Joystick.

DRIVING TIPS

In steering the car, note that you cannot turn the car into the wall. The car will automatically take a corner to avoid crashing into a wall.

After turning your car or missile onto a street remember to return the Joystick to its center position. For example, if you push the Joystick to the left to turn the car to the left, push the Joystick back to its center position. Otherwise, the car will continue to make left turns.

SCORING

You score one point each time you hit your opponent's car with a missile. The first player to score 25 points wins the game. The score of the left controller player appears in the upper left corner; the right controller player's score appears in the upper right corner.

HANDICAP DIFFICULTY SWITCH

When the Difficulty is in the B position, you can shoot consecutive missiles. Note that if a previously fired missile is still on the screen when you fire a new missile, the old missile will disappear.

In A position, you cannot fire another missile if you already have a missile on the screen. Before you can fire another missile:

The missile on the screen must hit your opponent's car OR you must retrieve the missile on the screen by steering your car into it.

GAME DESCRIPTIONS

<u>GAMES 1-4</u> Select your favorite maze pattern. These games feature missiles that travel faster than the cars. Note that the speed of both the missiles and cars increase with each game number. For example, Game 1 has the slowest moving missiles and cars; Game 4 features the fastest moving missiles and cars.

<u>GAMES 5-7</u> Drive your car fast on these mazes. This time, the cars travel faster than the missiles during these games. Note that the speed of the cars increase with each game number. For example, Game 5 features the slowest moving cars; Game 7 offers plenty of speed.

<u>GAMES 8 AND 9</u> Missiles do not automatically turn corners during these games. That's why some of your missiles may become trapped in front of a wall. In Game 9 you're driving race cars; Game 8 features slower cars.

SMURF

Treacherous Gargamel has captured Smurfette. He keeps her trapped on a shelf high above his laboratory floor. To reach the castle laboratory, nimble-footed Smurf must run and jump through fields, woods and caverns. That's not all, either! He must climb, tall mountains and duck dangers in the forest paths. Help Smurf dodge the hawks, snakes, bats and scary spiders Gargamel sends from the castle! Once in the laboratory, Smurf jumps to the bench, to the table, to the chair. He must even jump to the shelf to free the captive Smurfette! Can you make all these jumps and Smurf the day?

USING YOUR CONTROLS

Push the Control Stick down to make Smurf duck. Push the Control Stick up when Smurf stands still to make him jump in place. Push it up while Smurf is running to make him jump forward. Push it up again immediately after Smurf lands from a jump to make Smurf do a bigger jump forward. Press the Red Button on Player One's controller to begin a new game.

HERE'S HOW TO PLAY

When you turn the game on, one Smurf head, representing one player, and the words, "Skill 1" appear at the top of the screen. If you want to play a higher Skill Level or a two-player game, press the Game Select Button until the Skill Level and number of players (as shown by one or two Smurf heads) you want appear on screen. Then press the Red Button to complete your choice.

NOTE: If you are playing a two-player game, players take turns. Player 1 begins, and each turn lasts until the player's Smurf gets tired.

Your first Smurf appears near his mushroom home in the woods. Smurfette--held captive by Gargamel--is far, far away to the right.

Help Smurf travel through woods, fields and mountains, even through dark and creepy caverns, on his way to the spooky castle.

These forests can be quite dangerous for travelers. But Gargamel's creatures and tricks make the journey even more difficult! Magic fences sometimes appear and disappear and snakes can cross water. When a fence disappears, there's no need to jump over the empty space! (Skill 1 games are a little easier. In these there are no creatures to chase you.)

If you see dangers, you can ravel back toward home to escape! It's okay to outsmart Gargamel's evil creatures by running and jumping back the way you came. But stay alert! The creatures can follow you. You get n points for jumping hazards that you've jumped before.

Remember, when creatures come out, Smurf has to make the right kinds of jumping and ducking moves to escape them.

WHERE DID SMURFETTE GO?

Smurf be nimble! Smurf be quick! Smurf's nimble feet must jump him past dangers everywhere. Short jumps bounce Smurf straight up so he can dodge hawks and bats. Walking, then jumping quickly lets Smurf make a bigger jump. Jumping quickly twice in a row makes the second jump the biggest of all! Learn to take just the right size jumps (big or small) to take him over picket fences and streams, even up he steep mountains. And remember to duck when bats or Gargamel's pet hawks swoop low.

If Smurf falls or is knocked down by a snake, bat, hawk or spider, he feels too tired to travel farther. Then another Smurf must try to rescue Smurfette.

IT'S A ROCKY RESCUE JOURNEY!

Keep Smurf's energy up! Watch the Energy Level Indicator on your screen. It drops low when Smurf gets tired in his travels. But the moment Smurf enters a new land (woods, fields, mountains, caverns or Gargamel's laboratory), he feels better and his energy level goes right back up!

Smurfing into the dreary castle. Smurf crosses the last of the fields, moving closer and closer to Gargamel's castle. Just a few jumps and Smurf is inside!

Oh no! How big the chairs and table seem! And high on a shelf stands brave Smurfette, guarded by the castle bat.(Sometimes mean Gargamel even makes her disappear momentarily!)Can you help Smurf jump to save her and Smurf the day?

GARGAMEL'S CREEPY LABORATORY.

When your game is done, you can play again by pressing Player One's Red Button. If you want to change the Skill Level or the number of players, press the Game Reset Button and then the Game Select Button until the Skill Level and number of players you want appear on the screen. Then press the Red Button on Player One's controller to start your game.

SCORING

Smurf jumps over fence, stream, rock or other obstacle	400 points
Smurf frees Smurfette	1,000 points

If you earn 10,000 points in a game, you win a bonus Smurf!

SNEAK -N- PEEK

Sneak'n Peek is played in and around a spooky old house with a large yard and three weird rooms. Each room, including the yard, is a separate scene:

- a living room
- a pink bedroom
- a blue bedroom
- the yard

Each scene contains up to five hiding places. That makes a total of twenty hiding locations. Some of them are in really strange places, and some of the locations can change depending on the level you select.

The game always begins in the living room with player one standing in the corner and covering his eyes. Player two may sneak in to any of the five hiding places in the living room or exit through the door to another scene. To enter another room or go out-of-doors, move the player through the doorway and a new scene will appear.

When a hiding place is found, simply move the joystick and the hiding place will pull the player in, making him invisible. If you don't like the hiding place and want to move to another, then before the player is all the way into the hiding place, hold down the Red Button while moving the Joystick and the player will back away. A timer keeps track of how long it takes the player to hide.

Once the player is hidden, the computer will signal the other player to begin seeking the sneaky hider and his counter will begin counting. Player two must peek in the hiding places. When player one has been found, player two will automatically be pulled into the hiding place and the timer will stop. Immediately the living room scene will reappear and the roles will automatically reverse. Player two can then hide while player one covers his eyes in the corner. (You will probably want your opponent to really cover his own eyes while you are hiding your player so that he can't sneak a peek.)

With practice, you will be able to find and remember all of the hiding places, and be able to fine your opponent in less time than he takes to find you when it is your turn to hide.

If a friend isn't available to play, the computer will be happy to hide from you. It knows all of the hiding places and is very sneaky.

SNEAK'N PEEK GAME VARIATIONS

- Game 1 One Player Game, Fixed Hiding Places, Computer Hides
- Game 2 Two Player Game, Fixed Hiding Places, Players Both Hide
- Game 3 Two Player Game, Variable Hiding Places, Players Both Hide
- Game 4 Two Player Game, Fixed Hiding Places, Computer Hides

The 2 variable hiding places can change from their standard positions to new positions in the same scene. They change every time a player enters the scene to hide.

The Left Difficulty Switch controls the Left Joystick and the Right Difficulty Switch controls the Right Joystick. The difficulty levels are:

- Position A - Most difficult game play. (Expert) The size of the hiding place is very small and entry can be gained only by moving the player in a specific direction.
- Position B - Least difficult game play. (Novice) The size of the hiding places is much larger and entry into the hiding places occurs independent of the player's direction of movement.

Sneak'n Peek has two timers, one for the hiding player and one for the seeking player.The seeking player's timer is four times slower than the hiding player's timer. The hiding player's timer counts up; the seeking player's timer counts down.

DIAGRAMS OF HIDING PLACES

<u>Living Room</u>	Under Blue Couch (up, fixed)
	Behind Blue Couch (left, fixed)
	Bottom of Room Left (down, fixed)
	Bottom of Room Right (down, variable)
	Corner of Room, Right-side of Couch (up, variable)
<u>Blue Bedroom</u>	Under Side of Pink Bed (up, fixed)
	Under Foot of Pink Bed (up, fixed)
	Left Side of Room Bottom (left, variable)
	Right Side of Room (right, variable)
	Closet Right Side (right, fixed)
<u>Pink Bedroom</u>	Under Side of Blue Bed (up, fixed)
	Under Foot of Blue Bed (up, fixed)
	Closet Left Side (left, fixed)
	Room Floor Center Left (up, variable)
	Room Floor Center Right (up, variable)
<u>The Yard</u>	Left Side of House (right, fixed)
	Right Side of House (left, fixed)
	Walkway (up, fixed)
	Right of Front Door Under Windows (up, variable)
	Right Side of Yard (right, variable)

SNOOPY AND THE RED BARON

The dastardly Red Baron has stolen important food supplies from the allies during the war. Hamburgers, ice cream cones, popcorn and other tasty treats have been taken by this evil aviator and sharpshooter. Your task is to help Snoopy shoot down the Red Baron and recover the stolen supplies.

You begin your mission with four dog houses. It takes eight direct hits to bring down the Red Baron, and for the Red baron to bring down Snoopy's doghouse. If the Red Baron downs a doghouse, all accumulated treats will be lost. Press the controller button to fire Snoopy's machine gun.

Note: Snoopy cannot fly above the clouds.

TO CATCH A STOLEN TREAT:
Keep an eye on the Red Baron when he drops a tasty morsel from his tri-plane. Recover the falling treat by touching it with Snoopy's doghouse. But watch out! The Red Baron can also drop skull and crossbones, and if you catch one, you lose all of the treats you've collected.

If you manage to shoot down all the Red Barons in the round and collect all the treats, bonus points are added to your score. Press the controller button to begin the next round.

Before you press GAME RESET, you can play a practice game without scoring points, and without being shot down.

CONTROLS
Press GAME SELECT to choose the skill level you want:

- Game 1 medium
- Game 2 advanced
- Game 3 expert
- Game 4 easy version for young children and beginners

The number to the right of the game number indicates the number of Red Barons in each round.

SCORING

Red Baron Hit	10
Each Treat	40
Each Treat Recovered	50
Red Baron Shot Down	100
All treats recovered	Bonus Doghouse

A Gold Baron is earned after fifty Red Barons are shot down. An exclamation point indicates each one million points.

SOLAR FOX

Set the DIFFICULTY switches to A for fast cruise speed or to B for slow cruise speed. Use the GAME SELECT switch to select:

- Game 1 - One-Player
- Game 2 - Two-Player
- Game 3 - One-Player (Parent-Play)
- Game 4 - Two-Player (Parent-Play)

MISSION: SURVIVAL
Earth has just about had it, Solar Fox. Centuries of waste have brought us to the brink of global war for control of what precious energy resources we have left. There's only one chance for peace - you! In a far corner of the galaxy hover vast, intricate formations of solar energy cells guarded by ominous, fireball-shooting Sentinels. Your mission is to navigate through those matrixes [sic] and capture those cells! The faster your speed, the greater your reward. Your Starships utilize advanced gyro-directional technology, but the only weapon you have is your skill as a pilot. And the supreme test of that skill will take place in the infamous Challenge Racks, where you'll attempt to unravel the ultimate mystery of your mission. Good luck, Solar Fox!

OBJECT OF THE GAME
The object of SOLAR FOX is to successfully maneuver your Starship through a series of colorful, pulsating solar cell matrixes. Points are scored for each solar cell you capture and for how fast you clear each matrix. Players may also earn the right to complete Challenge Racks for bonus points and clues to the mystery of SOLAR FOX.

SOLAR FOX STARSHIPS
You begin each game with a squadron of three Starships. Only one Starship at a time may move about a matrix. The solid squares in the lower right hand corner of your screen indicate how many of your Starships are left. Use your Joystick Controller to maneuver your Starship through each matrix. Hold the Joystick with the red button to your upper left toward the screen. The red button acts as your Starship's speed control. Starships have no firepower. You must *capture* the solar cells not shoot at them. You will be awarded one extra Starship for every ten matrixes cleared.

SPEED CONTROL
Your Starships travel at a preset cruise speed throughout each game. Set the DIFFICULTY switches to A for a fast cruise speed. Set the switches to B for a slow cruise speed. At fast cruise speed, hold down the red button of your Joystick Controller to slow your Starship down. At slow cruise speed, hold down the red button to speed your Starship up. To return your Starship to its cruise speed, lift up on the red button.

SOLAR MATRIXES (RACKS)
There are twenty different solar cell matrixes, not counting Challenge Racks. Each matrix varies in its shape, composition, complexity and, in some cases, color. The more you play SOLAR FOX, the more familiar you'll become with the unique challenges each matrix presents to you. Racks 1 to 6 are composed of single solar cells. Racks 7 to 20 are made up of double solar cells; each cell must be passed over twice to be cleared from the screen.(Points are scored for both passes). When the last matrix is cleared the cycle of matrix patterns is repeated.

SENTINELS & FIREBALLS
Each of the twenty matrixes is guarded by two Sentinels. Each Sentinel continually oscillates along the perimeter, shooting a pattern of deadly fireballs across the play field. Fireball patterns are based, in part, on your own Starship flight path. Fireballs will not destroy Sentinels; just your Starship. As you advance into more complex matrixes, the frequency of fireballs increases and their patterns become more erratic.

SKIP-A-RACK TIMER
Each of the twenty matrixes is equipped with a Skip-A-Rack timer. If you begin a matrix and manage to clear it before the letters of SKIP-A-RACK disappear, you'll automatically skip the next matrix and earn all the points available from it. The length of time allotted for the Skip-A-Rack timer varies with the complexity of each matrix. If your Starship is destroyed by a fireball before the Skip-A-Rack timer has elapsed, the timer is forfeited for that matrix. There is no penalty for failing to beat the Skip-A-Rack timer.

CHALLENGE RACKS
After every fifth matrix of SOLAR FOX, a Challenge Rack appears. There are six different Challenge Racks throughout the game, making the total number of matrixes 26.These special matrixes require expert maneuvers and precise timing. You must clear the Challenge Rack of all its solar cells before the letters of CHALLENGE! disappear. Points are scored for each solar cell captured, but *only if the entire matrix has been cleared*.

When you complete the Challenge Rack, a code letter will briefly appear on the screen. This letter is part of a mystery word that has been programmed into your cartridge. To get all six letters, you must successfully complete all six Challenge Racks. This is no small feat as it requires a perfect mastery of the intricacies of SOLAR FOX.

The mystery word is your key to exciting new surprises from CBS Electronics. When you complete one Challenge Rack, you'll be able to take on the next one if you make it through the next five regular matrixes. If, however, you fail to complete a Challenge Rack, you'll have another shot at the *same one* if you make it through the next five regular matrixes. Sentinels go into limbo and do not spit out fireballs for the duration of a Challenge Rack. The Skip-A-Rack timer will not skip over a Challenge Rack. For example: if you complete the fourth matrix before the Skip-A-Rack timer elapses, you'll be able to play the first Challenge Rack before you skip to the sixth matrix. There is no penalty for failing to complete a Challenge Rack besides receiving no points and having to face the same one again.

TWO-PLAYER VERSION
Two players may compete in SOLAR FOX, alternating turns. Both Joystick Controllers are used in this version. Player One uses the Left Controller and has yellow ships. Player Two uses the Right Controller and has blue ships. At the end of the game the winning score is left displayed on the screen. Select Game 2 for this version.

PARENT-PLAY VERSIONS
Games 3 and 4 are, respectively, easier one- and two-player versions of SOLAR FOX that let parents have almost as much fun as their kids. The differences from the regular versions are as follows:

- Only the first six solar cell matrixes may be played. After the last cell of the sixth matrix is secured, the first matrix will appear and the cycle will start over again.
- Decreased speed and frequency of fireballs.
- No Skip-A-Rack timer.
- No Challenge racks.

SCORING
Your score is displayed at the top of the screen throughout the game. In two-player versions, the second player's score appears at the bottom of the screen.

Racks 1 to 5	100 points
Racks 6 to 10	200 points
Racks 11 to 15	300 points
Racks 16 to 20	400 points
Successfully completed Challenge Racks	Number of cells in rack x cell point value of preceding matrix

STRATEGY HINTS

- Learn to use and rely upon your speed control button. It may be the only thing that stands between you and many a deadly collision.
- Avoid hovering around the matrix perimeters for too long. The sentinels will quickly sense your presence.
- To save time, try to pick up as many cells as possible in a single direction before turning a corner to avoid a fireball.

SOLARIS

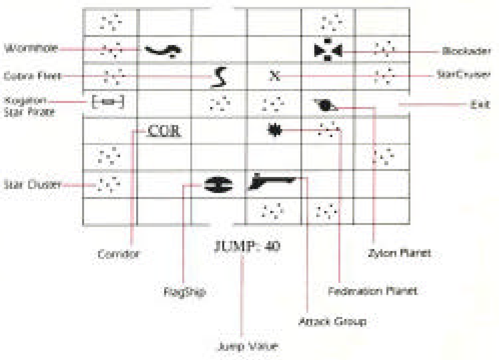
Blast Those Cobra Ships, Mechnoids, and Raiders Before They Blast You!

The Zylons are back -- those spaceway sneaks, villains of Venus, Saturnian scoundrels! They're swarming through the galaxy in huge forces, attempting another takeover. They've got to go! And we need YOU to go get 'em.

But it's a hush-hush missions. If the Zylons guess you're onto them, you're a goner. So the official report says you're out to find the lost planet Solaris and rescue the Atarian Federation Pioneers stranded there. But if the Zylons reach Solaris before you do, they'll destroy it.

You've got to hyperwarp from quadrant to quadrant, facing vicious attackers such as Kogalon Star Pirates, Planet Destroyers, and Cobra Fleet. But don't worry -- your fighter, the StarCruiser, is specially outfitted with a Galactic Scanner and plenty of photon torpedoes. Just don't let the Zylons destroy a Federation Planet, or your quadrant mutates into a terrifying Red Zone.

Ready? Then hop into the StarCruiser, rev the engine, and go! And remember -- if anything flies your way, blast it!



THE GALACTIC SCANNER

A few moments after you launch your StarCruiser, the Galactic Scanner appears, detailing one of the 16 quadrants in the galaxy. The quadrant's 48 sectors can be occupied by Zylons, Zylon Planets, Corridors, Wormholes, Star Clusters, or Federation Planets. The quadrant has four Exits, one on each side, leading to other quadrants. A flashing X shows your sector position.

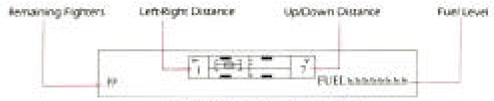
Move the joystick handle left, right, forward or back to move the StarCruiser to an occupied sector in the quadrant. Sectors with Star Clusters are blockades, you cannot enter them. Zylons often occupy sectors blocking an exit or threatening a Federation Planet.

Watch the Jump Value at the bottom of the Scanner. When it reaches 0, Zylons may change their sector positions. A Federation Planet starts flashing when Zylons enter its sector. You must defend the planet immediately or it will be destroyed.

THE MISSION

Your mission is to destroy Zylons as you battle your way through galactic mazes trying to reach Solaris. You start the game with three fighters. You score points by blasting the enemy with your photon torpedoes. When you lose a ship replaces it until all your StarCruiser are gone. When a reserve ship appears, press your fire button to restart game action.

Push the joystick handle to the right or left to fly your StarCruiser in that direction. Push the handle forward to dive (or speed up when flying over a planet), pull backward to climb (or slow down over a planet). Press the joystick fire button to fire your photon torpedoes during battle.



TARGETING COMPUTER

PLAYING THE GAME

To attack a Zylon force or defend a Federation Planet, move to its sector and press the fire button. You immediately hyperwarp to that sector. Watch your Targeting Computer during hyperwarp. It shows your StarCruiser hyperwarping in and out of focus, while the number on the right of the Computer displays your hyperwarp focus value (0 is a perfect warp, 3 is terrible). Move the joystick handle left or right to keep your fighter in focus.

Once you land in an enemy sector, start blasting. Watch your Targeting Computer to find unseen Zylon ships. The number on the left of the Computer tells their left/right distance from you; the number on the right tells their up/down distance. Zero means they're straight ahead. When your Targeting Computer is damaged it will flash bright white. Use the left/right, up/down numbers to track the enemy until you can dock at a Federation Planet for repairs.

When you've destroyed all Zylons in a sector, the Galactic Scanner reappears. (If you're using a second joystick, press its fire button to redisplay your Scanner at will, even during battle.) To hyperwarp to another quadrant, move the StarCruiser to a sector with an Exit and press the fire button. Choose an enemy sector from that quadrant and get going!

An alarm will ring when Zylons are attacking a Federation Planet in your quadrant, or you'll spot the attack on your Galactic Scanner (the planet will flash). You've got 40 seconds to save the planet. If you fail, the whole quadrant regresses into a Red Zone, and joystick control is reversed. Watch it!

When your fuel gets critically low, another alarm buzzes. Hyperwarp to a Federation Planet as soon as you can for refueling. Dock in a Docking Bay, by flying into it, to refuel and repair any damage to your StarCruiser. If you run out of fuel, your StarCruiser explodes.

Battle gets increasingly fast and furious as the game goes on. You must continue to search for Solaris while destroying all enemy ships. You'll know Solaris when you find it -- it's the only blinking planet in the galaxy.

The game ends when all your ships are destroyed or you can reach Solaris.

SCORING

Making it through a Corridor	8,000 points
Rescuing all Cadets on a Zylon Planet	8,000 points
FlagShip	500 points
Raider	400 points
Kogalon Star Pirate	320 points
Targeter	320 points
Glider	320 points
Mechnoid	300 points
Blockader	260 points
Cobra Ship	80 points
Guardian	60 points
Distractor	20 points

When you rescue all Space Cadets on a Zylon Planet, you earn an extra StarCruiser and blow up the planet. You blow up another Zylon Planet when you make it safely through a Corridor.

STRATEGY

- Map your progress! It will help you find Solaris more quickly.
- Try to keep your StarCruiser in focus during hyperwarp. The better job you do at focusing, the less fuel you waste. When you arrive in the enemy sector you'll also be closer to the Zylon fleet.
- Destroy the enemy closest to Federation Planets first.
- Save fuel in an enemy sector by blasting at neutral planets only to avoid colliding with them.
- Don't shoot your Docking Bays or you'll turn the quadrant into a Red Zone.

GOOD GUYS

Solaris is the only blinking Federation Planet in the galaxy. Watch your Scanner to find it

Federation Planets can't defend themselves. When Zylons destroy one, the quadrant turns into a Red Zone. To rescue one, blast all Zylons off it.

Space Cadets are stranded on Zylon Planets. Fly over them to pick them up. Rescuing all Cadets on a planet earns you 8,000 points, an extra fighter, and blows up the planet. Ignore them on Federation Planets

Docking Bays are where you refuel and repair damage to the StarCruiser. Find them on Federation Planets.

Hyperwarp through a Wormhole to jump over a wall of Star Clusters in the Galactic Scanner.

BAD GUYS

Hyperwarp to Zylon Planets. Rescuing all Space Cadets stranded there blows up the planet and earns you a bonus fighter and points.

Corridors are tricky. Guardians protect the entrance and won't shoot unless you shoot first. Once inside one, you must fly over the Key (and blast some Guardians) to gain safe passage through the Ion Doors. If you make it through, another Zylon planet blows and you earn 8,000 points!

Blockaders are space minefields. Dodge 'em or shoot 'em.

Attack Groups contain Mechnoids, FlagShips, and a smattering of Kogalon Star Pirates.

Kogalon Star Pirates attack Federation and Zylon ships alike. They hang back, then take pot shots. They'll also make sweeping runs to you

Vicious Cobra Ships are sent out to persuade you to vacate a sector.

Big, clumsy FlagShips send out Distractors as defenders. They also shoot Federation Ships. A FlagShip's direct hit will destroy your StarCruiser.

Distractors are fast but carry little firepower. You lose fuel when hit by one.

Mechnoids are easy targets at first, then get nastier. These mechanical ash cans like to move up close or just off to one side, then pow!

Gliders have a slippery, sliding-gliding motion.

Raiders attack Federation Planets.

Targeters come right at you.

SORECERER’S APPRENTICE

THE MAGIC HAT

It started out as a perfectly normal day for a Sorcerer's Apprentice. Perfectly normal...until the apprentice, Mickey Mouse, began daydreaming about the Sorcerer's hat!

"If only I had that magic hat," said Mickey, "I'd never have to work again!"

But, alas, Mickey did not have the hat - and there was still much to do. He already swept the cavern floor, made the beds, and was about to begin his most difficult job.

Mickey picked up two empty buckets and started wearily up the dimly-lit staircase. It was time to fill the Sorcerer's big tub with water.

It seemed like such a shame to work so hard with all the magic in that hat! After all, if the Sorcerer got his magic powers from the hat, why couldn't Mickey? All he would have to do is point his fingers like the Sorcerer always did and...POOF! He could turn dust into butterflies and winter into spring.

Just then, a huge shadow with two glaring eyes appeared over Mickey. It was the Sorcerer." Mickey Mouse," he said, "if you don't sop daydreaming and get back to work, you'll never be fit to wear a magician's hat! Now get going!"

Mickey trudged up the stairs to the well outside. When he returned to the cavern, the Sorcerer was gone. But there, glowing softly in the middle of the table, was the Sorcerer's magic hat!

"Now I can be a great magician," said Mickey as he dropped the buckets on the floor. He glanced around the room to make sure he was alone. Then he put the magic hat on his head. It was a perfect fit!

"Hmmm, I've got an idea!" said Mickey as he stared wide-eyed at his old broom leaning against the wall.

Mickey pointed his fingers at the broom.

The broom quivered.

Mickey imagined the broom with two arms and two legs. Instantly, the broom sprouted arms and legs and began sweeping around the room.

"Broom!" ordered Mickey." Fill buckets with water from the well and pour them into the Sorcerer's tub."

The broom did exactly what Mickey commanded. Picking up the nearest bucket with both hands, the broom swept up the stairs and out the door to the well.

Mickey was so delighted, he sang and danced around the room.

"Tra-la-la, tra-la-li, oh how happy life can be!"

"No more work for me!" Mickey cried as he fell into the Sorcerer's chair. The candlelight flickered in Mickey's tired eyes. He thought how wonderful it would be to have a whole army of brooms to do all his work....

"Work, broom, work..." he muttered, nodding his weary head, and drifted off to sleep.

Mickey dreamed he was the greatest sorcerer in the world. He dreamed of steep mountains surrounded by bright meteors and shining stars that danced at his every command.

Yes, Mickey was a magnificent magician indeed! His magic had completely changed everything! Stars no longer blinked politely from a distant galaxy but exploded and fell like fireworks. It was all great fun until suddenly...something wet and cold woke Mickey up!

The broom was flooding the room with water and Mickey was floating up the stairs.

"Stop broom!" cried Mickey." Stop right now!"

But the broom did not stop.

Mickey tried everything! He even tried grabbing the buckets away. But the broom pushed Mickey down and kept right on going.

When Mickey stood up, a whole army of brooms, buckets in hand were charging down the staircase, ready to dump more water on the cavern floor.

Poor Mickey! What a magical mess! Help him stop the brooms before the Sorcerer's cavern turns into a subterranean sea!

GAME PLAY

The object of SORCERER'S APPRENTICE is to help Mickey prevent the cavern from flooding by stopping the falling stars that are turning into brooms. To do this you must:

- Catch stars with the Sorcerer's magic hat that Mickey is wearing - before they fall between the mountain peaks.
- Hit stars with Mickey's magic fireballs.
- Create empty buckets by hitting meteors with fireballs.
- Go into THE CAVERN and stop the brooms from reaching the cavern floor.

You can play SORCERER'S APPRENTICE in THE MOUNTAIN scene, in THE CAVERN scene, or you can move Mickey back and forth between both scenes to play one magical game. When THE CAVERN is flooded, the game is over.

You score points for catching stars, hitting stars and meteors, and stopping the brooms in THE CAVERN.

There are four game speeds. Game 4, the slowest game, is a good game for young children.

THE MOUNTAINS

Each star that falls between the mountain peaks turns into a broom with a water-filled bucket in the Cavern.

To prevent the Cavern from flooding, you must help Mickey:

- Catch stars with the Sorcerer's magic hat which Mickey is wearing.
- Hit stars with his magic fireballs.
- Hit meteors with fireballs. Each meteor you hit turns into two empty buckets that can bail out water in the Cavern.

You score points for every star and meteor you hit and for every star you catch with the magic hat.

Use the Water Level Guide at the bottom of the screen to find out how much water is in the Cavern. When you hear a "swoosh" sound, that means a star has created a broom. The SORCERER'S APPRENTICE tune signals that a broom has dumped a bucket of water in the Cavern.

If the water level gets too high you may still be able to stop the brooms by going into the cavern.

THE PASSAGE

To enter the Cavern, simply run Mickey off the far right or far left side of the Mountain screen. He will descend through a passageway before entering the Cavern.

THE CAVERN

When Mickey enters the Cavern, he will be at the top of a large staircase. Even while Mickey is in the Cavern, stars are still creating more brooms with water-filled buckets. Your task is to:

- Stop the brooms from reaching the bottom of the staircase by running Mickey into them.
- Clear a path for your empty buckets to climb up the stairs - stop the brooms as quickly as possible!

To return to the Mountains, run Mickey back up through the Cavern doorway. Mickey will also return to the Mountains each time he runs off either side of the Cavern stairway. However, your quickest route is through the doorway; this way, Mickey only has to climb halfway up the passageway.

USING THE CONTROLLER

To catch stars: Center Mickey under a falling star. If the star lands safely in the magic hat, you will hear the bell tone.

To throw fireballs: Press the red controller button. Then use your Joystick to guide the fireball through the sky.

To stop brooms: Run Mickey directly in front of a broom. He must cover the broom completely for it to stop. When a broom is stopped, you will hear a "swoosh" sound and the broom will disappear.

CONSOLE CONTROLS

Use your LEFT DIFFICULTY switch to adjust Mickey's throwing ability: In position A Mickey throws one fireball each time you press the red fire button; in position B Mickey throws fireballs continuously when the red fire button is held down.

SCORING

You score points in SORCERER'S APPRENTICE by hitting stars and meteors with fireballs, by catching stars with Mickey's magic hat, and by stopping brooms. Notice that the point value of a star varies with its different stages. A bursting star may be worth 50 to 80 points, depending on exactly when it is hit.

SCORE CHART

Catching a star	6 points
Hitting a blue meteor	10 points
Hitting a red meteor	15 points
Stopping a broom	20 points
Hitting a big star	20 points (1st stage)
Hitting a little star	25 points (1st stage)
Hitting a bursting star	50-80 points (2nd stage)
Hitting a dropping star	60 points (3rd stage)

GAME VARIATIONS

There are four game variations in SORCERER'S APPRENTICE: Slow, Medium, Super Sonic, and Beginning speed. The game number appears at the bottom of the screen when you press the GAME SELECT switch.

Game 1	Slow
Game 2	Medium
Game 3	Super Sonic
Game 4	Beginner

In all games, the speed of the game will increase as you play. So even if you start with Game 4, you will end up playing at SUPER SONIC speed if you play long enough.

HELPFUL HINTS
Remember that SORCERER'S APPRENTICE can be played three different ways: in the Mountains, in the Cavern, and in both places.

Use the SOUND GUIDE to help you learn the different game sounds. Sounds are especially helpful in the Mountain scene because they let you know what is happening in the Cavern.

SOUND GUIDE

Bell tone	When you hit or catch a star
Four rising notes	When you hit a meteor, creating two empty buckets
"Swoosh" sound	When a broom is created or stopped
Sorcerer's Apprentice	When the water level changes tune

TIPS
Young children should start with Game 4.In the Mountains, try scoring as many points as you can. Listen to the sounds when you hit or catch stars. See if you can stop every star from landing between the mountain peaks.

In the Cavern, try placing Mickey on different parts of the staircase. Find a place where you can stop most brooms. Also, don't get too close to the sides of the staircase. You could easily fall off and end up back in the Mountains.

Remember: What happens in the Mountains affects what happens in the Cavern. The key to playing in both places is knowing where to be at the right time. For example:

Run into the Cavern to stop brooms when you see the water level getting too high.

Likewise, if you run out of empty buckets in the cavern, return to the Mountains to get more.

SPACE ATTACK

The object of the game is to defend your Mother Ship from attacking aliens. You have 3 squadrons, with 3 ships in each squadron. Aliens have 6 fleets of varying sizes. (Only 3 fleets appear at a time on the Radar Screen.) Destroy all alien fleets and you win! If your squadrons are destroyed first, the aliens move in and annihilate the hidden Mother Ship.

RADAR MODE
You see a radar view of space, with alien fleets moving toward the inner rectangle where your Mother ship is hidden. (You do not see the Mother Ship.) Select an alien fleet to attack. Then dispatch one of your squadrons - blue, white or gold -after it. Dispatch one, two or all three squadrons, but ONLY ONE SQUADRON PER ALIEN FLEET at a time. Your squadrons appear in the center of the screen only after you dispatch them.

BATTLE MODE
When it reaches its target fleet and starts blinking. In Battle Mode, you look out into space through your laser gunsight, as alien ships engage you in a space dogfight. Move your gunsight ahead of an alien ship and fire! Your lasers come from the bottom of the screen and converge at the point where your gunsight was WHEN YOU FIRED. Watch out for return fire. Alien photon blasts are fired from the alien ships, at your gunsight. If they TURN RED and hit your gunsight, they destroy one of your ships. Numbers at the bottom of the screen indicate number of ships remaining in the alien fleet (left)and number of ships remaining in your squadron.

You automatically return to radar mode when you shoot down an entire alien fleet or lose your squadron. If your squadron survived the battle, it remains in place until you dispatch it again. Go after the next alien fleet, until all are destroyed.

A siren warns you when the mother ship is under attack. Siren gets faster as the Mother Ship sustains more damage. The game ends if the Mother Ship is destroyed.

HOW TO PLAY
Use EITHER joystick controller with this game. Be sure the controller cable is securely plugged into the back of your game console. Hold the controller so the red button is to your upper left.

IN RADAR MODE
To Select An Alien Fleet Pull joystick down repeatedly, until selected alien fleet turns purplish color.

• Up	White Squadron
• Left	Blue Squadron
• Right	Gold Squadron

To Dispatch A Squadron Hold red button down while moving joystick to up, left or right position.

To Take A Squadron Into Battle (when squadron reaches alien fleet and starts blinking), move joystick to up, left or right position, without pressing the red button.

To Re-Dispatch A Squadron follow Steps 1 and 2 above.

IN BATTLE MODE
Move the joystick in any direction, to guide the gunsight where you wish your lasers to hit. Keep your gunsight away from red alien fire. Push the red button to fire your lasers.

DIFFICULTY SWITCHES
LEFT Difficulty Switch controls how well the aliens fight. Battle is much more fierce in Hard Position (A) than in Easy Position (B). Alien ships fire and zigzag MUCH more frequently and their photon blasts travel twice as fast.

RIGHT Difficulty Switch controls activity on the Radar Screen while you are in Battle Mode.

EASY POSITION (B) - NO activity on Radar Screen while you are in Battle Mode. Computer does NOT fight battles for you.

HARD POSITION (A) - All activity on Radar Screen continues when you are in Battle Mode, but at 1/4 NORMAL RATE. If any other dispatched squadron reaches its target fleet, battle begins and the COMPUTER FIGHTS FOR YOU, losing roughly one of your ships for every four alien ships destroyed.

BOTH LEFT AND RIGHT SWITCH SHOULD BE SET AT THESAME DIFFICULTY LEVEL.

WINNING TIPS
Dispatch your first squadron after the alien fleet CLOSEST to the Mother Ship. If possible, do not dispatch more than one squadron at a time, when playing with the Right Difficulty Switch in Hard position.

Try to hold one squadron in reserve, in case an alien fleet makes it to the inner rectangle. You can reach the threatening alien faster from the Mother Ship than from another position in space.

In Battle Mode, keep your gunsight moving. Alien photon blasts home in on your gunsight if it remains in one place for long.

As soon as you finish one battle with a squadron, send it back out after another alien fleet. Don't leave it sitting idle in space.

SPACE CAVERN

SPACE CAVERN You are in command of a Mark XIV intergalactic starcruiser in an uncharted quadrant of outer space. You land on a mysterious planet riddled with a subterranean maze of tunnels and caverns inhabited by savage Electrosauri whose horns generate electro-molecular charges capable of disintegrating you and your crew. Your photon ray pistol is activated by the joystick and the fire button. The iridescent eyes of the electrosauri light the cavern walls with eerie flashes as they stalk you, their horns crackling and sizzling. If even one blast of electro-molecular energy strikes you, your skeleton will glow inside your body as the bio-molecular compounds of your body disintegrate. WARNING: Beware the savage attack of the shaggy marsupods.

THE SET-UP
Space Cavern is played with one or two players using the Joystick Controller. Be sure the power is off when you insert or remove the Space Cavern cartridge from your video game system.

THE DIFFICULTY SWITCH
The difficulty switch controls the speed of the electromolecular charges fired down at you by the Electrosauri. Placing the switch in the "B" position will slow down the fusillade fired at your spaceman, while the frenzied "A" mode will provide the greatest challenge for veteran players.

THE JOYSTICK CONTROLLER
Use the button to fire your laser up at the Electrosauri above. Use your joystick to move your spaceman to the left and right. Pulling back toward yourself causes him to fire his disrupter ray at the shaggy marsupods who rush from the right, while pushing forward causes him to pivot and fire to the left. NOTE: You do not have to depress the red firing button to fire left or right with your disrupter ray.

CREW ROSTER
You land with a crew of four men, and can replace lost men every time you earn 20,000 points. But four men at any one time is your maximum force. Two-player games are played just like one-player games, with players alternating every time they lose a man.

SCORING
Every large Electrosaurus you destroy earns you 115 points, while smaller ones are worth 165 points. Shaggy marsupods who rush at your spaceman from caves at his left and right will earn you 200 points if you can get them before they get you.

GAME MENU
There are 48 exciting variations of Space Cavern. Select your favorite with the game select switch on your console choosing from any of the variations shown on the next page.

Game	1	2	3	4	5	6	7	8	9	10	11	12
Players	1	2	1	2	1	2	1	2	1	2	1	2
Electrosauri	2	2	4	4	2	2	4	4	2	2	4	4
Blasts	S	S	S	S	R	R	R	R	S	S	S	S
Marsupods	Y	Y	Y	Y	Y	Y	Y	Y	N	N	N	N
Level	1	1	1	1	1	1	1	1	1	1	1	1

Game	13	14	15	16	17	18	19	20	21	22	23	24
Players	1	2	1	2	1	2	1	2	1	2	1	2
Electrosauri	2	2	4	4	2	2	4	4	2	2	4	4
Blasts	R	R	R	R	S	S	S	S	R	R	R	R
Marsupods	N	N	N	N	Y	Y	Y	Y	Y	Y	Y	Y
Level	1	1	1	1	2	2	2	2	2	2	2	2

Game	25	26	27	28	29	30	31	32	33	34	35	36
Players	1	2	1	2	1	2	1	2	1	2	1	2
Electrosauri	2	2	4	4	2	2	4	4	2	2	4	4
Blasts	S	S	S	S	R	R	R	R	S	S	S	S
Marsupods	N	N	N	N	N	N	N	N	Y	Y	Y	Y
Level	2	2	2	2	2	2	2	2	3	3	3	3

Game	37	38	39	40	41	42	43	44	45	46	47	48
Players	1	2	1	2	1	2	1	2	1	2	1	2
Electrosauri	2	2	4	4	2	2	4	4	2	2	4	4
Blasts	R	R	R	R	S	S	S	S	R	R	R	R
Marsupods	Y	Y	Y	Y	N	N	N	N	N	N	N	N
Level	3	3	3	3	3	3	3	3	3	3	3	3

SPACE INVADERS

Each time you turn on SPACE INVADERS you will be at war with enemies from space who are threatening the earth. Your objective is to destroy these invaders by firing your "laser cannon." You must wipe out the invaders either before they reach the earth (bottom of the screen), or before they hit you three times with their "laser bombs."

Your long-term objective is to score as many points as possible. Points are scored each time you hit one of the SPACE INVADERS. They are worth different amounts of points, depending on their initial position on the screen.

If you destroy all 36 SPACE INVADERS before they reach the earth, a new set of invaders will appear on the screen. Each time the invaders are reset on the screen they will start from a position closer to the earth until they reach the closest position possible. The SPACE INVADERS can be reset on the screen indefinitely during a game.

USING THE CONTROLLERS

Move the Joystick to the right or left to maneuver your laser cannon across the bottom of the screen. Do this to avoid being hit by the laser bombs, which the invaders will continually drop from the sky, and to aim your own "laser beams." Each time your cannon is hit by one of the laser bombs the game pauses temporarily, and the number of hits you have remaining is displayed at the bottom of the screen.

Press the red controller button to fire your laser cannon. Each time you fire the cannon you may not fire it again until you hit a target, or until the laser beam disappears off the top of the screen.

Depress the game select switch to choose the game variation you wish to play. The game variation number is displayed at the top, left side of the screen. The number opposite on the top, right side of the screen represents the number of players for each game.

DIFFICULTY SWITCHES

The difficulty switches control the size of the laser cannons on the screen. In the B position, the cannon is smaller, and therefore easier for the beginning player to use. In the A position, the cannon is twice as large, and therefore more susceptible to enemy fire.

GENERAL INFORMATION

By now you know that you must hit and eliminate the SPACE INVADERS before they reach the earth, or, bottom of the screen. You also know that you must evade their falling laser bombs in order to save the earth and keep the game going.

Here are some other bits of information which will help you to play SPACE INVADERS.

Periodically during a game, the COMMAND ALIEN SHIP will fly across the top of the screen (sometimes from left to right, sometimes right to left).

The COMMAND SHIP is worth 200 points whenever you hit it, which is considerably more than any other target. You will be pleased to know that the COMMAND SHIP does not drop laser bombs or anything else, and is therefore harmless to you and your laser cannon. The COMMAND SHIP is simply a bonus if you are able to hit it. Be careful not to concentrate so much on hitting it that you get hit with an enemy laser bomb.

There are SHIELDS positioned on the screen between your laser cannon and the SPACE INVADERS. At the outset you are safe behind the SHIELDS. However, as you and the enemy hit the SHIELDS, they become damaged, allowing laser beams from your cannon and laser bombs from the enemy to pass through them. As the SPACE INVADERS get close to the SHIELDS on their way to the earth, the SHIELDS disappear altogether.

Remember, if the lowest SPACE INVADERS reach the earth (bottom of the screen), the game ends.

The small lines or bars at the bottom of the screen indicate the farthest points to which you may move to the right or to the left. Be careful not to get caught at the edge of these points when hemmed in by enemy fire.

*In games "C" and "D" the COMMAND SHIP is worth 100 points.

GAME VARIATIONS
There are several GAME VARIATIONS programmed into SPACE INVADERS. Again, check the Game Matrix for a specific breakdown of the variations for each game number. The variations are intended to challenge the experienced player, as well as to provide variety in general.

The variations include:

<u>Moving Shields</u> the SHIELDS move back and forth on the screen, as opposed to remaining in a fixed or stationary position. Using them for protection becomes hazardous.

<u>Zigzagging Laser Bombs</u> the laser bombs "zigzag" back and forth as they come down the screen. It is difficult to know exactly where they are going to land, and thus, stay out of their path.

<u>Fast Laser Bombs</u> they drop quickly and are much more difficult to avoid. (When the laser bombs are both zigzagging AND fast, even the experienced players will have their hands full.)

<u>Invisible Invaders</u> the invaders are invisible on the screen after game play begins. Each time one is hit, the remainder of the invaders appear momentarily on the screen, and then disappear until one is hit again.

NOTE: When you're in the mood for a serious challenge, try Game 16.

ONE-PLAYER/TWO-PLAYER OPTIONS
In addition to the GAME VARIATIONS, there are several ways in which one or two players may play SPACE INVADERS.

A. The "normal" or basic game for one player. (GAMES 1-16) GAME VARIATIONS are optional, but one player always competes against the computer.

B. Two opposing players taking alternate turns. (Games 17-32) Left player goes first (starts on left side of screen), then the right player takes a turn (starting from right side). The screen display changes so that each player has his or her own set of invaders. The SHIELDS are completely restored for each new turn. The COMMAND ALIEN SHIP is worth 200 points. Play ends for each player after three enemy hits, or when invaders reach the earth. Highest score wins.

C. Two opposing players competing at the same time. (Games33-48) Both players fire away simultaneously and compete for a higher score. The COMMAND ALIEN SHIP is worth 100 points. Whenever you are hit, you opponents is awarded 200 points. Play ends after three hits are taken between the two players, or when the invaders reach the earth.

D. Two opposing players competing at the same time, taking alternate shots. (Games 49-64) If you wait too long, your laser cannon is fired automatically and your opponent can set up a shot. All other game play characteristics are the same is in C above.

E. Two player partnership game. (Games 65-80) Both players control a common laser cannon. Each player can move in one direction only. Right player moves the cannon to the right, left player moves it to the left. Either play may fire. Otherwise, this version is like a one-player "normal" game (one score display, COMMAND SHIP = 200 points, etc.)

F. Two-player partnership game with alternating firing and controlling of the cannon. (Games 81-96) The left player starts and may move the cannon in either direction. After ONE shot by the left player, the right player then has control and fires one shot. Both players are striving for a common (high) score, as in the E version above.

G. Two-player partnership game with one player controlling cannon movement and the other player firing laser beams.(games 97-112) Left player moves the cannon, right player fires. Otherwise, this version is the same as the other "partnership" games.

SCORING

The SPACE INVADERS are worth 5, 10, 15, 20, 25, 30 points in the first through sixth rows respectively. The point value of each target stays the same as it drops lower on the screen. Each complete set of SPACE INVADERS is worth 630 points. Although scoring can be infinite, there is only room for four digits on the display, so that the highest score any player will ever see on the screen is 9999. This does not represent the highest score possible, but rather the highest score that can be displayed on the screen.

In a one-player game the score is displayed at the top, left side of the screen. In a two-player game the left player's score is on the left; the right player's score is on the right. The score or scores disappear when the COMMAND ALIEN SHIP flies across the screen, then reappear when the ship leaves the screen or is hit.

Points per target

Row 6	30	Row 3	15
Row 5	25	Row 2	10
Row 4	20	Row 1	5

A	B	C	D	E	F	G	Moving Shields	ZigZag Bombs	Fast Bombs	Invisible Invaders
1	17	33	49	65	81	97				
2	18	34	50	66	82	98	🟥			
3	19	35	51	67	83	99		🟥		
4	20	36	52	68	84	100	🟥	🟥		
5	21	37	53	69	85	101			🟥	
6	22	38	54	70	86	102	🟥		🟥	
7	23	39	55	71	87	103		🟥	🟥	
8	24	40	56	72	88	104	🟥	🟥	🟥	
9	25	41	57	73	89	105				🟥
10	26	42	58	74	90	106	🟥			🟥
11	27	43	59	75	91	107		🟥		🟥
12	28	44	60	76	92	108	🟥	🟥		🟥
13	29	45	61	77	93	109			🟥	🟥
14	30	46	62	78	94	110	🟥		🟥	🟥
15	31	47	63	79	95	111		🟥	🟥	🟥
16	32	48	64	80	96	112	🟥	🟥	🟥	🟥

A	1 player
B	2 player, alternating turns
C	2 players, same time
D	2 players, same time, alternating shots
E	2 players, share control of movement left and right
F	2 players, alternating control after each shot
G	2 players, left controls movement, right controls firing

SPACE JOCKEY

You are a Space Jockey at the controls of a highly maneuverable Attack Saucer, which appears on the left side of the screen. A variety of enemy weapons and obstacles appear on the right and move toward your space ship. These include tanks, jet planes, prop planes and helicopters, which all fire at you. Additionally, there are balloons, houses and trees that do not fire but are obstacles capable of destroying your Attack Saucer upon impact.

Your objective is to shoot down as many of the enemy objects as possible, scoring as many points as possible, while at the same time avoiding enemy fire.

Initially you have a fleet of three space ships available to you. For each 1,000 points you can score, an additional ship will be available to you.

DIFFICULTY SWITCHES

Left Difficulty Switch : UP for fast enemy shot. DOWN for slow enemy shot.
Right Difficulty Switch: UP for frequent enemy shot. DOWN for less frequent shot.

SCORING

Jet Plane	100 points	Balloon	25 points
Helicopter	50 points	Tank	100 points
Prop Plane	100 points	House/Tree	20 points

To view the highest score at game completion, wiggle the Joystick.

GAME VARIATIONS

Game	Player Guided Missile	Enemy Moves Randomly	Player Can Move Horizontally	Collisions Kill Ship
1				
2	🟥			
3		🟥		
4	🟥	🟥		
5			🟥	
6	🟥		🟥	
7		🟥	🟥	
8	🟥	🟥	🟥	
9				🟥
10	🟥			🟥
11		🟥		🟥
12	🟥	🟥		🟥
13			🟥	🟥
14	🟥		🟥	🟥
15		🟥	🟥	🟥
16	🟥	🟥	🟥	🟥

SPACE SHUTTLE

FLIGHT DECK CONSOLE

Game System	Flight Deck Console
Power On/Off	Internal Power
Color/B&W	Primary Engines
Left Difficulty	Backup Engines
Right Difficulty	Cargo Doors/Landing Gear
Game Select	Status
Game Reset	Activate Countdown

If the Primary Engines on your game system is inaccessible, the Left Difficulty Switch (Backup Engines) should be used. Otherwise, shutdown Backup Engines and DO NOT TOUCH!

FLIGHT PREP

Mission Profile It is the 101st Shuttle mission of the Space Transportation System. You are at the helm of the Space Shuttle Discovery. Approximately 210 nautical miles above the Earth is your target: an orbiting satellite with intentionally programmed gyroscope problems.

Your mission is to launch, rendezvous, and dock with the satellite as many times as you can, using the minimum of fuel, then return safely to Earth. A word of caution: Each time you successfully dock, the satellite has been programmed to become even more erratic.

This is a total test of your piloting capabilities. You will be evaluated at the end of your flight.

EQUIPMENT CHECK

Status Switch Your Flight Indicator. Hold it down to make your Flight Selection and to check the following important information: speed, altitude, fuel, MET (mission elapsed time), and stats (see "Stat Messages" for descriptions). Also, hold down for two seconds during flight to re-start flight.

Primary Engines Your access switch to all Shuttle engines: Main Engines, Orbital Maneuvering System, and Reaction Control System.

Backup Engines Used only on game systems where Primary Engines (color/B&W) is inaccessible. Otherwise always keep in shutdown mode.

Cargo Doors/Landing Gear A dual function switch used to open and close your Cargo Bay Doors, and to lower your Landing Gear. More on this in later sections.

Joystick Controller A realistic directional hand controller. Forward and back moves Shuttle forward or back (X axis).Left and right controls your "plane" (left/right) movement (Y axis.).With red button depressed, forward or back stick movement moves shuttle up or down (Z axis).See "Maneuvering in Space" for further explanation. Also, the red button has other uses in launch, orbit, and entry phases as described in those sections.

FLIGHT SELECTION

There are three separate flight modes. Spend time with training flights: #1 and #2 before taking on all the challenge of a real, unassisted Shuttle mission (flt #3).Flight mode can only be selected before countdown is activated.

Flight #1 Auto Simulator This is a combination demonstrating flight and autosimulator. The Shuttle flies an abbreviated mission. You do not use any of the console controls. In this flight mode, most aborts (see "Abort indicator") are ignored. Whenever you touch your Joystick, you take control from that point on. However, you will only need to use your Joystick Controller to correct your Y axis, and land.

Flight #2 Simulator All astronauts spend thousands of hours practicing in ground-based simulators before flying an actual Shuttle mission. In this mode, experience the challenge and demands of a real mission with a couple of important exceptions: You will never use any fuel units, so take your time to complete a mission. Also, your onboard computers will greatly assist you during flight by compensating for less than perfect piloting skills. Most aborts are overridden, but your flight indicator (stat message) will alert you when you've erred.

Flight #3 STS 101 A full-fledged Shuttle Flight. All aborts are operative and flight conditions are quite realistic. Good luck!

FLIGHT EVALUATION

Abort Indicator If critical problems occur anytime during a flight, you may receive a "Launch Scrub" or "Mission Abort" signal. If this happens, your flight has ended, and you must check your Status to find out what went wrong.

Ranking If you safely land your Shuttle at Edwards Air Force Base, in flight #3, your performance will be computer-evaluated. Your ranking will be determined by the number of successful dockings and the exact number of fuel units you have remaining at the end of your flight:

Rank	Description	Qualifications
Commander	Responsible for overall crew safety and flight execution	6+ dockings/7,500 fuel
Pilot	Second in command, assist in all flight functions	4-5 dockings/4,500 fuel
Mission Specialist	Qualified to coordinate mission scientific objectives	2-3 dockings/3,500 fuel
Payload Specialist	Qualified to operate specific payloads and coordinate shuttle housekeeping	1 docking/1 fuel

LAUNCH – DAWN – CAPE CANAVERAL

Objective Launch your Space Shuttle and attain an altitude and orbit as close to the satellite's orbit as possible.

Launch Checklist / Launch Phase As you fire your enormous main engines and liftoff from the pad, you'll be going through 3 separate phases. The numbers 1, 2, 3 on you initial computer screen refer to:

- firing of the SRB's (solid rocket boosters), which really shakes the shuttle
- maximum acceleration
- approaching engine shut down.

The X indicates MECO, (Main Engine Cut-Out).

Thrust Notice the two, long horizontal bars on the control panel on your screen. "T" stands for thrust, "C" stands for computer. The "C" arrow represents a signal from the onboard computer indicating the proper thrust needed during each phase of liftoff. You control "T" (thrust) using the red button on you Joystick. Always keep both "T" and "C" arrows aligned. Whenever the "T" arrow flashes, you are wasting fuel and should immediately increase or decrease thrust.

Hold Down Bolts Though your engines are firing, you won't leave the ground until MET +3. The "Hold Down Bolts" will keep your Shuttle on the ground until MET +3 to compensate for the mechanical strain on the Shuttle from firing your engines.

Trajectory/Plane In addition to regulating thrust, you'll need to also follow the proper trajectory (forward-back on Joystick), and constantly correct your "plane".

Line Horn If you stray from the correct launch trajectory, you will waste fuel. To alert you when this is happening, a warning horn will sound. You'll find this feature helpful in avoiding an abort situation.

Separation A yellow flash at about 65 nautical miles will indicate Solid Rocket Booster separation (SRP SEP).Another flash shortly after MECO, (Main Engine Cut-Out), will alert you that the main External Tank has fallen away into the Indian Ocean (ET SEP).

Launch Sequence

- Internal Power on.
- Primary and Backup Engines Shutdown.
- Cargo Door closed/Landing Gear up.
- Activate Countdown.
- At MET-015 activate Primary Engines.
- At MET-004 ignite Engines by pressing red button on Joystick. Match "T" arrow with "C" arrow during launch.
- As Shuttle rises, watch both dots on the computer screen. You must follow the indicated launch trajectory AND continually correct your "plane" by keeping your Shuttle centered in the small box at right:
  - o Move Joystick forward to move dot left, backward to move dot right.
  - o Move Joystick left or right to correct plane.
- At about 205 nautical miles, quickly shutdown engines. The closer you come to the 210 altitude, the closer you'll be to the satellite's orbit.

Launch & Ascent Summary Flying the Shuttle into orbit is an extremely challenging task. Following a roller coaster path, you must match your thrust with the computer indicator, stay on the proper trajectory as plotted on the altitude display, and correct your plane as indicated in the small green box. Each area is critical. Incorrect trajectory will cost precious fuel and may abort your mission. A great elevation in the plane setting at MECO will make satellite docking difficult.

STABILIZING ORBIT

Objective Establish a stable orbit by adjusting Shuttle pitch to enable visual contact, and by opening Cargo Bay Doors for heat release.

Nose Down Maneuver When the Shuttle first achieves orbit, the nose of the craft is pointed up out of the line of sight of the satellite. In order to dock, you must see the satellite. So it's necessary to bring the nose down, which is done by adjusting pitch (the up-down movement of the nose of the Shuttle).

Cargo Bar Doors One of your first tasks in orbit will be to open the Cargo Bay Doors. This is vital and must be accomplished within first orbit. The radiators that shed excess heat generated by the Shuttle are on the inner surfaces of these doors. If the doors remain closed, heat builds up within the vehicle, and a warning horn will sound. You then have 30 seconds left to open Cargo Bay Doors. If the doors aren't quickly opened, the mission will have to be aborted.

Sequence to Stabilize Orbit

- Activate Primary Engines.
- Push Joystick forward to set -28 pitch.
- Shutdown Primary Engines.
- Open Cargo Bay Doors.

Stable Orbit Summary Nose pitch down and Cargo Bay Door events must be performed on the first orbit revolution before any on-orbit operations can be attempted.

DOCKING – 210 NAUTICAL MILES IN SPACE

Objective Properly correct the speed and position (Z,Y,X axes) of your Shuttle to successfully rendezvous with the satellite.

Maneuvering in Space There are two separate ways to maneuver your Shuttle in space. For major maneuvers (30 nautical miles or more) the Orbital Maneuvering System (OMS) can be used. This system (explained in a later section) takes a good deal of understanding and experience to use effectively. So, when first starting out, use the Reaction Control System (RCS).These clusters of rocket engines in the

Shuttle's nose and tail can move the Shuttle about its three major axes X,Y,Z (called transitional) or about its yaw or pitch (rotational).

Shuttle Speed and Position Speed is just as important as position. Never allow your speed to drop below mach 17.0, or your altitude to fall below 195 nautical miles, or you'll burn up in the atmosphere! Your X motion to satellite is dependent upon your speed, not the RCS engines. To move toward satellite you must increase speed to greater than mach 23.9 (the satellite's speed). When you make your final approach to satellite, keep your speed close to mach 23.9.

Drifting As you move closer to the satellite, constantly go back and forth to check all axes. Settings continually shift, and the satellite movement is erratic.

"S" Curve On computer screen #2, the "S" line indicates both the Shuttle's and the satellite's ground track around the Earth. The flashing dot is your Shuttle, the solid dot is the satellite. Notice as you track the satellite, your X axis will suddenly change significantly as the satellite "wraps around" the tracking line. This is because the orbital tracking line wraps around the display as a real orbit would wrap around the Earth.

Docking Screen You'll use the "S" curve screen until you get fairly close to the satellite. Then, two smaller radar screens will appear. The left screen shows your Z axis, (up-down), and a wide view of your Y axis, (left-right).The right screen, which you'll use more, shows the X axis (left-right) and micro (close in) Y axis (up-down).

Multiple Dockings Every time you dock, you receive a "Rendezvous" sign and a certain number of fuel units. However, each docking becomes more and more difficult. So, for each successive docking, you receive more fuel. After each docking, the satellite has been programmed to sail a good distance away from your Shuttle. Wait until it settles (x= +128 or -128) before beginning another docking procedure.

Docking Sequence Match the position of your Shuttle with that of the satellite's by correcting your Z, Y and X axes preferably IN THAT ORDER.

- Correct Z axis to 0: Hold down red button and tap Joystick forward. A negative number means the satellite is below you, so push the Joystick forward to dive. A positive number means the satellite is above you, so pull the Joystick back to climb.
- Correct Y axis to 0: Tap the Joystick to the right. A positive number means the satellite is right of you, so push your stick right to line up with it. A negative number means it is left of you. Push Joystick left to line up with satellite.
- Correct X axis: Tap the Joystick back. A positive number means the Satellite is ahead of you. A negative number means it is behind you. To increase Shuttle speed, push Joystick forward. To decrease speed, pull Joystick back. Use Status switch to check Shuttle speed.
- Dock: All axes must be adjusted to 0, and stabilized for 2seconds, then you will receive a "Rendezvous" signal, indicating you've docked.

Docking Summary You are attempting to dock with a satellite that is traveling at Mach 23.9 and 210 nautical miles above the Earth. You will either need to slow down or speed up to rendezvous (X axis).Also, you will need to be at the same altitude (Z axis), and position (Y axis).All of these maneuvers are interrelated - changing one can affect the others. And, in flight #3, the longer you take to dock, the more fuel you'll use! It is also better to tap the Joystick than hold it down (saves fuel).

DEORBIT BURN

Objective To turn the Shuttle around, fire the engines, and decelerate to the proper speed.

Deorbit Burn Maneuver You must first turn the Shuttle around so that it is traveling tail-first. Then, in order to maintain the proper altitude, set your Z axis and pitch. Once completed, fire the engines to decelerate.(If he Z axis and pitch are not set properly, firing the engines will make your Shuttle climb or dive).After the deorbit burn, the Shuttle must then be reoriented nose-forward to the proper attitude for reentry. Entering the atmosphere backwards will cause the Shuttle to burn-up.

Yaw Left-right rotation of the nose of the craft.

Satellite Interference Before attempting a deorbit burn, you must allow the satellite to pull a safe 128 nautical miles away from the shuttle. If you don't, your deorbit burn will be unsucessful, and you'll never leave orbit!

Sequence for Deorbit Burn

- Check X axis by tapping Joystick back. Wait until x=128 miles BEFORE proceeding (x=+128 or -128).
- Using Status switch, check your speed. Pull Joystick back or push Joystick forward to set speed at Mach 23.9.
- Correct Z axis to 0.
- Activate Primary Engines.
- Turn Shuttle around by pushing Joystick left to set yaw at -128.
- Pull back or push Joystick forward to set pitch at -004.
- Display speed (SP/m), speed in Mach, using Status switch.
- Ignite engines by pressing red fire button. Hold down button until speed = 19.0.
- Reset yaw to exactly 0.

Deorbit Summary Deorbit is one of the most critical phases of your flight. Following completion of orbital operations, the Shuttle is oriented to a tail-first attitude, then decelerated to a necessary speed for reentry. The orientation of the Shuttle is established by the RCS engines, and deceleration is provided by the larger OMS engines. You begin to lose altitude once you've slowed the Shuttle down below the actual velocity needed to sustain your 210 mile orbit.

REENTRY

Objective to establish and maintain the correct pitch, yaw and speed; follow the correct trajectory; and properly manage heat build-up during reentry.

Entry Interface This is the point in your flight where atmospheric entry officially begins. As the Shuttle descends, atmospheric drag dissipates tremendous energy, generating a great deal of heat. This heat quickly builds up (portions of the vehicle's exterior reach 1540 degrees Celsius). Pitch and speed must be correct to properly utilize the Shuttle's Thermal Protection System.

Terminal Area Energy Management After entry interface, you must closely follow the proper descent trajectory in order to maintain enough altitude and speed to reach the final touchdown point. This process of conserving your energy by maintaining the correct position, altitude, velocity and heading is called Terminal Area Energy Management (TAEM).

Loss of Signal During reentry, the Shuttle superheats the gas of the upper atmosphere, creating flashes of color outside your window. Heat strips electrons from the air around the Shuttle, enveloping it in a sheath of ionized air that blocks all communication with the ground. So, at 160 miles, you will experience a temporary partial loss of signal (LOS). Keep a close eye on your radar at this point. You will receive intermittent signals which you need to use to correct your course and plane.

Descent Screens On your reentry screen, "X" indicates cut-off of your OMS engines (deorbit burn). "T" indicates the Terminal Area Energy Management Phase. "L" indicates your transition to final landing approach. The small box at left is your plane indicator.

Reentry Sequence

- Pull back Joystick to set +24 pitch for proper reentry attitude.
- Close Cargo Bay Doors.
- Follow reentry course on computer screen. Pull stick back to go right; push forward to go left. Left and right on stick centers plane.

Reentry Summary There are three important stages to Reentry: Entry Interface, TAEM, and LOS. Position, altitude, velocity and heading must all be exact to both properly manage the tremendous heat buildup and correctly position your shuttle for the Final Approach.

SPACE WAR

DIFFICULTY SWITCHES

The left and right Difficulty switches must be in the "B" position during all Space War games. In Space Shuttle games, slide the Difficulty switch "A" and you must exactly match your Star Ship's velocity to the Space Module's velocity. In "B" position, your Star Ship does not have to travel at the same speed to dock with the Space Module.

SCORING

During Space War games (1 through 7) you score one point when your opponent's Star Ship explodes. A Star Ship will explode when:
A direct hit is made by firing a missile.

- The Star Ship collides with the Space Sun (games 4 & 5).
- The Star Ship runs out of fuel while in Hyperspace (games2 - 7).
- The Star Ship tries to enter Hyperspace when out of fuel (games 2 - 7).

In one and two-player Shuttle games (8 - 17) one point is scored each time the Star Ship is successfully docked with the Space Module. You have ten minutes to score a maximum ten points.

SPACE GLOSSARY

Space Combat and Shuttle game playfields are characterized by different "galaxy" variations. The following descriptions will tell you what to expect when a game features any of these variations.

Galaxy Boundary In some galaxies your Star Ship cannot penetrate the playfield boundaries and will instead bounce off the edges.

Warp Drive Move your Star Ship off one edge of the Galaxy Boundary and it will go into Warp Drive and reappear on the opposite side. For example, move your Star Ship off the right edge and it will reappear on the left edge.

Space Sun Fight the pull of gravity from the sun in the center of the Space Galaxy. In some games your Star Ship will explode from exposure to the extreme heat and reset to the starting position.

Hyperspace Pull your Joystick towards you. Your Star Ship goes into Hyperspace and becomes invisible. When in Hyperspace, your Star Ship uses more fuel. It is impossible to be hit by your opponents missiles or to collide with the Space Sun while in Hyperspace. To make your Star Ship drop out of Hyperspace and reappear, pull the Joystick towards you.

Starbase Make contact with the Starbase at the center of the galaxy to refuel and resupply your missiles. Your missile and fuel gauges at the top of the playfield will reflect resupplies as your Star Ship resets to the starting point.

SPACE WAR GAMES

You and your opponent blast off into space. Each player controls one Star Ship with the Joystick Controller. the object is to score points by shooting your opponent's Star Ship with missiles fired by the red button on your Joystick Controller. Aim the nose of your Star Ship in the direction you want to fire.

Space War games last ten minutes or until one player scores ten points. Player's scores appear at the top of the playfield and are color coordinated with the Star Ships.

The two lines to the right of your score refer to fuel and missile supply. The top line is the fuel gauge; the bottom line is the amount of missiles remaining. Each player begins with eight missiles. Once the arsenal is depleted, the game will automatically reset each player with eight more missiles ONLY when both players are out of missiles.

In most War games, fuel cannot be resupplied. In games 6 and 7, players can refuel and resupply missiles by docking with the Starbase. Fuel is used by adding "thrust" to your Star Ship or by putting your Ship into Hyperspace.

GAME 1 It's war in space as two players attempt to score 10 points first. You have Galaxy boundaries in this game.

GAME 2 Engage in combat in a galaxy which features Galaxy Boundaries and Hyperspace.

GAME 3 Oppose your space opponent in a galaxy which has Warp Drive. Use Hyperspace as a defensive move.

GAME 4 The Space Sun in the center of the galaxy exerts gravity during combat. Avoid your opponent or collision with the Space Sun by using Hyperspace. You also fight within Galaxy Boundaries.

GAME 5 The Space Sun, Warp Drive, and Hyperspace are the features of the galaxy playfield.

GAME 6 You can refuel and receive more missiles at any time during this game. Steer your Star Ship to the Starbase. This galaxy also features Galaxy Boundaries and Hyperspace.

GAME 7 Steer your Star Ship to the Starbase at any time during the game to refuel or receive more missiles. This galaxy also features Warp Drive and Hyperspace.

SPACE SHUTTLE GAMES

If you have mastered the exercises, you are ready to try Space Shuttle. Connect your Star Ship with the Space Module to score. Recommended strategy is to first match your Star Ship's speed to the Space Module's speed. Then slowly maneuver your Star Ship towards the Space Module. During Shuttle games the Star Ships have an unlimited supply of fuel.

In one-player games, you control one Star Ship with the left Joystick Controller and compete against the clock. You have ten minutes to score a maximum ten points. During two-player games each player maneuvers his Star Ship to score. In two-player games with two Space Modules, the target Space Module will be the same color as your Star Ship. First player to score ten points or the most points in ten minutes wins.

GAME 8 Two players each control one Star Ship and attempt to connect with the Module which is color coordinated with the Ship. Warp Drive is present in this galaxy.

GAME 9 Two players each control one Star Ship and compete to connect with the same Space Module. This galaxy features Warp Drive.

GAME 10 Each player controls a Star Ship and attempts to connect with a color coordinated Space Module. This galaxy has a Space Sun and Galaxy Boundaries.

GAME 12 Galaxy Boundaries characterize this galaxy. Each player controls a Star Ship and attempts to connect to the same Space Module.

GAME 13 Each player controls a Star Ship and attempts to connect with the Space Module that is color coordinated to the Star Ship. Galaxy boundaries are featured.

GAME 14 One player controls a Star Ship and attempts to connect with the Space Module. This galaxy features Warp Drive.

GAME 15 A Space Sun and Warp Drive characterize this space galaxy. One player steers the Star Ship to connect with the Space Module.

GAME 16 One player controls a Star Ship and attempts to dock it with the Space Module. Galaxy Boundaries characterize this playfield.

GAME 17 A Space Sun and Galaxy Boundaries could affect one player's strategy to connect the Star Ship with the Space Module.

SPACE WAR STRATEGY TIPS

- Change your Star Ship's position as soon as the game is in the Start position. The initial location of the Star Ships makes it easier for players to score a direct hit.
- Keep close surveillance on your opponent's missile supply gauge. Plan your shots so that your opponent deletes his missile supply first, leaving no defense against your missiles. Note that missile supplies are automatically replenished only when BOTH players have used all their missiles. Use this feature to you advantage when these three variables occur at once:
    - Your opponent has no remaining missiles.

  - You have remaining missiles.
  - You are playing in a galaxy with a Starbase.
- Leave your opponent without a chance for resupplying missiles by obtaining all of your missiles at the Starbase BEFORE your supplies are completely depleted.

SPACE SHUTTLE STRATEGY TIPS

- The easiest way to match your Star Ship's speed with the Space Module speed is to first, stop your ship. Point it in the DIRECTION the module is traveling. Apply thrust until the Star Ship and the Space Module are moving at the same speed. Then move the Star Ship towards the Space Module.
- To efficiently make your Star Ship contact the Module:
  - Your Star Ship must travel at the same speed as the Space Module.
  - Your Star Ship must travel in the same direction as the Space Module.
  - Now point your Ship at the Module and apply thrust.

Game Number	Number of Players	Single Module	Galaxy Boundary	Warp Drive	Space Sun	Hyper Space	Star Base
1	2		🟥				
2	2		🟥			🟥	
3	2			🟥		🟥	
4	2		🟥		🟥	🟥	
5	2			🟥	🟥	🟥	
6	2		🟥			🟥	🟥
7	2			🟥		🟥	🟥
⬛	⬛	⬛	⬛	⬛	⬛	⬛	⬛
8	2			🟥			
9	2	🟥		🟥			
10	2			🟥	🟥		
11	2		🟥		🟥		
12	2	🟥	🟥				
13	2		🟥				
14	1	🟥		🟥			
15	1	🟥		🟥	🟥		
16	1	🟥	🟥				
17	1	🟥	🟥		🟥		

Games 1 – 7 are Space War.
Games 8 – 17 are Space Shuttle.

SPACECHASE

You left Planet Earth just moments ago for routine moon-based primary-satellite scout duty. You are commanding a squadron consisting of three heavily armed Mark 16 Starcruisers. Suddenly you are attacked by alien enemy raiders energizing from the ether...obviously molecularly energized from a distant galaxy. They fire neutron missiles which will destroy your Starcruiser upon impact.

Your mission is to destroy the alien enemy ships until reinforcements can arrive from Planet Earth. These arrive at the approximate rate of one Starcruiser every 10,000 points. The enemy's arsenal also consists of Lazer-Directed Heat-Seeking Proton Missiles which are fired sparingly.

As the battle progresses, the enemy grows desperate and fires the Lazer-Directed Heat-Seeking Proton Missiles more frequently.

THE SET-UP
Spacechase is played with one or two players using the Joystick Controller. Be sure the power is off whenever you insert or remove Spacechase from your video game system.

THE DIFFICULTY SWITCH
Set the Difficulty Switch on the "B" (down) position to start. Your missiles have a greater velocity in this position, making it easier to hit the enemy.

To provide a handicap advantage for a less experienced player in a two player game, you may vary the positions of the Difficulty Switch. Simply leave the switch in position B for the inexperienced player, and position A for the more experienced player.

SCORING
Minimum Heat-Seeking Missiles:

Each time you destroy a Level One alien ship, you score 125 points. A Level Two alien ship scores 200 points. A Level Three alien ship scores 275 points. Each time you hit an alien missile you score an additional 50 points.

When your score reaches 10,000 points, the game automatically switches to Level Two. At 40,000 points, the game automatically switches to Level Three. However, by utilizing the Game Select Switch as described in the Game Menu, you can begin to score directly on Level Two or Level Three

Although you can score more points at Levels Two and Three, it is more difficult to do because the alien ships are smaller and their missiles are faster.

MAXIMUM HEAT-SEEKING MISSILES

If you are playing a game that include Maximum Heat-Seeking Missiles, the scoring is as follows:

- Level One: for each alien ship destroyed - 175 points.
- Level Two: for each alien ship destroyed - 250 points.
- Level Three: for each alien ship destroyed - 325 points.

In addition, for each Heat Seeking Missile you destroy, you receive an additional 100 points.

GAME MATRIX

There are 24 variations of Spacechase. Select your favorite with the game select on your console choosing from any of the variations shown above on our game matrix.

Game	Players	Missiles	Level	Battle
1	1	L	1	D
2	2	L	1	D
3	1	L	2	D
4	2	L	2	D
5	1	L	3	D
6	2	L	3	D
7	1	M	1	D
8	2	M	1	D
9	1	M	2	D
10	2	M	2	D
11	1	M	3	D
12	2	M	3	D
13	1	L	1	N
14	2	L	1	N
15	1	L	2	N
16	2	L	2	N
17	1	L	3	N
18	2	L	3	N
19	1	M	1	N
20	2	M	1	N
21	1	M	2	N
22	2	M	2	N
23	1	M	3	N
24	2	M	3	N

Missiles are either **L**imited heat-seeking or **M**aximum heat-seeking.
Battle is either **D**aytime or **N**ighttime.

SPIDER FIGHTER

DIFFICULTY SWITCHES

- Left Difficulty A. Regular Game / B. Expert Game
- Right Difficulty A. Straight Pellets / B. Guided Pellets

Left difficulty switch affects speed, fire-power and point values of insects. Right difficulty switch selects guided pellet option: in b position, pellet's can be "steered" after they've been fired.

FRUIT ORCHARD

Your fruit orchard is growing oranges, grapes, strawberries and bananas. You must protect each variety of fruit from waves of insects. Four waves attack oranges, grapes and strawberries. Then, unlimited waves of insects attack your bananas. Each wave starts out with three fruit and four Master Nests.

REINFORCEMENTS

You begin each game with four bug blasters in reserve. If you manage to save all three fruit from an insect wave, you're awarded an additional blaster. You can only have up to four reserve blasters on the screen at one time.

SCORING

Each time you exterminate an attacking insect, you score points. The point values for each insect are listed below:

Master Nest	100
Stinger	50
Spy Pod	50
Green Widow	30

In the expert game, point values for insects are multiplied when you are protecting certain fruit: insects are worth twice as much when protecting grapes, four times as much for strawberries, and eight times as the regular game point values when bananas are present.

<u>Bonus Points</u> If you manage to save all three fruit in a wave, and you also have four bug blasters in reserve, then you will receive 500 bonus points.

BUG GLOSSARY

<u>The Master Nests</u> This is the ringleader and major fruit thief. It is protected from poison by a white band, until it releases a Spy Pod. Its sole aim is to keep you busy with bugs, so that it can slip away with your fruit.

<u>Spy Pods</u> These sneaky critters scout around and instruct the Master Nest to release more insects. As long as any Spy Pods remain on the screen, the Master Nest continues to release its creepy offspring. Destroy the Spy Pods and you slow infestation!

Green Widows Green Widows fly interference, protecting the Master Nest with cover-fire. They also act as living shields, sacrificing themselves by intercepting your poison pellets. Even though Green Widows are slower and dumber, by careful! They still deal a deadly bite.

Stingers The most dangerous and aggressive of the pack. Stingers track your blaster with the single-minded goal of destroying you. Warning! When you kill the Master Nest, Pods and Widows instantly transform into Stingers! Then, the mortality rate is very high.

BECOMING A MASTER BUG BLASTER

Tips from Larry Miller, designer of Spider Fighter

Larry is the newest addition to the Activision design team. He's an experienced designer, having completed a number of games for home computers.

"As you can see, keeping a fruit orchard isn't exactly easy. Those bugs can really become a nuisance. You can never get rid of them entirely, but you can control them.

"There are various strategies you can experiment with, but one of the most effective that I have found is to first gun down the lone Spy Pod. If you can exterminate that Pod, you halt the flow of reinforcements. Afterwards, you can pick off the rest of the attackers, leaving the Master Nest for last.

"Occasionally, the Master Nest will release a continuous stream of Spy Pods, and each one you hit seems to be replaced. If this happens, you must immediately destroy the Master Nest and take your chances against a squadron full of angry Stingers. Normally, though, it is best to destroy the slower Spy Pods and Green Widows that hover near the bottom of the screen before killing the Master Nest. A low-flying Stinger is your worst enemy.

"So maintain a stiff upper lip, and send me a line in between Spider fights. I'd sure like to know how this year's fruit harvest will fare."

SPIDER-MAN

New York City--at the mercy of the GREEN GOBLIN! He's booby-trapped the city's skyscrapers with SUPER BOMBS! I must save the city NOW. But the GOBLIN will try to stop my every move. Criminals and time bombs--even the GREEN GOBLIN himself--stand between me and the SUPER BOMBS! Can I save the city in time?

OBJECT

The object of the game is to defuse as many Super Bombs as possible--and to score the most points along the way.

THE JOYSTICK CONTROLLERS

Use the Joystick and the red "fire" button to move SPIDER-MAN up the side of the skyscraper. First, press the fire button. Then push the Joystick up, to the left, or to the right. A line of web fluid will shoot up diagonally to the left or right, depending on the direction you move the controller.

NOTE: You can also shoot a web down to move SPIDER-MAN down the building, but only after you've moved SPIDER-MAN up the building from his starting position.

Release the fire button at the desired web length. The web line goes from short (by quickly releasing the button and controller at the same time) to long (by pressing the button and holding the controller in one direction until the web line stops).Once you shoot a web, you can lengthen or shorten it by pushing the Joystick controller up or down. You can also cancel the web before moving SPIDER-MAN by quickly pressing and releasing the fire button.

Once you've made your web line, use the controller to move SPIDER-MAN up the skyscraper. If the web line is directly above SPIDER-MAN, move the Joystick controller UP. SPIDER-MAN will make a vertical "climb" UP to the end of the web line. If the web line is diagonal to SPIDER-MAN, he'll swing back and forth at the end of the line until you move the Joystick controller UP. SPIDER-MAN will then swing UP to the end of the line.

During a climb, you can stop SPIDER-MAN before he reaches the end of the web by quickly pressing and releasing the fire button.

The end of the web line must land on the building (not a window) or the tower. If it lands on a window or on any portion of the sky, SPIDER-MAN will fall. To catch him, shoot another web fast!

Green Goblin: "Let's see what your super-hero powers can do against me, SPIDER-MAN. I'm far more dangerous than you think, web-slinger!"

PLAYING

You'll start the game with 3 "SPIDER-MEN." The first one is shown on the side of the building, ready to begin the climb to the top. The remaining "SPIDER-MEN" are shown at the lower left-hand corner of the screen.

WEB FLUID

Each SPIDER-MAN has only a limited amount of web fluid which decreases with time. The web fluid is monitored by the red line located in the lower right-hand corner of the screen. To gain web fluid, SPIDER-MAN must capture criminals and bombs. If SPIDER-MAN's web fluid runs out, he'll fall. The game then continues with a new SPIDER-MAN.

SCALING THE BUILDING

When the tune starts to play, SPIDER-MAN starts his mission on the side of the first skyscraper. But watch out for the criminals! Their job is to stop SPIDER-MAN from reaching the high voltage tower. The criminals will randomly pop up in windows. If SPIDER-MAN's web line crosses a criminal, the criminal will cut the web, causing SPIDER-MAN to fall. Shoot another web fast, or you'll lose this SPIDER-MAN!

However, SPIDER-MAN can capture the criminals by crossing his body over them. For every criminal captured, you earn 30 points--and SPIDER-MAN gets more web fluid!

MOVING ONTO THE HIGH VOLTAGE TOWER

Once SPIDER-MAN moves to the top of the building, he's faced with some tricky maneuvering to scale the high voltage tower. Remember, if SPIDER-MAN's web lands on any part of the sky, he'll fall!

He's also faced with another danger on the high voltage tower: time bombs planted by the GREEN GOBLIN! The time bombs count down toward explosion, changing from black to red. SPIDER-MAN can defuse a bomb by crossing his body over it. For every black bomb he defuses, you earn 50 points; for every red bomb, 80 points. And SPIDER-MAN gets more web fluid, too.

BUT if SPIDER-MAN's web crosses a bomb, or if a bomb explodes near SPIDER-MAN, he'll fall. Shoot another web fast, or you'll lose this SPIDER-MAN!

STARTING THE TIMER ON THE SUPER BOMB

The GREEN GOBLIN doesn't want SPIDER-MAN to capture his criminals or defuse his time bombs. So he's decided he'll make SPIDER-MAN's mission even harder! He's set limits on how many criminals and time bombs (red or black) he'll let SPIDER-MAN capture...but he won't tell what those limits are. If SPIDER-MAN captures too many criminals and time bombs, the GREEN GOBLIN will start the timer on the Super Bomb. As you move SPIDER-MAN up the building, listen closely. When you hear a low-pitched sound, that means the timer has started on the Super Bomb. Get set to move SPIDER-MAN to the Super Bomb--and fast!

APPROACHING THE SUPER BOMB

At the top of the high voltage tower is the Super Bomb--and the GREEN GOBLIN! To get to the Super Bomb, first you'll have to move SPIDER-MAN past the GREEN GOBLIN. If the GOBLIN touches SPIDER-MAN or any part of his web, SPIDER-MAN will fall. Shoot another web fast, or you'll lose this SPIDER-MAN!

Get SPIDER-MAN past the GREEN GOBLIN, and get set to diffuse the Super Bomb. Pass any part of SPIDER-MAN's body over the Super Bomb before it explodes--and you've defused the Super Bomb! You'll earn bonus points equal to the number of points scored while scaling that building and tower.

SPIDER-MAN then moves onto the side of another building to begin the action again at a different level.

If SPIDER-MAN doesn't defuse the Super Bomb before it explodes, you'll lose that SPIDER-MAN. However, the action will continue at the base of the same building with a new SPIDER-MAN.

GAME DIFFICULTY

Each time you defuse the Super Bomb, you'll hear a short tune. Then the game will continue at a more difficult level with your remaining "SPIDER-MEN." The building and high voltage tower will either increase or decrease in size. The web fluid will run out more quickly. And the GREEN GOBLIN will move faster and will be anywhere--ready to dog you every step of the way on your mission to defuse the SUPER-BOMB!

GAME VARIATIONS

SPIDER-MAN has 6 game variations. Games 1, 3, and 5 are one-player games; 2, 4, and 6 are two-player games. The left player goes first; players then alternate turns. Your turn ends when you lose a SPIDER-MAN; you begin your turn with your remaining "SPIDER-MEN." Each player's score is displayed throughout his or her turn. The game ends once both players have lost all their "SPIDER-MEN." At the end of the game, the 1st player's score shows at the top of the screen; the 2nd player's score shows at the bottom.

SCORING

Your score is displayed throughout your turn. Points accumulate as follows:

- Capturing a criminal...........30 points & web fluid
- Defusing a black time bomb.....50 points & web fluid
- Defusing a red time bomb.......80 points & web fluid
- Defusing a Super Bomb..........2x points scored on the last bldg and tower.

Every time you score 10,000 points, you'll get another SPIDER-MAN!

SPIDERDROID

It's the future, when droids do battle. You send your Spiderdroid in to capture a building by covering the structure with its unbreakable Droidweb. Your Spiderdroid lays down a web strand as it crawls along each girder. Once you have strung a web strand completely around an opening, the Spiderdroid flings a web over that opening. Your objective is to travel all the building's girders so the entire structure is caught in your Droidweb. But watch out! The building is swarming with Birddroids out to have your Spiderdroid for lunch. If you get cornered, use your secret weapon! Press the Joystick's button to cast a magic spell that makes the Birddroids invisible and unable to eat you...but only for a few seconds. And remember - each of your Spiderdroids can cast only four magic spells. Once you capture the first building, it's time to send your advanced Mummydroid to capture the next one, which is guarded by a horde of Skeledroids!

INSTRUCTIONS FOR PLAY

Set the DIFFICULTY switch to A (slow) or B (fast).

Points are scored each time you cross a length of girder. The longer the girder, the more points you get. On DIFFICULTY A, you face five Birddroids; on DIFFICULTY B, you face six faster Birddroids.

When you reach 1,200 points, the Birddroids get terrified and turn into quivering "droidids" which can be eaten by the Spiderdroid to gain extra points. But the droidids last only a few seconds before mutating back into hungry Briddroids...so eat them fast.

When you totally cover the first building with Droidweb, you advance to the next objective - a new building guarded by horrible Skeledroids. Here, you have an advanced Mummydroid to use in weaving a web over the structure, but the Skeledroids are faster. So watch out, and use your magic spells carefully.

As you capture buildings in Droidweb, you move on to new structures with more able droid opponents. Spiderdroids and Mummydroids alternate in successive battles.

SPIKE'S PEAK

You are Spike, climbing against time. Rather than following the safer way of the path, you may decide to climb the cliff instead... but such a decision will change your speed and your technique. Completing 5 different screens will take you to the top of the mountain, but beware of diving eagles, and hungry bears that hide in darkened caves. You must also watch for rock slides and slippery ice patches... they may send you sliding, perhaps into poisonous mountain cactus. The higher you climb, the colder you'll get So hurry... before you freeze!

GAME PLAY

You control SPIKE on a climb to reach the peak of the mountain. Start on the path that leads up through the meadows, crosses rocky ledges and advances through an icy snow field. But watch out for the bear, waterfalls, the eagle, falling rocks and the abominable snowman. Collect points as you go higher, and find gold nuggets and ice diamonds. But watch your body temperature; do not freeze before you reach the top -- you only have 3 lives!

SCORE DISPLAY

- Row of digits is your SCORE points
- Line under score is indication of body temperature. Shrinks as you get colder and you will freeze when it's gone.

DIFFICULTY SWITCHES

Difficulty Level	Left Switch	Right Switch
• Easy	B – Novice	Bb – Novice
• Medium	A – Expert	B – Novice
• Hard	B – Novice	A – Exper
• Hardest	A – Expert	A - Expert

Difficulty switch settings have different effects on each screen:

Screen	Difficulty Switch affects:
1	delays your jumping ability
	speed of Spike's movement
	Eagle warning sound begins earlier
2	delays your jumping ability
	boulder may knock Spike off at lower levels
3	no difficulty switch effect in this screen

NOTE: The boulder will continue to appear at lower levels but it will not knock out Spike in the easier difficulty level settings.

GAME LAYOUT

<u>Mountain</u> Flags indicate number of lives remaining. (A blinking dot on the mountain indicates your previous advancement.) Move joystick to the right to begin your journey.

Meadows Ascending up the path through the meadows. Safety in brown canyons and empty black caves without bears (you'll see their eyes). Be careful of the muddy water slides, eagles, and bears (in and out of caves).

Rocky Ledge Hazardous ledges to cross with rockslides and boulders falling, plus cactus to sting you. Collect piton for protection and gold nuggets for extra points.

Ice Cap Be careful through the snowy icy path, avalanches fall and an abominable snowman tries to kill you. Pick up ice axe for help and collect ice diamonds for additional points plus energy.

Top Of The Mountain Plant the flag at the top and you've conquered the mountain. You're very tired!

STARTING UP THE MOUNTAIN

The blinking dot indicates last altitude reached. The number of flags indicates number of lives remaining. Ascend up the path until next screen appears by pushing joystick to the right.

CLIMBING THE MEADOWS

Follow the path up the hill and hide from the EAGLES and the BEARS. Listen for the screech of the Eagle before it attacks. Your objective is to reach the top of the mountain path and then climb the rocky ledge.

Get in the cave [dark rectangle] or canyon [lighter rectangle] to hide. Push the joystick DOWN to get in the canyons and UP to get in the caves. Use the fire button to jump over the water [vertical obstacle in path] and to get out of the cave or canyon. Don't stay in the cave or canyon too long or your body temperature will fall and you will freeze and die.

This part of the mountain is 4,000 feet high. You will collect 1,000 points for every 1,000 feet of altitude you climb. (Each turn in the path represents 1,000 feet.)

There are 3 ways to loose a live in this section:

- killed by Bear or Eagle
- freezing to death
- caught in water slide

BALANCING ON THE ROCKY LEDGE

Be careful on the rocky ledge. Walk over the DRIVING PITON [vertical line] and use the fire button to drive it into the hill while advancing with the joystick. Do not fall between the ledges or you will fall down the holes. Use the fire button to jump from ledge to ledge. Only BODY TEMPERATURE will fluctuate.

Grab GOLD NUGGETS [squares] for extra points by walking over to them. CACTUS [looks vaguely like a pinwheel] block the path and will give you quite a twirl. You can jump over them by using the fire button.

Watch out for the FALLING ROCKSLIDE [bunch o' dots]; it will knock you down and give you negative points. Don't let the FLYING ROCK [big boulder] hit you; it will knock you toward the holes between the ledges. Use the fire button to protect yourself.

Spike is a talented climber. He does not have to walk along the ledge. He can climb straight up or even diagonally but without the support of the ledges, climbing progress is slower and it may take longer to get to the top. However. some climbers think the shortest distance route is the quickest.

Your objective is to reach the top of the rocky ledge (gathering as many gold nuggets as you can), and then climb screen 4, the ice cap.

You can enter the ice cap screen by either gathering the gold nugget at the top left of the Rocky Ledge screen or by climbing over the stairway looking ledge ["stairway looking ledge?"] on the top right of the rocky ledge screen.

This part of the mountain is 3,000 feet high. You will collect 2,000 points for each 1,000 feet of altitude you climb (each level of ledges represents 1,000 feet). Gold nuggets are worth 3,000 points each.

If you are knocked down by falling rocks you will lose 150 points each time you fall backwards. You can also loose a life by:

- falling between or off a ledge
- getting hit by a boulder if it knocks you off a ledge

PASSING THE ICE CAP

Avoid the AVALANCHE [flying wedges], it will slide you back. If you have the ice axe you can avoid it by pressing the fire button and push the joystick IN ANY DIRECTION. This plants the ice axe in the ice and prevents you from falling too far.

Advance through the icy snow by first getting the ICE AXE and using it with the joystick to advance yourself. Don't get too cold, your BODY TEMPERATURE [line under score] decreases faster as you increase in altitude.

Walk over to the ICE DIAMONDS [floating blocks] and touch them for extra points.

Don't let the ABOMINABLE SNOWMAN grab you; he will kill you. Kill him and get extra points by pressing the fire button with the joystick in the NEUTRAL position. This throws the axe at the snowman. Also moving Spike just off the path allows you to avoid the Abominable Snowman.

As in the Meadow, Spike can climb in all directions. He does not have to stay on the path, although Spike moves slower if off the path. Your objective is to reach the top of the ice cap and then to the top of the mountain, to plant the flag... all before you freeze!

This part of the mountain is 4,000 feet high. You will collect 2,000 points for every 1,000 feet of altitude you can climb (each turn in the path represents 1,000 feet). Collecting the Ice Diamonds are worth 5,000 points each. If you can kill the Abominable Snowmen, you will get 2,000 points for each Snowman killed.

If you are knocked down by an avalanche, you will lose 250 points each time you are knocked down. Also, you loose a life when you:

- get killed by an abominable snowman
- freeze to death

Peace at last, but you must climb to the very top and plant your flag before your body temperature freezes. Take a rest for completing such a mission!

When you have reached the top of the peak you will be awarded 10,000bonus points! Also, if you have more lives remaining, you will scurry down the mountain to climb again, after you have had a brief rest. The only way to die here is by freezing to death.

LOSING A LIFE:
You will lose a life because of several possibilities:

Screen 2	Bear, Eagle or Water Slide may capture you. Also your body temperature may get too low.
Screen 3	Falling in between the ledges in the holes.
Screen 4	Abominable snowman catches you, or your body temperature gets too low.
Screen 5	Freezing to death.

If you lose a life you will flash back to the beginning of the mountain to check your last position and how many lives you have left. To resume your climb from the screen at which you left off, move joystick to the right.

WINNING THE GAME:
You will win the game if you plant your flag at the very top of the mountain. If you still have lives left, you can get more points. To resume play, press the fire button.

BONUS LIVES:
If you reach 100,000 points you will receive another life for Spike. For each 100,000 point level you reach you will receive an additional life, but you will never have more than 3 lives total at any one time.

LOSING THE GAME:
If you lose all 3 of Spike's lives without reaching the top of the mountain, you will return to the base of the mountain and see that there are no more flags remaining because you have no more lives. The game is over. To replay again from this screen just move the joystick in any direction or press GAME RESET and the game will restart.

SPRINT MASTER

Ready, Set, Go! Speed into the Sprint Master hall of fame! Choose your track, from practice-caliber squares to the curvaceous championship courses. Rev up at the starting line, and take off!

Keep a good grip on the controls. You'll need a delicate touch and a cool head to avoid sliding into the wall on those arcing curves.

Watch your time. Take advantage of the bonus speed and traction boxes at the necessary moments. Grab the lead on the first lap, or let your challenger outpace you and then make him eat dust in the final laps.

Outrace an opponent, or go at it again to beat your own time. Sprint to the finish and win!

DIFFICULTY
Move the switch to the "A" or left position for more difficult control (less traction). Move it to the "B" or right position for easier control (more traction).

PLAYING THE GAME
Both cars are positioned at the starting line. Then it's ready, set, go! Accelerate with your joystick button and steer with your joystick handle. Push the handle left or right to turn in that direction. Pull the handle back for an emergency brake. Release the joystick button to slow down.

Laps and times appear at the top of the screen.

Drive over the blue box on the track to gain traction. Drive over the red box for a spurt of speed. Hitting an unpredictable tar slick makes you speed up or slow down. Colliding into a wall costs you time, so move back into position and get going! The race car that completes the required laps in the fastest time wins!

RACING TIPS

- Pick up momentum in the straight-aways. Keep to the inside track on curves.
- On blacktop, make for the red boxes to gain as much speed as you can.
- On ice, head for the blue boxes for extra traction.
- Stay on the track. You can take shortcuts across the grass, but you may bump into invisible barriers and lose valuable time.
- Watch the track. Some tracks have barriers that appear and disappear and could cost you time. You can also use these gates for shortcuts, but you need to make sure you get through before the gate closes.

SPY HUNTER

You are a world-class spy, driving for your life in your ultra-equipped turbo-charged spy mobile. The road is crawling with enemy agents bent on your destruction. They'll stop at nothing...so neither can you !

Maneuver your car with all the speed and skill you can, always watching for the Road Lord, the Switch Blade, the Enforcer and other enemy agents as they try to stop you cold on land and water. You must destroy them before they destroy you!

ASSEMBLING SPY HUNTER'S DUAL CONTROL MODULE

To play Spy Hunter on your game system, you must use the Dual Control Module which enables you to join your two joysticks together in one unit. This is necessary because Fire Buttons on both joysticks are needed to play Spy Hunter.

- Hold the Dual Control Module with the cable openings in the position to guide joystick cable A through the opening closest to you.
- Peel back the paper covering on the Velcro attachment and as you pull up the cable slack, press the #1 joystick firmly into place with the joy stick's Fire Button in the upper left hand corner.
- Now guide cable (B), the second joystick, through the cable opening at the upper left hand corner of the Dual Control Module. Make sure Fire Button is in the lower left position. Peel the paper covering the Velcro attachment. Again, as you guide the cable all the way through the opening, press the #2 joystick firmly into place inside the Dual Control Module. Make sure that the Fire Buttons on the joysticks are side-by-side toward the front.
- Plug the cable for joystick #1 into joyport #1. (Left) Plug the cable for joystick #2 into joyport #2. (Right)
- When playing Spy Hunter, you use only joystick #1 to maneuver your Spy Car. Both Fire Buttons are used for activating your Spy Weapons.

SET UP AND GAME CONTROL

Game #1 is the more challenging game. Game #2, the easier game Select the game by using the left difficulty switch. Position "A" is Game #1, position "B" is Game #2

Game #2 runs on a timer that gives you 90 seconds to complete the first leg of the course. You have an unlimited number of Spy lives (cars) during this time. During the 90 second time period, although you have an unlimited number of cars, you earn extra cars that will be applied to your game after the 90 second period. You earn one car at 7,000 points and another at 10,000 points and one for each 20,000 after that.

Game #1 also starts with an initial 90 second run. However, game difficulty is increased. Press the Fire Button to start game.

Spy Hunter's special Dual Control Module enables the player to activate both Fire Buttons easily. Only the left joystick effects the maneuver of your Spy Car. However, both the bottom and top Fire Buttons are used to activate weapons. The bottom Fire Button activates forward firing weapons. The top Fire Button activates rear firing weapons.

SCREEN AND GAMEPLAY

Your Spy Hunter adventure starts as the Weapons Van rolls up from the bottom of the screen and pulls over to the shoulder of the road. The van stops and your Spy Car rolls out the back, armed with machineguns. You then maneuver your car onto the road as the action begins.

The road will branch and fork as you go. You must be careful as you dodge and chase enemy agents not to swerve off the road. If you do, you'll lose one of your Spy Cars. When you lose a Spy Car and you still have Spy Cars in reserve, a Weapons Van appears from the bottom of the screen and pulls onto the road shoulder to let the new Spy Car roll out the back and onto the road for more action. If you have no remaining Spy Cars, the game is over.

The terrain will change as you traverse the course. Screen backgrounds will change color as indication of a new terrain. As the course continues, you'll come to a waterway. Here your Spy Car enters a boathouse and automatically becomes a Spy Boat and skims along the surface of the water Don't think you're safe. The water is teaming with other Enemy Agents. You can pause the game by stopping your Spy Car when 2 trees are on the screen at the same time.

WEAPONS

Each time you enter a new terrain, the Weapons Van appears on the road ready to supply your Spy Car with the appropriate new weapon. Here's how to activate your various weapons:

Bottom Fire Button activates Machine Gun and Missiles Fire Button activates Smoke Screen and Oil Slick You can also use your Spy Car to ram some enemy agents off of the road to destroy them for points.

ENEMY AGENTS

The Spy Car faces various Enemy Agents along the course. Each Enemy Agent except the Road Lord, has its own unique weaponry. They are:

- The Road Lord (Bullet Proof) Must be rammed off road by Spy Car
- Switch Blade extended buzz-saw hubcaps to slash tires
- The Enforcer fires a shot gun
- The Copter (Mad Bomber) drops bombs onto Spy Car
- Barrel Dumper dumps oil barrels in water ahead of Spy Boat
- Doctor Torpedo fires torpedoes at Spy Boat

On land, Enemy Agents are blue. On water, all are the Enemy.

SQUEEZE BOX

Squeeze Box is the ultimate escape game. Our pistol packin' jailbird has got to shoot like crazy to knock out an escape route through the walls... before they close in on him. The longer it takes, the faster they come, so aim carefully. But don't rush out too fast because the next room is worse, and you're getting points for each block you shoot out.

Test your endurance! Wait too long and you might touch the wall. Three touches and its all over - except for the hottest finish you have ever encountered in a video game.

DIFFICULTY SWITCHES

The LEFT DIFFICULTY SWITCH selects fast or slow bar speed:

- Position A = Fast Bar Speed
- Position B = Slow Bar Speed

The RIGHT DIFFICULTY SWITCH selects firing control:

- Position A = Manual fire
- Position B = Automatic fire

SHOOTING

Adjust the angle of your shooting by depressing the fire button (in either auto-fire or manual mode) and holding joystick either up or down depending on desired angle of shot. Angel will then stay as set, until moved to another position.

GAME VARIATIONS

Game 1 The squeeze bars randomly grow in from both sides of the room. You must shoot them back and attempt to get out of the room. The bars will begin moving faster and faster as time goes on. If you succeed in leaving the first room, you enter the next room with faster growing bars.

Game 2 The squeeze bars only grow-in from one wall. The other wall is stationary. The object is to turn all the moving color bars white by shooting them all the way back. When this happens, the screen automatically clears and you are in the next room. As the game becomes faster, it is less desirable to stay in the room, and it becomes harder to turn all the bars white.

Game 3 Once again, the squeeze bars grow-in from only one wall, but the other wall now begins to move in on you. Shooting back the growing bars rolls up the score. Shooting back the flashing bars rolls up bonus points. As the game goes on, it becomes faster. The faster it is, the harder it becomes to shoot a pathway out.

Game 4 Game 4 is identical to Game 1 except there are twice as many horizontal color bars.

Game 5 Identical to Game 2 except there are twice as many horizontal color bars.

Game 6 Identical to Game 3 except there are twice as many horizontal color bars.

SCORING

Games 1 & 4 Each color bar 10 points
Games 2 & 5 Each color bar 10 points Each white bar 0 points
Games 3 & 6 Each color bar 10 points Each blinking bar 20 points
All games Shooting a path and walking off 100 points

Special bonus - Games 1 & 4 - shooting all bars off screen and leaving room gives you an extra star (3 maximum).

PLAY HINTS

The longer your shot, the more time available for the walls to move in on you. Stand as close as possible to the advancing bars so your gun will fire more frequently, but be careful!

Try to completely shoot away one wall of bars first and then reverse to the opposite wall. Remember, if you clear away all bars (both sides) you gain an extra turn (star - 3 maximum).

Change the shooting angle as seldom as possible as this takes up time allowing the bars to advance. Now get out there and blast away those walls or you'll be trying to hotfoot your way to freedom!

STAMPEDE

Game 1: Sidekick
Game 2: Pilgrim
Game 3: Cowpoke
Game 4: Wrangler
Game 5: Top Hand
Game 6: Trail Boss
Game 7: Rancher
Game 8: Cattle Baron

DIFFICULTY SWITCHES

Left difficulty switch	A shortens rope B lengthens rope

Right difficulty switch has no effect

SCORING

You score points by roping cattle. Each dogie is worth points, depending on its color, as follows:

Black Angus	100 pts
Light Brown Jerseys	25 pts
Medium Brown Guernseys	15 pts
Dark Red Herefords	3 pts

The numbers on the upper right side of the screen indicate the player's score. The number on the upper left side of the screen indicates the number of dogies which you can allow to stray behind you before the game ends. The number starts at 3 - and decreases by one each time a dogie strays off the left side of your screen. When the last one strays behind your horse, the game is over.

HOW TO PLAY STAMPEDE

Climb into your saddle and start ridin'! You'll want to practice playing your horse and rider in the right position to rope and herd those dogies without letting any get by you - and to dodge any surprises on the trail.

To rope: position your horse directly behind the dogie you wish to lasso. The rope will always be thrown directly in front of your horse, and the loop *must* touch a dogie in order to rope him. If you attempt to rope a steer which is too far away or too close, you'll come up empty. When you get more at home on the range, you'll know the right time to throw your rope. It's impossible to score well if you can't keep the game going long enough to rope a passel of dogies. The only way to do that successfully is to keep the cattle in a herd in front of you. Herding is as important as roping in helping you run up your score. When you ride just behind one of the dogies, you'll notice he'll speed up and run further out in front of your horse. Since all dogies do not run at the same speed, you will have your work cut out for you to keep them all together and ahead of you.

GAMES

Each game of Stampede offers a different pattern, speed and movement of the dogies, providing new challenges every time you play.

<u>Game One / Sidekick Level</u> When the game begins, dogies lop along, gradually running faster as the game progresses. They will run only straight ahead, and they travel in a specific pattern. Dark Red Herefords are first. After you rope these critters, the Light Brown Jerseys appear, followed by the Medium Brown Guernseys. Keep your eyes peeled for an occasional Black Angus.

<u>Game Two / Pilgrim Level</u> Same as Game 1, except all dogies try to avoid your lasso by moving up and down the screen.

<u>Game Three / Cowpoke Level</u> Same as Game 1, but there is no set pattern of appearance of dogies on the screen.

<u>Game Four / Wrangler Level</u> Same as Game 3, but all dogies try to avoid your lasso by moving up and down the screen.

<u>Games Five through Eight</u> Same patterns as Games 1 through 4, except all dogies start out at a full gallop.

SPECIAL FEATURES OF STAMPEDE

<u>Dangers on the Trail</u> The cattle drives of the Old West had their share of hazards - and Stampede does too. Occasionally, you'll come upon an old bleached skull on the trail, and your horse will rear if you attempt to ride over it. If that happens, some of the dogies you are herding and roping could stray by, so look out and be prepared to ride around the skulls. There's also a Black Angus who pops up every now and then (worth 100 points if you rope him), and he can be a bum steer. Since he's sitting still and facing you - and can't be herded - he's tough to rope. Worse, if you bump into him, not only will he have strayed out of the herd, but your horse will rear, slowing you pursuit of other dogies.

<u>A Well-trained Horse</u> Your pony's no stranger to a roundup. When you throw your lasso, he won't move. This keeps you firmly in the saddle - but you can't change your mind and chase another dogie once you've decided to throw your rope.

<u>No Time Limit</u> You can keep on ridin' and ropin' as long as your "stray count" (the number on the left side of the screen) is 1 or more. The better you get at roping and herding dogies, the longer your roundup will last.

<u>Inceasing your Stray Allowance</u> After you reach 1000 pts., you'll notice your stray count will increase by one, giving you more of a chance to rope and ride. The number, however, will never get larger than 9.

STARFOX

PATROL COMMUNIQUE 4024/8: Friendly robot freighter downed on planetoid Beta-7 in your quadrant.

CARGO: Valuable trimetalisium energy crystals. Enemy star cruiser with fighter drones enroute to confiscate these highly valuable blue energy crystals.

MISSION: Recover as many crystals as possible. Destroy all enemy fighter drones you encounter. Intelligence reports that enemy is combat testing new models of these drones and will periodically replace them during melee.

MISSION STATUS: Critical. Expect extreme danger when penetrating orange atmosphere of Beta-7 planetoid. The energy crystals have ionized the gases to such an extent that your horizontal drives will be useless: you may not be able to move left or right at low altitudes. No further communication authorized. Good Hunting.

GETTING STARTED

DIFFICULTY SWITCHES are not used with STAR FOX since the enemy automatically becomes more aggressive as your score increases.

BALL CONTROLLERS work very well with STAR FOX. Higher scores should be possible.

GAME SELECT SWITCH will allow you to choose the difficulty level and whether one or two players will be playing.

Man + Happy Face + Blank Practice mode - One player only, no scoring
Man + Blank+ Blank First Level One Player - Scoring for successfully shooting or ramming enemy and for recovering crystals.
Man + Blank+ Man First Level Two Players- Play alternates starting with left controller.
Man + Diamond+ Blank Second Level, One Player - Scoring for successfully shooting enemy and for recovering crystals. Colliding with enemy will cause you to loose a life.
Man + Diamond+ Man Second level, Two Players

BEGIN PLAY

After each loss of a life, a controller symbol will appear at the top of the screen. Pressing the red button on your controller will restart the game. Once you have pressed the read button, you are free to being searching for crystals. They are always located just off the screen to the left or right. Flying in one direction then turning around and flying in the other direction is the best way to find crystals.

SCORING

Destroy the enemy fighters and recover the blue trimetalisium crystals. To destroy a fighter drone you may shoot it with your LASER or ram it. Be careful in the second level of difficulty; your ship is destroyed if you ram the enemy.

Ram enemy10 points
Shoot enemy 100 points
Recover crystal 200 points 10

LIVES REMAINING

In addition to your current life are displayed at the top of the screen. You have a total of four lives at the beginning of each game.

DIFFICULTY is determined automatically. As your score increases the enemy becomes faster. Your opponent is replaced automatically every 2,000 points or so, depending upon the tactics programmed into the enemy. All but the most difficult enemy drones are available in the practice mode as well. In this mode, pressing RESET switch will return you to the easiest enemy. Each successive fighter drone is more difficult to shoot than the last. Only the best players will get a chance to see some of the most aggressive units.

HINTS

Your search for crystals will be greatly reduced by flying rapidly to the right or to the left. If you do not come across a crystal within a few seconds reverse direction. This will generally being a crystal into view almost immediately. You are most vulnerable when within Beta-7's atmosphere while recovering the trimetalisium crystals. Since trimetalisium possesses an extraordinary amount of energy, they float above the surface of Beta-7. To reduce the time you must remain within the atmosphere wait until the crystal is near the top of the gaseous layer. It is also helpful to dive into the atmosphere at an angle instead of dropping straight down. Since your landing gear will deploy automatically as soon as your ship's sensors detect Beta-7's atmosphere gases you will decelerate very rapidly. Pick-up the crystal and ascend to thinner air.

GAME FEATURES

STAR FOX by Mythicon has a high level of computer intelligence built in. The enemy is very smart and always knows where you are. It has an automatic tracking system which tells at what altitude you are flying, what airspeed your are maintaining and your rate of acceleration and deceleration. Because of the extraordinary sensing devices aboard, a fighter drone is capable of detecting your every motion, except when bombing. It will attempt to evade your LASER cannon and reestablish an attack position behind your ship. Its sensors will also detect your entry into Beta-7's atmosphere. While you are recovering the trimetalisium crystals it will assume a bombing mode since it is not constructed to survive the ionized gases of the atmosphere. In this mode it will detect your location, hover above you, and release tactical bombs. When you rise out of the atmospheric level, it re-assumes its attack mode and the firing of its missiles.

STAR RAIDERS

DESTROY THE KRYLONS...AVENGE THE DOOMED PLANET!

With Commander Champion and Li San O'Rourke in the Star Fighter, you're on the tail of the Krylon invaders. You've taken an oath to destroy the Krylons and avenge the Doomed Planet.

Through interstellar space you hyperwarp faster than the speed of light, past uncharted stars and planets in an unexplored parallel universe. Watch out! You nearly collided wit an asteroid. Run into an asteroid at this speed, and POW! You're space dust. Good thing the Star Fighter's protective shields are on.

Check the Krylons' position on your Galactic Map. Looks like they're heading for your starbase. Given half a chance they'll destroy it to keep you from recharging and repairing the Star Fighter. heir ships are fast, but you can hyperwarp anywhere n the galaxy in an instant... if your energy supply holds out. It's a duel to the death. Will you succeed in destroying the Krylons before they wipe out the starbase? Will the Star Fighter perish like the Doomed Planet? Or will you complete your mission and return a hero?

GAME PLAY

Your first mission is to destroy all Krylon warships and save the starbase. Failing that, you must wipe out all Krylon ships before the Star Fighter is destroyed. If you run out of energy or take a hit with your protective shields off, the Star Fighter blows up, Krylon takes over the galaxy, and the game ends. If you complete your mission and destroy all the Krylons, the ATARI FORCE computer evaluates your performance and assigns you a new rank, based on:

- Mission skill level
- Amount of energy remaining
- Number of visits to the starbase for energy and repairs

Mission Skill Level and Energy are shown on the Control Panel at the start of a game. T10 means that at Skill Level 10, there are 10 targets. The higher the skill level, the more targets, and the harder it is to survive. Start at level 10 and work your way up to 40.

NOTE: Once the game starts, the T counter keeps track of targets remaining.

The higher the skill level, the more energy units you start with. If you run low on energy, you can recharge at the starbase, assuming Krylon hasn't destroyed it and you have enough energy to get there.

HOW TO PLAY

Press GAME RESET to display the forward view from the front of the Star Fighter. The computer signals game start with three tones and automatically turns on the protective shields and Attack Computer.

Shields keep the Star Fighter from being destroyed by Krylon photon torpedoes and asteroids, but they do not protect it against damage.

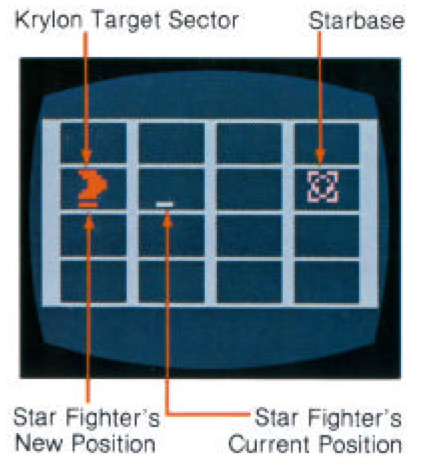
NOTE: When shields are on, space appears blue; when they are off, space appears black. When the Attack Computer is on, the Target Marker appears in the middle of the scree.If your shields and Attack Computer are not on, move both DIFFICULTLY switches to B.

Now press the GAL MAP button on the Video Touch Pad (Key 2) to display the Galactic Map.

GALACTIC MAP

Each square on the Galactic Map represents a sector of interstellar space. The map shows you:

	Sector occupied by Krylon Fighters
	Location of a Starbase
🟦	Star Fighter's current position
🟥	Star Fighter's new position



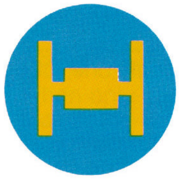
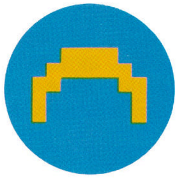
Using your Joystick, move the red bar to the sector occupied by the Krylons. Now press the HYPERWARP button on the Video Touch Pad (key 3) to engage your hyperwarp engines. Note that the blue bar (your current position) joins the red bar (new position) when you engage your hyperwarp engines.

When hyperwarp is completed, the screen flashes red and the red alert sounds to warn you that the Star Fighter has entered enemy territory.

NOTE: Red alert also sounds when the enemy moves into a sector you are occupying.

When you hear the red alert, press the FORE VIEW button (key 1) to return to the forward view.Be prepared to engage the Krylons in battle.

KRYLON PROFILES

		
Cruiser	Fighter	Basestar

All three ships are designed for high-speed attacks and are more maneuverable than the Star Fighter. Fighters and cruisers do not have protective shields; they can be destroyed with one hit. Basestars are protected by shields and can only be destroyed at close range. All Krylon ships carry deadly photon torpedoes capable of seriously damaging the Star Fighter. At Skill Levels 30 and 40, Krylon pilots are especially good shots.

ENGAGING THE ENEMY

When the enemy is visible in the forward view, the computer emits three short tones. Lock on your photon torpedoes, and press the red button on your joystick to fire them. The Star Fighter is equipped with twin torpedo tubes on the port and starboard sides. When the torpedoes are locked on, both tubes fire; otherwise only one tube fires.

NOTE: To hit targets at close range, aim below the Target Marker.

ATTACK COMPUTER

The Attack Computer consists of the Control Panel, the Target Marker, and the Attack Computer Display.

The color of the Control Panel indicates the position and range of the target:

RED	Behind you
GREEN	In front and out of range
BLUE	Visible and within range

If the Control Panel turns BLACK, the computer is damaged.

The Attack Computer Display tracks targets and locks on the photon torpedoes. The computer tracks two targets at a time. The dots shown in Figure 3 indicate the targets. Line up a dot in the center of the display to lock on the photon torpedoes.

When lock-on occurs, the Target Marker changes from blue to red and the computer emits a short high-pitched tone. This is the best time to fire your photon torpedoes.

FOLLOWING THE ENEMY

Krylons move toward the starbase at a steady rate. The more ships there are the slower they move. At T10 the Krylons move one sector approximately every 30 seconds; at T40 they move a sector approximately every 70 seconds. Unless you engage the hyperwarp engines, the Star Fighter follows the Krylons at the rate of one sector every 7 or 8 seconds.

When the Target Marker turns blue and the Control Panel remains green, it's a sure sign the enemy has moved on. Check the Galactic Map and move the red bar into the new Krylon target sector.

NOTE: No red alert sounds when you enter a target sector without hyperwarping.

STARBASE OCCUPIED

The Krylons will destroy the starbase 30 seconds after they occupy it, unless you succeed in wiping them out. The computer indicates starbase destroyed with the same three tones that signal game start and end of game.

After the base is destroyed, continue firing photon torpedoes at Krylons until you wipe them all out and complete your mission or the Star Fighter blows up.

ASTEROID BELT

When only one Krylon target remains, the Star Fighter plunges into an asteroid belt. Asteroids can be as damaging as photon torpedoes. Either maneuver around them or destroy them with your photon torpedoes.

ENERGY

Every operation of the Star Fighter uses energy, as shown in the following table:

Hyperwarp	Energy Drain
1	20
2	50
3	70
4	100
5	120
6	150

Event	Energy Drain
Life Support System & Engines (always on)	.5 per second
Attack Computer On	.5 per second
Shields On	1 per second
Photon Torpedo Fired	1
Torpedo or Asteroid Hits Ship	10

HYPERWARP

The further you hyperwarp, the more energy it takes. If you have a choice, a series of small jumps to a destination is better than one long jump.

At mission levels 10 and 20, the computer prevents you from hyperwarping when your energy supply is insufficient. At levels 30 and 40, always check the energy gauge on the Control Panel to be sure you have enough energy to make the jump. If you run out of energy during the hyperwarp, the Star Fighter will blow up.

LOW-ENERGY SIGNAL

When energy falls below 100 units, the computer automatically shuts off the Target Marker. Hyperwarp to the starbase and recharge immediately, if you have the energy to make it. Keep an eye on your energy gauge and never allow it to fall below the level required to hyperwarp to the starbase.

RECHARGING

While the Star Fighter is recharging, the screen flashes. When the ship is fully recharged, COMPLETE appears at the bottom of the screen. After recharging, enter the Krylon target sector and continue fighting.

WARNING! Recharging more than 7 times depletes the starbase and causes it to explode.

DAMAGE

Damaged or destroyed equipment is indicated on the Control Panel. One visit to the starbase repairs all damage.

P = Photons
E = Engines
S = Shields
C = Attack Computer

Green Letter	O.K.
Yellow Letter	Damaged
Red Letter	Destroyed

Equipment	Damaged	Destroyed
Photons	Only one tube fires when torpedoes locked on.	Tube fires intermittently
Engines	Somewhat difficult to steer; engine "missing" sounds.	Difficult to steer; engines louder
Shields	Flicker on and off.	No shields; space appears black.
Computer	Control Panel turns black; no audio warnings	Target marker flickers; no lock-on; no horizontal tracking

WARNING! If the Star Fighter is hit when its shields have flickered off, it will be destroyed. Repair damaged shields immediately. If you can't make it to the starbase, good luck!

USING THE CONTROLLER

Use your Joystick Controller and Video Touch Pad with this ATARI Game Program cartridge. Plug the Video Touch Pad firmly into the RIGHT CONTROLLER jack at the back of your Video Computer System game. Plug the Joystick Controller into the LEFT CONTROLLER jack.

VIDEO TOUCH PAD

A STAR RAIDERS overlay is provided for the Video Touch Pad. Slip the overlay tabs into the slots provided on the Video Touch Pad.

FOREVIEW (key 1) Selects the forward view from the Star Fighter's front space window.

GAL MAP (key 2) Selects the Galactic Map.

HYPERWARP (key 3: Engages hyperwarp engines to transport your Star Fighter instantly into another sector of the Galactic Map.

COMPUTER ON/OFF (key 4) Functions only when left DIFFICULTLY switch is set to A. Press to turn on; press again to turn off.

SHIELDS ON/OFF (key 5) Functions only when right DIFFICULTLY switch is set to A. Press to turn on; press again to turn off.

CONSOLE CONTROLS

The skill level appears in the center of the Control Panel. Press down the GAME SELECT switch to select the mission skill level:

- T10 = Skill Level 10 with 10 targets
- T20 = Skill Level 20 with 20 targets
- T30 = Skill Level 30 with 30 targets
- T40 = Skill Level 40 with 40 targets

DIFFICULTLY SWITCHES
Left Switch A - Attack Computer off. Controlled from Video Touch Pad.
Left Switch B - Attack Computer on. Controlled by computer.
Right Switch A - Shields off. Controlled from Video Touch Pad.
Right Switch B - Shields on. Controlled by computer.

Turning off the shields and Attack Computer saves energy. However, if the Star Fighter is hit when its shields are off, it will be blasted to space dust.

RATING

The ATARI FORCE computer rates your performance and assigns you a rank and class when you complete your mission by destroying all the Krylon targets.

Rating	Rank
0	Cook
1	Scout
2	Pilot
3	Ace

Rating	Rank
4	Eagle
5	Star
6	Nova
7	Mystery

Each Rank is accompanied by 5 Classes. Class 5 is the lowest, Class 1 is the highest. You are rated according to the following formula:
RANK = M + (energy remaining/100) - (Number of Starbase Visits/2)
where M is a mission factor based on the mission skill level:

M	Skill Level
0	10
0.5	20
1.0	30
2.0	40

NOTE: Number of Starbase Visits will not be divided by 2 if you visit the starbase more than 6 times.

The Control Panel displays your new rank alternately with the energy remaining data.

Rank corresponds to skill level as follows:

10	Cook to Pilot 1
20	Ace 5 to Ace 1
30	Eagle 5 to Eagle 1
40	Star 5 to Mystery Rank

Any time your new rating (promotion or demotion) puts you on a different skill level, use the GAME SELECT switch to change the skill level

MISSION SKILL LEVELS

SKILL LEVEL 10

- 10 targets
- 400 energy units
- Computer prevents hyperwarping when fuel is insufficient
- Krylon ships and the starbase are always on opposite sides of the Galactic Map at the start of a mission
- Krylon photon torpedoes are not very accurate. Light damage if any.

SKILL LEVEL 20

- 20 targets
- 600 energy units
- Computer prevents hyperwarping when fuel is insufficient
- Krylon ships and the starbase are on opposite sides of the Galactic Map at the start of a mission.
- Krylon photon torpedoes are fast and accurate. Expect heavy damage.

SKILL LEVEL 30

- 30 targets
- 800 energy units
- Check energy gauge before hyperwarping
- Krylon ships and the starbase can be anywhere on the Galactic Map at the start of a mission
- Krylon photon torpedoes are fast and accurate. Expect heavy damage.
- Recommended for advanced Star Fighter pilots.

SKILL LEVEL 40

- 40 targets
- 900 energy units
- Check energy gauge before hyperwarping
- Krylon ships and the starbase can be anywhere on the Galactic Map at the start of a mission.
- Enemy torpedoes are deadly. Expect heavy damage
- Recommended for expert Star Fighter pilots only.

SURVIVAL INFORMATION

EFFECTIVE FIRING RANGE Your target marker is adjusted to show where photon torpedoes converge at infinity. Don't expect to hit a target lined up in the target marker unless it is very far away (a small dot).When targets are closer lower your aim. Figure 10 shows the most effective firing range for targets the same size as photon torpedoes. Pull back on the Joystick to bring the targets into firing range.

RECHARGING IN STARBASE SECTOR If energy runs low while you're fighting in the starbase sector, make one hyper warp jump out of the starbase sector and immediately recharge.

CONSERVE ENERGY Turning off the Attack Computer and shields while hyperwarping or changing sectors saves 1.5 energy units per second. The energy saved might be enough for you to reach the star base and recharge. Don't forget to turn your shields and computer back on before entering the target sector.

GAME SELECT MATRIX

Skill	10	20	30	40
Hyperwarp	Computer	Computer	Pilot	Pilot
Krylon Base	Opposite	Opposite	Anywhere	Anywhere
Krylon Torpedoes	Not very accurate	Fairly accurate	Very accurate	Deadly
Damage	None to light	Fairly heavy	Heavy	Heavy
Rank	Cook to Pilot 1	Ace 5 to Ace 1	Eagle 5 to Eagle 1	Star 5 to Mystery Rank

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STAR SHIP

This is the same game as Outer Space.

STAR TREK

You are the potential Captain of the USS Enterprise. Your training mission: Save the Federation from their most powerful enemy...NOMAD! There are six rounds of action-packed adventure.

Fight off marauding Klingons and menacing Anti-Matter Saucers. Destroy them before they destroy you or they will deplete your Strategy Training Units. Dock with your Starbases to replenish your weapons and repair your damages.

The longer you survive, the more space dangers you'll encounter. Maneuver through perilous fields of asteroids and blazing meteors. Store your energy! Sharpen your navigational skills! Prepare for the ultimate challenge: Destroy the deadly, mine-laying NOMAD!

If you're successful, proceed deeper into space for more STAR TREK action. Ten different skill levels of unparalleled adventure! Do you dare to venture where no video game has gone before? Be brave, be bold, be daring...but BEWARE!

SCORING

Strategy Training Units = points.

- Destroy Klingon cruiser = 100 STU's x (sector + 1)
- Colliding with Klingon = 100 STU's
- Destroy Anti-Matter Saucer = 5000 STU's
- Each remaining green Starbase (not docked with) = 2,000-50,000 STU's
    - Sector 0 = 2000
    - Sector 1 = 5000
    - Sector 2 = 10000
    - Sector 3 = 20000
    - Sector 4 = 25000
    - each consecutive Sector add an additional 5000 STU's
- Each remaining blue Starbase = 500 STU's
- Destruction of NOMAD = 30000 STU's

ENTERPRISE NAVIGATION

Depressing the FIRE button while pulling BACK engages Enterprise WARP DRIVE function for high-speed maneuverability.

HOW TO PLAY

The object of the game is to destroy NOMAD before other enemies and obstacles destroy you!

GAUGES

Tracks your score (Strategy Training Units) and monitors Enterprise defenses and weapons. Energy Shields (green squares) and Warp Drives (blue lines) are your two defenses. Photon Torpedoes (red squares) and Phasers (not shown on gauge) are your two weapons.

<u>Energy Shields</u> Activate automatically; protect Enterprise from enemy fire and damage.

<u>Warp Drives</u> Activate by pushing red fire button while pullingback joystick to gain high-speed maneuverability.

<u>Photon Torpedoes</u> Pull joystick back to destroy enemies in direct path of your Starship.

<u>Phasers</u> Activate unlimited number to destroy only one enemy at a time by pushing fire button.

RADAR SCANNERS

Your overhead view of the battle zone. Shows you the position of the Enterprise and your Starbase while it maps the constantly changing location of obstacles and enemies.

VIEWER

Simulates a 3-D view of the enemy and obstacle encounters. It's the view from the bridge of the Starship Enterprise.

SHIELD FORCE INDICATOR

The band at the bottom of your screen changes color alerting you to the status of your Energy Shields:

- Yellow - 3 or more shields available
- Orange - 2 shields in operation
- Light Red - 1 shield remaining
- Dark Red - ALERT! Starship Defenses Down!

GAME PLAY

Now you are ready to play STAR TREK. The game is divided into ten Sectors (different skill levels). Each Sector has six different rounds.

1 Klingon Encounter
2 Klingon Encounter
3 Asteroid Field or Meteor Shower
4 Klingon Encounter
5 Klingon Encounter
6 NOMAD

Guide the Enterprise safely through a round of play and you automatically enter the next one.

After surviving all six rounds in a sector, you automatically move to the next. As you advance, your enemies become more aggressive and dangerous and your victories more rewarding!

KLINGON ENCOUNTERS
In your quest to destroy NOMAD, you must first survive the attacks of the Klingon Battle Cruisers and Anti-Matter Saucers. The enemy vessels have the following characteristics:

The Red Klingons ignore the Enterprise but try to destroy the Starbases. If a Red Klingon destroys a Starbase it turns white and sets out to ram the Enterprise.

The Purple Klingons seek to destroy the Enterprise with Plasma Energy Orbs. They will keep enough distance from the Enterprise to avoid collision while attacking. When Red Klingons turn white, Purple Klingons also turn white and try to ram the Enterprise.

Yellow Anti-Matter Saucers appear randomly. If the saucer collides with the Enterprise, it attaches itself to the ship and drains all Warp Drive Energy.

All defenses and weapons are available for use during Klingon Encounters. If you dock with green Starbases, (by flying into them), damage to the Enterprise is repaired. An Energy Shield, a Photon Torpedo, and a Warp Drive unit are added to your Starship's armory, if needed.

You may dock with a Starbase only once in each round. After docking, the Starbase changes from green to blue.

ASTEROID FIELDS / METEOR SHOWERS
After surviving two rounds of Klingon Encounters and random attacks from Anti-Matter Saucers, your Starship must maneuver through Asteroid Fields or Meteor Showers, seeking Starbases. Asteroids and Meteors move across your screen from left to right, faster than the Enterprise. replenish your supplies as you prepare for your ultimate challenge!

NOMAD is your greatest danger. His destruction is your greatest victory!

You must hunt down and destroy NOMAD while avoiding its deadly missiles and the mines it lays in your path. If you strike a mine or are hit by one of NOMAD's missiles, your supplies are depleted. Skillful maneuvering and rapid fire of your Phasers are the key to your success. If you destroy NOMAD, the screen flashes a spectrum of colors and you receive maximum bonus points. Your Starship advances to the first round of the next, more difficult Sector.

Remember, your success means safety for the Federation!

STAR VOYAGER

Returning from a secret diplomatic mission, the Astro-Cruiser Star Voyager receives an urgent stellar communication: "Zakor has betrayed new treaty. Capital Starport under siege. Relief imperative. Return immediately. Caution: Zakoran enemy ships patrol the seven star portals. Energy supplies limited: Refuel at each star portal. Hurry!"

OBJECTIVE
Pilot Star Voyager through treacherous space. As you look out from the Command Bridge, stars rush past. Penetrate the seven STAR PORTALS and save the Capital Starport. Destroy ENEMY SHIPS with PHOTON TORPEDOES or LASERS, or evade them to maintain your precious ENERGY SUPPLY.

Keep track of energy levels on the INSTRUMENT PANEL. Use your RADARSCREEN to locate opponents and approaching star portals. Only passing through a star portal restores your energy reserves. But be warned! Crashing into a star portal will destroy you!

GAME PLAY
Your viewer displays the hostile space you navigate. Sights at the center of the viewer show where your 2 lines of fire meet. Weapon fire originates under wings located on either side of the Command Bridge. Lasers use more energy than photon torpedoes but have a wider, more effective range. Both destroy anything in their paths. ENEMY SHIPS and STAR PORTALS first appear as small distant dots, then advance. Enemy PULSAR BOMBS flash white hot on your viewer. Each hit costs you energy as enemy ships and their fire crash into Star Voyager defense shields.

Destroy enemy ships, maintain energy levels, eclipse star portals- -you'll earn field promotions. Your INSTRUMENT PANEL helps. The reading on the LEFT indicates the number of enemy ships you've blasted. Energy still in reserve appears on the RIGHT. The RADAR SCREEN in the middle of the panel shows both the nearest enemy (solid dot) and star portal (flashing blip.)AUDIO SIGNALS alert you to approaching foes and star portals. FOUR BEEPS indicate an alien presence. A MUSICAL OVERTURE sounds when a star portal is near.

Listen for star portal opportunities. When signaled, maneuver the flashing blip to dead center of the radar screen with your joystick controller. Quickly! It will appear on your viewer. Line the starportal up between your sights and flash through!

SPEED
The LEFT DIFFICULTY LEVER controls the PACE of enemy attack and starportal appearance. Normal mode: A. Accelerated action: B

WEAPONS
Select WEAPONS with the RIGHT DIFFICULTY LEVER: LASERS: position A
PHOTON TORPEDOES: position B

GAME VARIATIONS
1 PLAYER opposes a computer-controlled foe. Use the left hand controller.

2 PLAYERs team up as Pilot and Weapons Officer. Select game number

1. The pilot uses the left hand controller. The right joystick controls weapon fire.
2. The left joystick operates Star Voyager. The right maneuvers enemy ships and controls pulsar bomb fire.

SCORING
Multiply your tally of enemy casualties by 5. Add 10 points for each star portal penetrated. Determine the number of star portals crossed by the color of the viewer border:

Blue	0
Grey	1
Yellow	2
Orange	3
Green	4
Violet	5
Pink	6
Blue	7

Your score earns you field promotions:

0-15	AWOL
16-47	1 Chevron
48-79	2 Chevrons
80-111	3 Chevrons
112-143	4 Chevrons
144-175	Lieutenant
176-207	Captain
208+	Admiral

Rankings appear at game's end.

TACTICAL TIPS
Practice Star Voyager by playing a 2-player version alone. Plug in both joysticks. Use the left controller. Move left Difficulty Lever to B. Star portals will appear at center screen. Learn to recognize enemy ships, control your fire, and read the radar scope.

STAR WARS

OBJECT
To score as many points as possible by destroying a relentless swarm of IMPERIAL TIE FIGHTERS, a barrage of deadly fireballs, and a maze of sinister laser towers before finally blasting the infamous DEATH STAR from existence.

SETTING THE CONSOLE CONTROLS

LEFT DIFFICULTY SWITCH:	Position A: you begin the game at WAVE 3.
	Position B: you begin the game at WAVE 1

PLAYING
In this game, there are increasing WAVES of difficulty. Each WAVE features 3 Rounds (except for WAVE 1). The rounds involve:

- destroying fireballs and shooting down TIE FIGHTERS patrolling the DEATH STAR
- blasting fireballs and the tops off of LASER TOWERS along the surface of the DEATH STAR
- destroying fireballs while avoiding CATWALKS in the DEATH STAR'S EQUATORAL TRENCH.

It is in this last round that you must also hit the MAIN REACTOR PORT on the floor of the TRENCH with a PROTON TORPEDO to destroy the DEATH STAR completely!

You'll begin the game at WAVE 1, Round 1 with 8 energy shields. Each time you successfully complete a WAVE, you'll automatically advance to the next and more difficult one with your remaining number of energy shields (NOTE: the maximum numbers of energy shields you can have at one time is 8). When you lose all 8 energy shields, and are hit by a fireball, tower, or CATWALK, the game ends and you must begin again. MAY THE FORCE BE WITH YOU

SHOOTING IMPERIAL TIE FIGHTERS ROUND #1
The IMPERAL FLEET approaches! Their mission - to protect the DEATH STAR at all costs. These TIE FIGHTERS are armed with deadly fireballs. It's up to you to blast as many TIE FIGHTERS and fireballs as possible to gain the most points. Each time a fireball impacts your ship, you lose 1 energy shield. Of course, DARTH VADER will not sit idly by as you attempt to destroy his FLEET! Amidst the barrage of IMPERAL TIE FIGHTERS, you'll occasionally see one blue TIE FIGHTER. That's DARTH VADER's ship! Be careful - but be quick to blast him with your PHOTON TORPEDOES and you'll gain extra points. Survive this round and advance to the next one with your remaining energy shields.

BLASTING LASER TOWERS ROUND #2
You've made it past the IMPERAL FLEET and now you're streaking across the surface of the DEATH STAR. Suddenly, you're caught in a maze of sinister looking LASER TOWERS that rise into the darkness of space. You'll have to do some fancy

flying if you're to avoid hitting them with your X-WING FIGHTER. Set your sights on the tops of these towers as you fly by and try to blast them with your TORPEDOES. For each tower top you blast, you gain extra points.

And by the way, keep an eye out for those deadly fireballs. They're still out there (and after your ship)! Destroy them for extra points, too. Each time a fireball hits your ship, or your X-WING FIGHTER hits a tower, you lose 1 energy shield.

Survive this round and advance to the next one your remaining number of energy shields.

SURVIVING THE EQUATORAL TRENCH ROUND #3
Beyond the LASER TOWERS lies the DEATH STAR's EQUATORAL TRENCH. Once you're in it, get ready to fly like you've never flown before! As if the attacking fireballs aren't enough, there are all sorts of CATWALKS to avoid as you speed through this narrow passageway. Fly over, under, and around them - just don't hit them. Each time you do, or if you're hit by a fireball, you lose an ENERGY SHIELD. Destroy fireballs along the way for extra points or, better yet, USE THE FORCE.

When you've made it past all the CATWALKS, keep an eye on the TRENCH's floor. When you see the MAIN REACTOR PORT, let the PROTONTORPEDOES fly. Make a direct hit and DEATH STAR explodes! The REBEL BASE is once again safe from the forces of the EMPIRE.

Survive this round and advance to the next WAVE with your remaining number of energy shields - plus bonus shields.

Each WAVE ends when you successfully complete all three rounds.

WAVE SELECTION AND PROGRESSION
After turning the game unit ON, you may select WAVES 1 or 3 to begin playing by pressing the GAME SELECT SWITCH. You cannot select WAVES 4 and up; you must survive WAVE 3 to advance to WAVE 4, and so on.

WAVE	ACTION
1	EASY no CATWALKS in EQUATORAL TRENCH
2	MEDIUM CATWALKS in EQUATORAL TRENCH
3	HARD CATWALKS

SCORING

Destroying: TIE FIGHTERS	100 points
DARTH VADER's ship	200 points
Fireballs	3 points

Laser Tower Tops In each Laser Tower scene, there is a maximum of 10 Tower Tops which can be destroyed to gain points. 20 points are earned for destroying the first Laser tower top. Thereafter, each subsequent Tower top is worth an additional 20 points.

EXAMPLE: the first Tower top destroyed is worth 20 points. The second Tower top destroyed is worth 40 points, and so on.

Destroying all Laser Tower tops	5,100 bonus points

BONUS POINTS
The number of bonus points earned for destroying the DEATH STAR and using THE FORCE while in the EQUATORAL TRENCH depends upon the WAVE number at which you are playing:

Wave	Death Star	Using Force
1	1,000	500
2	1,000	1,000
3	6,500	1,500
4	9,500	2,500
5	9,500	5,000
6 & up	9,500	9,500

REMAINING ENERGY SHIELDS
When you complete one WAVE, you will gain 500 points for each remaining ENERGY SHIELD you carry into the next WAVE. In addition, you'll gain 3 bonus shields.

STAR WARS: JEDI ARENA

Will you accept the challenge to become the JEDI MASTER? Find out if you, a JEDI KNIGHT, are worthy of such a title. Meet your opponent in the JEDI ARENA, where you're face-to-face in an electrifying laser battle. Use quick reflexes and a swift LIGHT SABER to score once...twice...three times. When you do, you are the JEDI MASTER.

DIFFICULTY SWITCHES

Position A: You have 3 lines of protection in your FORCE FIELD
Position B: You have 4 lines of protection in your FORCE FIELD

THE PADDLE CONTROLLERS

Make sure you plug the paddle controllers firmly into the LEFT controller jack at the back of your video system. Use the paddle for both offensive and defensive strategy. Go on the offense and shoot laser bolts at your opponent by pressing the FIRE button. Defend yourself from your opponent's laser bolts by turning the paddle dial. Your LIGHTSABER will move left and right to block the bolts.

In a one-player game, use the paddle that controls the blue JEDI KNIGHT. The computer is the red JEDI KNIGHT.

OFFENSIVE STRATEGY

Both you and your opponent use the SEEKER as a weapon. When you press the FIRE button, a laser bolt (red or blue, depending on your KNIGHT's color) will shoot our from the SEEKER at your opponent. You control the angle of the laser bolt with your LIGHTSABER by turning the paddle dial in the direction you wish the laser bolt to fire. But be quick, because the SEEKER is constantly moving. Watch the position of the SEEKER, aim your LIGHTSABER, then fire!

Direct a laser bolt at your opponent's FORCE FIELD. Every time you hit a protective line of the FIELD, you'll hear a sound that means you've knocked away a piece of the FIELD. Send a bolt through an opening in the FIELD, and you score!

You can use your opponent's laser bolts to your advantage. Whenever a bolt hits your LIGHTSABER, the bolt is "frozen" to that spot for a brief moment. Take advantage of such a moment to quickly aim a bolt at your opponent.

DEFENSIVE STRATEGY

The FORCE FIELD protects you as long as it's there. Whenever a laser bolt hits any protective line of your FIELD, a piece of that line is knocked away. Once all the protective lines in a section have been knocked away, your opponent can score by sending a laser bolt through the opening.

Use your LIGHTSABER to block laser bolts directed at your FORCE FIELD.

THE ULTIMATE CHALLENGES

As you play, the energy in the SEEKER builds and builds and builds... until it reaches the highest level. When this happens, the SEEKER goes wild! It'll zoom around the arena, rapidly shooting multi-colored laser bolts at both JEDI KNIGHTS. There is no offensive play (firing) at this time, only defense (moving LIGHTSABERS for protection). If the SEEKER sends a bolt through a KNIGHT'S FORCE FIELD, the other KNIGHT scores a point.

Game Number 7 and 8 have the invisible SEEKER. You won't know where the SEEKER is until you fire a laser bolt. But then your opponent will also know where it is, too. The invisible SEEKER also becomes a "wild" SEEKER--the ultimate challenge of the skill of the JEDI KNIGHTS.

END OF GAME

Each time a laser bolt gets through your opponent's FORCE FIELD, you score a point and end that match. The action of the game will stop briefly, then resume with the JEDI KNIGHTS facing each other from a different side. Players begin again with a new FORCE FIELD in front of them.

The game ends when one JEDI KNIGHT has scored three points (won three matches). At that time, the action will stop and the STAR WARS theme will play.

SCORING

The score is displayed at the top of the screen throughout the game. You score a point every time a laser bolt gets through your opponent's FORCE FIELD:

GAME MATRIX

Game	1	2	3	4	5	6	7	8
Players	1	2	1	2	1	2	1	2
Seeker	S	S	M	M	F	F	I	I

Seeker is either **S**low, **M**edium, **F**ast, or **I**nvisible

STAR WARS: THE EMPIRE STRIKES BACK

The Empire's revenge has begun! Right now an army of Imperial Walkers is marching toward the Rebels' power generator on the Ice Planet Hoth. If they reach it, the entire Rebel base will blow sky high! To stop them, the Rebels must rely on their missile-firing Snowspeeders. The Snowspeeders may be tiny (compared to the gigantic Imperial Walkers) but they're quick and agile. And in the hands of a skillful commander, they can destroy the mighty Walkers! So climb into your Snowspeeder and be prepared to meet the first of your deadly enemies!

OBJECT

The object of the game is to destroy as many of the Imperial Walkers as you can before they reach the power generator at the end of the battlefield - or before the Imperial Walkers destroy your fleet of Snowspeeders.

DIFFICULTY SWITCHES

Position A - The landing pad where you repair your snowspeeder is smaller.
Position B - The landing pad is larger.

PLAYING

A Rebel commander receives 5 Snowspeeders per game. At the start of the game, the first Snowspeeder is displayed in the Ice Zone. The remaining "on deck" Snowspeeders are displayed just under the radar band.

Fly your Snowspeeder down screen (move left) to meet the oncoming Imperial walkers. The Walkers approach in a single file from left to right. They can get bunched up one behind the other but they can never pass one another. Although up to 5 Walkers can be seen on the battlefield at a time, only 1 Walker will appear on the screen at a time.

Use the radar band to keep an eye on the positions of all 5 Walkers and to see which Walker you're presently battling on screen. NOTE: When your snowspeeder flies off one end of the radar band, it will reappear at the other end.

Remember: As soon as the lead Walker reaches the right end of the radar band, it blows up the power generator and ends the game. Just before this happens, however, you'll hear a "warning" sound, then the sky will begin flashing.

DESTROYING THE IMPERIAL WALKERS

It takes 48 "hits" to the body to destroy an Imperial Walker. Each group of 8 hit weakens the Walker one stage and changes its color. Each color change means that the Walker is walking slower, firing less often, and aiming less accurately. An Imperial Walker may go through 5 color changes before it's finally destroyed: from black to gray, blue, purple, red, yellow, then - POW! - it's gone!

A snowspeeder can fly around to the back of a Walker and attack it from the rear. A Snowspeeder cannot weaken or destroy a Walker by hitting its legs.

There IS a quicker way to destroy an Imperial Walker by firing a missile into a "bomb hatch."

BOMB HATCHES

Bomb hatches are flashing colored squares that appear from time to time on a weakened Imperial Walker. Bomb hatches will appear one at a time in one of three places: just above the head, just below the head, or on its back. Hit a bomb hatch, and it's instant destruction of the Imperial Walker!

When you destroy an Imperial Walker, a new one will enter the battlefield. Each new Walker will be even tougher than the last. It will walk faster, fire its missiles more rapidly, and aim its fire more accurately. So, the longer you stay in the game, the more difficult the battle becomes!

ATTACK OF THE IMPERIAL WALKERS

Imperial Walkers fire deadly missiles at Snowspeeders. They even have the ability to "track" your Snowspeeder and can aim their missiles by raising or lowering their heads. They can fire at Snowspeeders approaching them from behind as well as head on.

DAMAGED SNOWSPEEDERS

When a Snowspeeder is hit by a Walker's missile, it becomes "damaged." Damage is indicated by a color change. In a damaged state, each succeeding hit increases the chances that the Snowspeeder will be destroyed. A Snowspeeder can take up to 5 hits before it's destroyed. However, it can be destroyed in fewer than 5.

REPAIRS

Land a damaged Snowspeeder in a "valley," and within a second, it's repaired! The Snowspeeder will change back to its original color to show that it has its full power again. Each snowspeeder is allowed two repairs.

When your Snowspeeder is destroyed, it explodes. The NEXT Snowspeeder will appear on screen (You can start again whenever you're ready by moving the Joystick.) The new Snowspeeder will pick up the battle where the last one left off. That is, Walkers will be in the same positions and will show any damage they've already received.

So try to stay out of the Walker's line of fire. Or, if you can, try to shoot down the Walker's missiles. That's right! If you can shoot down a missile (or get very close to it without it hitting you), then the Walker's missile will explode. But watch out! Sometimes the explosion can backfire and damage your Snowspeeder!

THE FORCE

If you can keep your Snowspeeder alive for two minutes, "The Force will be with you." Your Snowspeeder will begin flashing and you'll hear the Rebels' theme song. The Force will be with you for 20 seconds. During this time, your Snowspeeder is all-powerful. It cannot be damaged; it cannot be destroyed. So when you gain The

Force, move right in on an Imperial Walker and fire away! NOTE: If you've already had your Snowspeeder repaired, and you gain The Force, you can have your Snowspeeder repaired twice more.

GAME VARIATIONS

THE EMPIRE STRIKES BACK has 32 game variations. Games 1-16 are one-player games. Games 17-32 are two-player games.

Smart Bombs Sometimes a bomb hatch will release a "smart bomb." Smart bombs fly in a looping pattern and will actually follow your snowspeeder. You can try to shoot it down for points or you can try to outfly it until it disappears from the screen.

If a smart bomb hits your Snowspeeder it will either damage or destroy the Snowspeeder. (Smart bombs do more damage than Walker missiles. So, if your Snowspeeder is already damaged when hit by a smart bomb, the smart bomb will probably destroy it!)

Solid Walkers When you play a game with Solid Walkers, you're in for some precision flying. With Solid Walkers, you CANNOT fly your Snowspeeder into the Walker's body (although you can fly through its legs). If you do, your Snowspeeder will blow up - but not without weakening the Walker three colors. Fly into a Walker weakened to purple or beyond, and the Walker is destroyed!

TWO-PLAYER GAMES

Games 17-32 are two-player game, players alternate as Rebel Snowspeeder commanders, flying one Snowspeeder on a turn. The left player goes first. Each player's score is displayed throughout his or her turn. At the end of the game, the final scores are displayed alternately.

In a two-player game, when your lead Walker blows up the power generator, you're out of the game. Your opponent, however, may continue to play as long as he or she can defend the power generator.

In a two-player game, you'll start the game over again with each new Snowspeeder. (Five Walkers will begin approaching from the left.) In other words, unlike the one-player games, your second Snowspeeder can't pick up where the first one left off.

REBELS' STRATEGY HINTS

Try to weaken the LEAD Walker WITHOUT DESTROYING IT. If you do, the lead walker will slow down the walking speed of all the others. This will give you more time to weaken and destroy the other Walkers before the lead one reaches the power generator.

Also try to weaken and slow down the LAST Imperial Walker on the radar band WITHOUT DESTROYING IT. This will help delay the entrance of new and "tougher" Walkers that replace the ones you destroy.

In a game with Solid Walkers, you may want to crash your Snowspeeder into the Walker's body if you know you can't destroy the Walker before it reaches the power generator. By doing so, you score 25 points and stay in the game - if you have Snowspeeders remaining in the battle.

SCORING

Your score is displayed at the bottom of the screen throughout each Snowspeeder's battle. Points accumulate with each additional Snowspeeder. You'll receive your final score at the end of the game.

Hitting Imperial Walker with missile	1 point
Shooting down a Walker's missile in flight	10 points
Crashing Snowspeeder into Walker without destroying Walker	25 points
Destroying an Imperial Walker	50 points
Hitting a bomb hatch that destroys an Imperial Walker	100 points
Shooting down a smart bomb	100 points

BONUS: For every 2,000 points you score, you'll receive one extra Snowspeeder!

GAME MATRIX

The level of difficulty increases within each group of 4 games. The higher the game number, the faster the Walkers approach, the more rapidly they fire their missiles, and the better they aim their fire.

One Player	Difficulty	Two Player	Variation
1	1	17	None
2	2	18	None
3	3	19	None
4	4	20	None
5	1	21	Smart Bombs
6	2	22	Smart Bombs
7	3	23	Smart Bombs
8	4	24	Smart Bombs
9	1	25	None
10	2	26	None
11	3	27	None
12	4	28	None
13	1	29	Solid Walkers & Smart Bombs
14	2	30	Solid Walkers & Smart Bombs
15	3	31	Solid Walkers & Smart Bombs
16	4	32	Solid Walkers & Smart Bombs

STAR WARS: RETURN OF THE JEDI

DEATH STAR BATTLE

Your ultimate goal is to destroy the sinister DEATH STAR before the EMPIRE completes its construction! But reaching this powerful space station won't be easy. First, shoot down a relentless swarm of TIE INTERCEPTORS as they pursue your ship. Then, with split-second timing, slip through one of the random openings in the DEATH STAR's energy shield! Blast as much of the space station away with your lasers as possible--while avoiding the destructive, heat-seeking DEATH RAY. Then, one quick shot to the DEATH STAR's energy core and POW! The DEATH STAR turns into an incredible burning mass, bursting into hundreds of blazing fireballs. And the heat's not off until you escape their fury! But if you do, then you're ready for another round with the infamous DEATH STAR!

DIFFICULTY SWITCHES

LEFT DIFFICULTY switch

- Position A (Expert):Your MILLENNIUM FALCON will explode when it collides with TIE INTERCEPTORS.
- Position B (Novice):Your MILLENNIUM FALCON will not collide with TIE INTERCEPTORS.

RIGHT DIFFICULTY switch

- Position A: The DEATH RAY moves across the entire length of the screen.
- Position B: The DEATH RAY only moves from one side of the DEATH STAR to the other.

PAUSE

If, at any time during play, you wish to "freeze" the action, press down the GAME SELECT switch once. The screen images will disappear. To restore the game, simply press down the "Fire" button once or move the joystick. NOTE:If you press the GAME SELECT switch while a tune is playing, you will hear a continuous sound. When possible, wait until the music has ended before activating the PAUSE MODE. The game will automatically enter the pause mode if not played for more than 4 minutes.

PLAYING

When you press the "FIRE" button, your first of six MILLENNIUM FALCONS will appear in the lower, center portion of the screen. The remaining MILLENNIUM FALCONS are shown at the bottom of the screen.

Try to shoot down as many TIE INTERCEPTORS as possible before they blast you with their lasers, or speed off and circle back for another attack. And keep a look out for the ever-searching DEATH RAY!

Eliminate a number of TIE INTERCEPTORS and you'll notice random openings appearing in the DEATH STAR's energy shield. When the shield's outermost gray energy band is deactivated, and there is an opening in the shield, guide your ship through it. Upon penetrating this opening, you'll enter into hyperspace and arrive at the DEATH STAR.

Fire your lasers at the DEATH STAR in order to knock out pieces of its outer wall. But beware of the DEATH RAY! It will track your every move, trying to destroy your ship. Eliminate as much of the DEATH STAR as possible (to maximize your bonus points), before you finally aim and fire on the energy core. When you hit it, be ready to outrun the explosion of fireballs before they reach your ship!

THE DEATH STAR

As the game begins, you'll see that the DEATH STAR is rebuilding itself piece by piece. If it is completed, all will be lost. The Death Ray will become fully operational and will destroy all of your remaining MILLENNIUM FALCONS.

TIE INTERCEPTORS

Out-flying and out-shooting these IMPERIAL warriors is no small task. They approach your ship in droves, firing their lasers one after the other. If your ship is hit by their fire, you lose it. But if you blast them with yours, you gain 50 points for each one you shoot down. When the game is over, the TIE INTERCEPTORS head back to the DEATH STAR to regroup.

THE ENERGY SHIELD

This is what stands between you and the DEATH STAR! But penetrating it is not impossible--just tricky. You'll notice that at the edge of this shield there is a thin gray band of energy. The band will intermittently appear and disappear. When it does disappear, and there is a black hole in the energy shield, guide your ship to the opening and slip through it. Beware! If you hit the gray band while it is activated, you'll lose your ship.

THE IMPERIAL SHUTTLE

Aboard this shuttle rides a well known figure--THE DARK LORD! Eliminating this transporter won't be easy. But with the right moves and good aim, you can beat it at its own game! Randomly throughout the battle, you'll hear a "warning" sound. This means that the IMPERIAL SHUTTLE is approaching. If it collides with your MILLENNIUM FALCON, your ship is destroyed. But one well placed laser shot to its upper body and you'll vaporize this SHUTTLE in its tracks! YOU GAIN 3,000 BONUS POINTS!

THE DEATH RAY

Always be on the lookout for the DEATH RAY! It's that small green shape that's continually moving about the DEATH STAR. While you're busy fighting off TIE INTERCEPTORS outside the energy shield, or knocking out pieces of the DEATH STAR itself, the DEATH RAY ruthlessly tracks you. If this evil ray strikes your ship, you're a goner!

HYPERSPACE

Hold on tight! Once you make it through an opening in the energy shield, your ship streaks across the galaxy to the DEATH STAR--now many times larger than it looked before!

DESTROYING THE DEATH STAR

Finally, your chance to rid the galaxy of the evil fortress! But keep your wits about you. There are still TIE INTERCEPTORS pursuing your ship. And there's the IMPERIAL SHUTTLE, too. Fire your lasers at the DEATH STAR's walls, knocking out as many pieces of it as you can. For each piece you hit, you gain 20 points. The more you knock out before you hit the energy core, the more points you gain when the fireballs start flying. Knock out all of the pieces, except the core, and you gain an extra MILLENNIUM FALCON. Hit the core and the DEATH STAR becomes a glowing red mass with fireballs spewing out in all directions.

FIREBALLS

These fireballs are more than hot--they're DEADLY! It only takes one to blow your ship apart. But the trick is to avoid them for as long as possible. The longer you do, the higher your bonus points.

ROUND PROGRESSION

As you progress from round to round, the following will occur after each 10,000 points are scored:

- TIE INTERCEPTORS will fire more often.
- The DEATH RAY will seek more rapidly.
- The rate of construction of the DEATH STAR will increase.
- The number of openings in the energy shield will decrease.

GAME MATRIX

Game 1 is Beginner, Game 2 is Advanced.

NOTE: In Games 1 and 2, the difficulty level is automatically increased every 10,000 points scored and you are awarder a bonus MILLENNIUM FALCON at that time.

STARGATE

First, the best brains in the world designed a super spaceship to defend your planet against evil aliens who lusted to conquer it. But the marauders kept coming!

Your new secret weapon: STARGATE, a powerful stellar gateway to the universe. It's the only hope for your beleaguered planet! Once again, you take to the skies in your ship – now fortified with the mysterious cloaking compound, INVISO. With the help of the STARGATE, maybe -- just maybe -- you can save the last humanoids and wipe out the aliens FOREVER!

PREPARE FOR THE ATTACK

Use Two Joysticks! Plug a joystick controller into BOTH controller jacks for this one-player game. Use the left controller for maneuvering your ship and firing on the aliens.

Use the right controller to activate SMARTBOMBS and INVISO, and to jump to HYPERSPACE. Press the fire button to activate SMARTBOMBS. Move the joystick forward to activate INVISO; move it back to activate HYPERSPACE. If you run out of SMARTBOMBS, pressing the fire button will activate INVISO. Once you run out of INVISO, pressing the fire button will send you into HYPERSPACE.

You can complete up to 100 attack waves in STARGATE. You begin the next attack wave each time you clear the planet of aliens.

MANEUVERING AND SCORING

You begin the game with three ships, three SMARTBOMBS, about six seconds of INVISO, and enough energy to HYPERSPACE temporarily out of danger -- the number of ships and SMARTBOMBS and the amount of INVISO you have left are shown at the top of your screen.

For every 10,000 points, you score, you earn another ship, another SMARTBOMB, and more INVISO.

SMART BOMBS destroy all the enemies on a screen. Use your SMARTBOMBS sparingly.

INVISO makes you temporarily invisible for about two seconds. You can still fire while cloaked with INVISO, and anything you pass through will automatically be destroyed.

HYPERSPACE temporarily sends you into space war -- you never know where you'll reappear. Use HYPERSPACE only as a last resort! It's very unpredictable -- you might blow up on any given HYPERSPACE attempt.

STARGATES warp you to a part of the planet where a HUMANOID is in danger, or, if all the HUMANOIDS are temporarily safe, passing through a STARGATE will transport you to the opposite side of the planet.

HUMANOIDS are defenseless. Pick up HUMANOIDS by docking with them in the sky. To set them down, gently guide your ship down to the planet surface. The HUMANOIDS will beam to the nearest Humanoid Space Station on the planet. They're still vulnerable while at the Space Station -- so you'll have to protect them.

You can also keep the rescued HUMANOIDS with you on board yourship. IN attack waves 1 through 9, if you pass through a STARGATE while transporting four or more HUMANOIDS on your ship, you'll automatically advance four waves in the game. You'll also receive 1,000 points for every HUMANOID left on the planet.

At the end of attack waves 1 through 5, you receive 100, 200, 300, 400, or 500 points for every HUMANOID left on the planet, respectively. After the 5th attack wave, you receive 500 points for every HUMANOID left.

THE TRICKS UP THEIR SLEEVES

Each alien ship has a different function and mission.

LANDERS fire lethal charges at you. Worse, they also kidnap HUMANOIDS from the planet below and carry them to the stars above. Shoot LANDERS for 150 points each. If one makes it to the top of the screen with a HUMANOID, both the HUMANOID and LANDER are transformed into a destructive MUTANT.

MUTANTS are worth 150 points also. The heads of MUTANTS rotate, and they flash with bright colors. They also fire white charges at you while they make their assault.

YLLABIAN SPACE GUPPYS are mindless puppets, but they'll home in and destroy you if you're not careful. Pulverize them for200 points each.

FIREBOMBERS are treacherous. Blast them for 250 points each and get them out of your way early on.

PODS bob around like bouncing balls. Shooting one earns you 1,000 points.

SWARMERS are begotten from PODS. Once you shoot a POD, three SWARMERS are released, and it takes three shots to destroy them. Each SWARMER is worth 150 points.

DYNAMOS are cubic creatures that swirl around the heavens above the planet surface. Explode them for 200 points each.

BAITERS appear if you take too long to finish off a wave. They fire on you and move fast and furiously. Stop a BAITER in its path for 200 points.

PHREDS are no fun. Again, if you waste time during your attack, these nasty creatures join the attack. Frazzle a PHRED for 200 points.

MUNCHIES are followers of PHREDS. Zap 'em for 50 points each.

ADDITIONAL MISSION INSTRUCTIONS

The Scanner on your screen shows you any area on the planet where HUMANOIDS are in danger. Keep an eye on your scanner --it will alert you to any emergencies in another part of the sky. Rush to a STARGATE for immediate transport to that sector.

Your planet will be destroyed if all the HUMANOIDS are turned into MUTANTS -- but you must still defend yourself! If you're a good fighter, your planet will be restored in wave 6, or in every fifth wave after that.

In attack wave 5 and every 10th attack wave thereafter, you'll encounter the YLLABIAN DOG FIGHT. The only aliens that appear on the screen are YLLABIAN SPACE GUPPYS, PODS, and DYNAMOS. It takes skill and practice to make it through this wave.

In every 10th attack wave, you'll find yourself in the middle of a FIREBOMBER SHOWDOWN. FIREBOMBERS are everywhere. Keep a sharp eye and a nimble firing finger.

Whenever you lose a ship, you reappear on the screen with anew one (if you have any left).But all action stops until you move the joystick.

Along with the powers of your super spaceship, you've been blessed with supersonic hearing. You can hear the HUMANOIDS scream as they're being accosted by LANDERS. On your side of the planet, this comes as a faint yelp. The sound of explosions means that a HUMANOID and LANDER have just been transformed into a MUTANT.

STARMASTER

You are alone in space. A critical and difficult mission awaits you. Carefully read these instructions and commit them to memory. Then, study "The Power of StarMaster." It will help to instruct you in the ways of advanced space combat. And then, perhaps someday, YOU can attain the level of Supreme StarMaster.

STARMASTER BASICS PILOT BRIEFING

"You must protect your starbases by destroying all invading enemy starfighters before they destroy you or your starbases. You must accomplish your mission quickly, using the least amount of energy, sustaining the least damage. Succeed, and you will be rewarded. Fail, and you will be destroyed. The destiny of the galaxy is in your hands."

Select game level as follows:

- Move color/black-and-white switch to call up Galactic Chart
- Consult first line of Mission/Attack Control Computer (MACC) information at bottom of screen.
- Select game level with game select switch. The initial letter of game level will appear on the first line of the MACC information. Game levels vary based on number, speed and accuracy of enemy starfighters, and number and speed of meteors encountered in space.

Rank	Enemies	Meteor & Enemy Speed
Ensign	9	Normal
Leader	17	1.5x
Wing Commander	23	2x
StarMaster	31	2.5x

MISSION OPERATIONS

During the course of your mission, you will make use of four distinct modes of operation:

- Galactic Chart Analysis
- Warp Travel
- Engaging the Enemy
- Docking with a Starbase

Display your ship's Galactic Chart by moving the color/black-and-white switch on your game system. The chart displays three types of information:

Galactic Radar/Sector Analysis Displays the relative locations in the galaxy of your ship (indicated by a +); your starbases (shown as <>); and enemy starfighters (shown as white "blips" on the radar). There are 36 sectors of the galaxy (a 6x6 matrix) shown on the radar.

Mission/Attack Control Computer (MACC) Information Displayed below the Galactic Chart:

- E or L or W or S: Game level.
- W: Energy required to warp between sectors of the galaxy.
- S: Stardate (elapsed time of your mission).
- E: Energy remaining (your ship starts with 9999 units).
- D: Damage Control Status.

Color of Computer Panel Display

- Green: You are in or flying to an empty sector.
- Red: You are in or flying to a sector occupied by enemy starfighters.
- Blue: You are in or flying to a sector occupied by a starbase.

In Galactic Chart/Sector Analysis your object is to locate enemy starfighters--or your starbases. After consulting MACC, select a sector of the galaxy to which to warp, to either engage the enemy or dock with a starbase for refueling and repairs.

Select a sector of the galaxy by moving Joystick up, down, left or right, which moves a cross on the Galactic Chart display. Place the + in the sector of the galaxy to which you wish to travel. Press red button on Joystick to begin Warp travel to sector selected.

WARP TRAVEL

In this segment of your mission, you will be traveling at warp speed from one sector of the galaxy to another. Be alert to meteors which enter your path. Use your Joystick to steer around them (push or pull stick forward, back, right or left) or destroy them with your laser cannons (press red button on Joystick to fire).Each meteor that hits your ship drains 100-500 units of energy from your shields, and could result in even greater damage to your ship.

During warp travel, MACC will provide only Energy and Damage Control Status.

ENGAGING THE ENEMY

When you enter an enemy sector, your ship's laser gunsight will begin to flash, indicating the presence of enemy starfighters. Your object is to destroy all enemy starfighters in the sector, in the fastest time, using the least amount of energy and avoiding damage to your ship.

Press the red button on your Joystick to fire your laser cannons. A red explosion occurs when an enemy ship is destroyed. A blue explosion occurs when you destroy incoming enemy fire. A yellow explosion results when your ship is hit by enemy fire. Each firing of your laser cannons requires 100 units of energy; each time you are hit by enemy fire, you lose between 100 and 500 units of energy, depending on the severity of the damage.

When all the enemy ships in a sector have been destroyed, your control console will turn from red to green. You should then refer to your Galactic Chart (move color/black-and-white switch) to seek out more enemy or locate your starbases.

While engaging the enemy in battle, MACC will display only Energy and Damage Control Status. Monitor Damage Control to determine when damage occurs, as follows:

Damage Control Status (D: LSWR)

- L: Laser cannons destroyed. You cannot fire at the enemy or meteors.
- S: Shields destroyed. Your ship is defenseless. One more hit from enemy fire or collision with a meteor during warp travel will destroy your ship and end the game.
- W: Warp engines are damaged. You ship will use twice as much energy during warp travel. Watch energy reserves.
- R: Radar destroyed. You can no longer spot enemy fighters on the Galactic Chart. Your starbases will continue to appear.

Whenever damage occurs, you will hear an explosion, whether you are monitoring your Galactic Chart or viewing the space around you.

Energy Reserves MACC will activate the energy reserve alarm (a yellow hazard light on the control panel) when energy drops below 1000 units. If your ship runs out of fuel, your mission cannot be continued, and the game is over.

To repair damage and/or refuel, you must reach one of your starbases and dock.

Docking with a Starbase To reach a starbase for docking, call up your Galactic Chart (see Galactic Chart Analysis), select a sector of the galaxy in which a starbase is located, and press the red button on your Joystick to warp to the starbase sector.

To dock, use the Joystick to pilot your ship until your ship's sights connect with the orbiting starbase at its closest approach.

Once Docked, your ship's energy will be completely replenished and all damage will be repaired. You will then be prepared to continue your mission to destroy the enemy.

When a Starbase is Destroyed Enemy starfighters are constantly trying to surround and destroy your starbases. Only you can prevent this from occurring. When the enemy succeeds in destroying a starbase, an explosion is heard (no matter where your ship happens to be at the time), and the starbase disappears from the Galactic Chart.

THE MISSION ENDS

When all enemy ships are destroyed or your ship is destroyed or your ship runs out of energy, your mission is over.

Call up the Galactic Chart with the color/black-and-white switch and review your Mission Evaluation (score).

MISSION EVALUATION

When your mission is over, the top line of MACC will display an evaluation of your performance next to the game level indicator. You must call up the Galactic Chart to review your performance.

Your score is determined by how efficiently you complete your mission. You are awarded 100 points for each enemy starfighter you destroy. You are penalized:

500 points for each starbase destroyed by the enemy. 100 points for each time you dock for refueling and repairs. 1 point for each Stardate elapsed.

These bonus or penalty points are added to or deducted from a base score set at the beginning of each mission, as follows:

Ensign	3,100
Leader	4,300
Wing Commander	5,700
StarMaster	6,900

Example: t Leader level, you destroy all enemy fighters (17) in 83 stardates, docking once and losing one starbase. our Score:

Bonus Score	4,300
Credit for Enemy Destroyed	+1,700
Deduct for Stardates	-83
Deduct for Docking	-100
Deduct for Lose of Starbase	-500
FINAL SCORE	5,317

The maximum score for each game level is as follows:

Ensign	4,000
Leader	6,000
Wing Commander	8,000
StarMaster	10,000

ENTER THE "ORDER OF THE SUPREME STARMASTER"

Any Mission Evaluation score which meets or exceeds the standards set below qualifies you to be inducted into the "Order of the Supreme StarMaster."

Ensign	3,800
Leader	5,700
Wing Commander	7,600
StarMaster	9,000

STEEPLECHASE

Welcome to the VIDEO ARCADE Stables. It's time for you to meet the lively thoroughbreds waiting inside this game cartridge. This spirited bunch of hoofers never miss a race.

In the lane at the top of the playfield is "Little Dictator". Little Dictator has a mean streak that surfaces every now and then. Once, after losing a race, he ate the entire grandstands.

The horse in the next lane was aptly named. "Just Missed" just missed every race he had ever entered before coming to our stables. Now he's as dependable as a horse could be. He doesn't win every race, but he never misses one.

"Absent Mind" occupies the third lane down. He tends to forget things occasionally. One time during a race he completely forgot what he was supposed to be doing and ended up selling programs to the spectators lined up at the rally.

The horse at the bottom lane of the playfield is the pride and joy of the VIDEO ARCADE Stables. "Lucky Devil" is his name. He's become so wealthy from winning races that he now lives at the infamous "Horse Heaven Penthouse". At Horse Heaven, he sleeps in a hoof-shaped waterbed, dines regularly on caviar-flavored oats and carrots and drinks champagne while lounging in his Gucci loafers and satin dinner jacket.

So now you know a little about the VIDEO ARCADE team of horses. You can go against them in any one of the six games, or you can pick one of them as your own mount. Who knows? -- You may end up in Horse Heaven yourself some day.

OBJECT OF THE GAME

The object of Steeplechase is to be the first player to advance your horse to the right side of the screen display. Each horse gallops at a given speed from left to right. While the horse gallops, hurdles of different sizes approach the horse from right to left. Your task is to jump and clear the hurdles, and get your horse to the right side first.

As you are jumping each hurdle, your horse actually has no motion from left to right. Whenever you hit a hurdle your horse loses some horizontal position (distance) while it falls to the ground and gets up. The higher you jump your horse, the easier it is to clear all hurdles. However, the more time it takes to clear the hurdles, and the more time it takes to reach the right side of the screen.

The height of a jump can be set by adjusting your height indicator bar. There are four height settings. Each horse has its own height indicator bar. To learn how to adjust the bar and how to control and jump your horse.

The speed of the race starts off slow, and increases when the leading horse:

- gets about one-third of the way across the screen
- again when the leading horse gets two-thirds of the way across

A game ends automatically when the game clock reaches 3:00 and none of the horses have made it to the right side. All six games can be played by one to four players. If less than four players pick a horse before the race starts, the computer will control the other horse or horses.

If players want to compete against each other only, they should play against the computer horses in Games 1 and 4.In these games the computer horses' performance rating is "poor", so they are essentially out of the race and you are free to race each other.

If one or more players want to race against the computer, play against the computer's horses in Games 2 or 5 ("good" performance rating), and Games 3 or 6 ("excellent" rating). Be sure to read GAME VARIATIONS for a complete listing of each game.

The GAME SELECT MATRIX at the back of the booklet provides a quick breakdown of the game variations for each game number.

USING THE CONTROLLERS

Use your Standard Paddle Controllers with this Tele-Games Cartridge.

Before each race begins, each player has four seconds to press the red controller button. This will place your horse in the race. Otherwise, the computer will control the horse. Notice that when you press the controller button your horse changes from a sitting position to a standing position.

After the race begins, press the red controller button to jump your horse. Turn the dial on the Paddle Controller to select one of four height settings of the height indicator bar. To clear the widest hurdles, you must use the highest height setting. Use lower height settings to clear the small hurdles.

Note: the left and right player skill switches have no effect in steeplechase.

GAME VARIATIONS

All six games can be played by one, two, three, or four players. Games 1,2,3: The spacing between the hurdles in these games is "uniform", meaning that the distance between all hurdles is the same, enabling you to establish a rhythm.

In Game 1 the computer horse or horse's racing ability is poor. In Game 2 the computer horse's ability is good, and in Game 3 it is excellent.

In Games 4,5,6 the spacing between the hurdles is "random" meaning that the hurdles come at you with varying distances between them. In Game 4, the computer horse's racing ability is poor, good for Game 5, and excellent in Game 6.

HELPFUL HINTS

At first, it may be difficult to focus your attention both on the horse, AND on the height indicator bar. You may have a tendency to keep your eye on your horse toward the left side of the screen, rather than on the bar on the right side. To eliminate this problem when first playing STEEPLECHASE, set the height indicator bar to its highest position and leave it there for the entire race. This allows you to get the knack of jumping hurdles without having to worry about the bar.

Later, when you feel more comfortable about jumping, you can switch your attention to the height indicator bar. Naturally there is more than one method you can use to control your horse and the bar. You may develop a winning method of your own.

One method is to quickly change your concentration from the horse to the bar and back to the horse. The trick here is not to linger too long and the bar and miss the hurdle. Another method you might try is to keep your attention mainly on your horse and you your peripheral vision to adjust the bar. This method can be especially helpful once you are used to adjusting the controller to move the bar.

GAME SELECT MATRIX

Game	Opponents	Hurdles
1	Poor	Uniform
2	Good	Uniform
3	Excellent	Uniform
4	Poor	Random
5	Good	Random
6	Excellent	Random

STELLAR TRACK

HISTORY OF THE INTERSTELLAR CONFLICT

It is 2000 years since the unification of our planet and we "Terrans" have peacefully excelled in art, philosophy, and science. Our technology has mastered all but one problem, the hyperwarp drive (which would allow us to travel to other planets).Trapped in our own solar system for lack of the hyperwarp drive, there seems to be no way out until we are discovered by extraterrestrial life. These "Aliens" are anxious to trade their hyperwarp technology for Terran art and science to revitalize their stagnant culture.

As time passes we Terrans expand out empire through interstellar trade and the use of hyperwarp technology. Increasingly the Terrans and Aliens compete over the riches of the universe. We develop phased energy weapons (PHASORS) and force shields, while the Aliens insist on escorting their merchant envoys with warships. Tension begins to grow.

The Terran government, directed by the House of Viceroys, decides to build and indestructible Starfleet and two Galactic Starbases to insure cosmic military supremacy. With the invention of a deadly photon-launcher and the virtual invisibility of the starbases (their location is a closely guarded secret), we Terrans feel that a single Super Warship can keep the scattered Alien fleet in check. You are the captain and sole commander of that warship.

While the Viceroys are relaxing and confident of our military superiority, the Alien Council of Elders rule that the Terran culture has to be destroyed. This is to be done before Alien dominance in the heavens is lost. As the commander, you must throw back the Alien invasion.

MISSION OBJECTIVE

The object of your mission is to destroy the Aliens in the galaxy with PHOTONS or PHASORS before they destroy you. If you run out of time (STARDATES) or fuel (ENERGY), we Terrans are lost!

NOTE: The complexity of STELLAR TRACK will make it necessary for you to periodically refer to this manual during your first several missions. It's also a good idea to use a note pad and pencil to keep track of vital information during each mission.

CONSOLE CONTROLS

<u>Games Select/Game Reset</u> These switches both have the same function, which is to randomly select the size of a new mission. There are two factors which vary with each mission. One is the number of STARDATES you have and the other is the number of Aliens you must destroy to win. Press down either switch to change and/or select the size of each mission. Continue depressing either switch until you select the size mission you want.

NOTE: The best missions to start out with are those with approximately 25 to 35 Aliens, and the most STARDATES you can find.

Right Player Skill Switch This switch controls you shield strength of damage probability. In the NOVICE position, the probability of damage is lower. In the EXPERT position, the probability is twice as high.

Left Player Skill Switch This switch controls your phasor strength. In the NOVICE position, your PHASORS, or energy units, are twice as powerful as the Aliens phasor strength. In the EXPERT position, you PHASORS are equal in strength to the Alien's phasors.

Once you have selected the size mission you want, press the red controller button to start. The GALAXY MAP command will appear (flashing) toward the bottom of the screen. In total, there are seven commands available. These commands are selected with the Joystick, then entered with the controller button. Each command is displayed (flashing) on the screen as you move the joystick right or left.

LEFT	RIGHT
Galaxy Map	Galaxy Map
Warp	Warp
Status	Long Range(LR) Scan
Short Range(SR) Scan	Phasors
Photon	Photon
Phasors	Short Range(SR) Scan
Long Range(LR) Scan	Status

You won't know which commands to use (and especially in what order to use them), until you learn more about each one through these instructions. Remember for now that when the command you want to use is displayed on the screen, you must press the red controller button to enter it.

NOTE: Also keep in mind that you must press the red controller button whenever you are finished reading a particular display and are ready to continue with another command.

MISSION OVERVIEW

The information so far addresses only the beginning of your mission. Now you must learn how and when you use each command. You must also learn how to deal with other mission factors, such as the difference between a quadrant and a sector, what a starbase can do for you, and so on.

Quadrants/Sectors The galaxy is divided into 36 quadrants, and each quadrant is divided into 64 sectors. It may help to think of the quadrants as states, and the sectors as cities within those states (quadrants).

The general flow of you mission is as follows:

- Use the LONG RANGE(LR) SCAN to see which quadrants contain Aliens and/or starbases.
- Use the WARP command to travel or jump among the quadrants and sectors as you go after Aliens and starbases.
- Use the SHORT RANGE(SR) SCAN to see which sectors contain Aliens and starbases.
- Use PHOTON/PHASORS to destroy Aliens.
- Use the STATUS command to keep track of Aliens remaining, time left (STARDATES), ENERGY remaining, and damage to your ship.
- Use starbases to refuel and repair damage to your ship.
- Use the GALAXY MAP to coordinate the entire mission.
- Use a note pad to keep track of all of the above.

NOTE: All commands and other mission detail are explained in greater detail later in these instructions.

If you destroy all the Aliens, you mission is successful and you receive a ranking (CADET, ENSIGN, LIUTENANT, CAPTAIN, COMMODORE, or ADMIRAL).
Ranking is based on how much time and energy it takes you to destroy the enemy. The less you use, the higher your ranking. You're ranked at the end of a mission regardless of how it ended. Naturally, if you saved the galaxy, your rank tends to be higher. However, if you waste resources to win, you might still be reduced to Cadet!

If you run out of time (STARDATES) or fuel (ENERGY), the Terrans must surrender to the Aliens.

IMPORTANT: The color of the screen tells you who or what is in the quadrant you are currently occupying. GREEN = empty, RED = Aliens, GRAY= starbase

When you are in a quadrant containing both Aliens and a starbase, the screen will be red. Once you destroy the Aliens in that quadrant the screen will turn gray.

GALAXY MAP

The GALAXY MAP is a 6x6 chart which starts out empty at the beginning of each mission. Each time you scan on of the 36 quadrants, that quadrant will show up on the GALAXY MAP the next time it is displayed. A scanned quadrant shows a two-digit number on the GALAXY MAP. The left digit indicates the number of Aliens in that quadrant. The right digit tells you whether a starbase exists in that quadrant.

As an example, an entry of 21 indicates two Aliens and a starbase in the quadrant. Keep in mind that although some commands use time or energy, calling the GALAXY MAP is completely free.

LONG RANGE (LR) SCAN

CAUTION: The LR SCAN looks similar to the GALAXY MAP, and it is easy to confuse the two of them.

The LR SCAN is a 6x6 chart which shows the contents of the quadrant you are in, plus all adjoining or adjacent quadrants. As with the GALAXY MAP, the information is presented as a two digit number. The left digit tells you the number of Aliens in the quadrant; the right digit tells you whether a starbase exists in the quadrant.

The LR SCAN does not use energy or startime. However, when you are in a quadrant with Aliens, they will fire at you (one by one) after you use the LR SCAN.

Note that the LR SCAN shows adjacent quadrants while the GALAXY MAP cumulatively displays all the quadrants you have scanned.

SHORT RANGE (SR) SCAN

Each quadrant contains 64 sectors. The SR SCAN is an 8x8 chart which enables you to see exactly what is contained in you quadrant by showing you what is in each of the 64 sectors. A SR SCAN fills in the GALAXY MAP for the current sector only. NOTE - You look similar to the Enterprise, Aliens similar to X-Wing fighters, Stars look like asterix, and starbases look like circles with dots at their centers.

You must use the SR SCAN to find out exactly where the enemy is, or where a starbase is. It does not use energy or startime, but like the LR SCAN, any Aliens in your quadrant will fire at you (one by one) after you use it.

WARP

The Warp command is used to move your ship from one quadrant to another, or from one sector to another. Using the WARP command is expensive - it uses STARTIME and ENERGY.

Warping among quadrants:

- STARTIME used = one STARDATE for each quadrant jumped
- ENERGY used = 100 units for each quadrant jumped

Warping among sectors -- This manuever costs 10 units of ENERGY for each sector jumped but uses no STARDATES.

How to WARP:

- Using the Joystick, display the WARP command on the screen.
- Then enter the COURSE number which is the direction you want to travel. This is done by moving the Joystick right or left. There are eight possible directions to move (with corresponding numbers). When the number you want is displayed (flashing) on the screen, press the red controller button to enter it.
- Next enter the FACTOR numbers, which represent the distance in quadrants and sectors you want to travel. Move the Joystick right or left to change the numbers on the screen. Then press the controller button to enter the numbers. The first (left) number indicates how many quadrants to jump. The second (right) number indicates how many sectors you want to jump.

Remember, when moving within the same quadrant (sector to sector), you must enter "0" for the first number since you do not want to move quadrants, only sectors.

WARNING: You cannot WARP through a star in your quadrant. If you try, you will lose the stardates and energy required for the WARP.

When you successfully WARP into another quadrant the STATUS report automatically appears on the screen. If you fail to WARP successfully, you will hear a loud buzz sound and the screen will remain unchanged (you tried to warp through a star).

PHOTON TORPEDO

Your PHOTON Torpedoes are one of two weapons you have to destroy Aliens. The other weapon is your PHASORS, explained in the next section.

You start with nine torpedoes. All nine torpedoes are automatically replaced whenever you dock at a starbase.

There are eight different directions you can fire PHOTON Torpedoes. Your ship must be directly in line (right, left, up, down, or diagonally) with an Alien to successfully hit it with a torpedo. You cannot shoot through a star or out of one quadrant and into another.

How to Use:

- Select the PHOTON command using you joystick.
- Enter the COURSE (direction) number in the same manner you enter the WARP COURSE number.
- Press the red controller button to fire.

Using your PHOTON Torpedoes requires no ENERGY or STARDATES. The Alien is always destroyed when hit by a PHOTON Torpedo. Any undestroyed Aliens in the quadrant will fire back after you use a PHOTON Torpedo.

PHASORS

Your PHASORS are an energy weapon. A PHASOR blast can cause damage, or destroy an Alien if strong enough. You must hit an Alien with more energy than he has to destroy him.(All Aliens start with 99 units of energy).

You do not have to be directly in line with an alien (as with protons), to destroy or damage him with phasors.

The power for your PHASORS comes from your ENERGY supply. Think of your PHASORS as a flashlight beam with great power close and less power further away. The close the enemy, the less power you need to destroy him.

How to Use:

- Select the PHASORS command using your Joystick.
- Assign the energy (PHASOR UNITS TO FIRE?) using a three-digit number. You must enter three numbers for it to work. The energy fired will be deducted from your ENERGY supply.
- After entering the last (third) number by pressing the red controller button, the PHASORS will automatically fire. You must fire once (press the red controller button) for each Alien in the quadrant.

After firing your PHASORS you receive a message saying Alien Destroyed, or

- How much energy hit the Alien (UNIT HIT).
- The coordinates of the Alien that was hit.
- How much energy the Alien has left.

NOTE: If more than one Alien is present, the energy will be divided between them. Any undestroyed Aliens will fire back at you.

HINT: Use a note pad to calculate the minimum energy required to destroy Aliens.

DAMAGE

Aliens in your quadrant will fire on you only after they detect a maneuver on your part. Their sensors are unable to detect when you use the STATUS or GALAXY MAP, so these are the only "free" moves. All other actions antagonize the Aliens to return fire, which can damage one of five ship functions:

- Launcher
- Phasors
- Engines
- Short Range Scanners
- Long Range Scanners

Your STATUS Report will show "OK" if a function is undamaged, a negative number will show how many STARDATES must be used up before that function is repaired. For example, if a ship function shows -3, then three STARDATES must be used up before you may use it again.

Docking at a starbase repairs all damage to your ship, regardless of STARDATES. If you try to use a ship function, the computer will respond with a buzz and the command will not be entered.

Your ENGINES are a special case when it comes to damage.

- You cannot leave a quadrant with damaged ENGINES.
- To fix damaged ENGINES, enter a WARP command for the same number of quadrants as STARDATES needed to repair the damage.
- Instead of moving quadrants, your ship will move only the number of sectors entered for quadrants.
- Although STARDATES and ENERGY will be deducted, your ENGINES will be repaired and you can leave the quadrant.

STATUS REPORT

Calling up the STATUS Report does not use any ENERGY or STARDATES.

STARBASE DOCKING

Docking at a starbase repairs all damage to your ship. This procedure provides you with a new supply of ENERGY (3000 units). It also replaces all 9 of your PHOTON Torpedoes.

To dock at a starbase, WARP to the same quadrant and sector as the starbase. This places you virtually on top of the starbase.

There are always two starbases in the galaxy. Starbases are randomly placed at the beginning of each mission. They never move and are never destroyed.

If your ship receives damage while you are docked, you must back off the starbase and then back on to it for repairs and refueling.

ALIENS

All Aliens start each mission with 99 units of energy. If you leave an Alien in a quadrant and then return later, he will be refueled to 99 units of energy (if damaged) and it is very likely the he will have moved.

When you are in a quadrant with an Alien or Aliens, you and the enemy take turns:

- You WARP into a quadrant containing an Alien, then you use your SR SCAN to find him
- The Alien will then fire at you.
- You execute another command
- The Alien fires again.
- You execute another command
- The Alien fires again, and so on.

Each time an Alien fires at you, you receive a report on how much of a hit you took as well as how much ENERGY you have left.

If there is more than one Alien in a quadrant with you, each Alien takes his turn before it becomes your turn.

MISSION SUMMARY

You now have all the vital information necessary to begin your first missions into space. Remember that STARDATES are finite or limited for each mission. If you run out of STARDATES without destroying all the Aliens, your mission will be unsuccessful.

Along the same line of thought, don't waste your WARPS. They cost you STARDATES, which are one of the most important mission factors you have to deal with.

Check your STATUS Report and GALAXY MAP often. They do not cost you any time (STARDATES) or ENERGY, and they are important sources of information.

Keep in mind where the starbases are and use them strategically as you journey through the galaxy. Also, don't be in a hurry making your commands. Careful thought along with some minor calculations will be valuable assets in your missions. Good luck and see you in space.

COMMAND SUMMARY

Ship Function	Cost
Galaxy Map	Free
Status	Free
Photons	Photon & Turn
Phasors	Energy & Turn
Warp	Energy, Stardate(s), Turn
Short Range Scan	Turn
Long Range Scan	Turn

STRAWBERRY SHORTCAKE

Now a video activity game that's full of lively music, colorful matching, and "berry" fun times! Strawberryland is all mixed up - thanks to the Purple Pieman. Strawberry Shortcake and her friends Blueberry Muffin, Lime Chiffon, and Huckleberry Pie were going to put on a musical talent show. But the Purple Pieman ruined everything. He didn't want anyone to have any fun, so he cast an evil spell on them. Now everyone has a body that's all mixed up - even the Purple Pieman. Can you put everyone back together the way they're supposed to be? When you do, the Strawberryland characters will dance for joy!

OBJECT

To correctly "put together" as many Strawberryland characters as you can.

THE STRAWBERRY LAND CHARACTERS

One at a time, you'll see the five Strawberryland characters that you want to correctly put together. You'll also see each character's name at the base of the gazebo.

ONE BERRY GAME

In all games, a mixed-up character will appear on the screen. Use the Joystick to put together a Strawberryland character that you think is correct. When you've selected a head, body, and legs that you think are correct, press the red button.

If you're right, you'll see the character's name at the base of the gazebo. You'll also hear the character's talent show tune and see his or her legs dance to the music. When the music and dancing end, you'll see another mixed-up character that needs to be correctly put together.

If you're wrong, you'll hear a mixed-up tune that's made up of a bit of the tune for each character's part you've selected. For example, if you have the Purple Pieman's head with Strawberry Shortcake's body and Lime Chiffon's legs, you'll hear a tune that has a little bit of the Purple Pieman's tune, Strawberry Shortcake's tune, and Lime Chiffon's tune.

You'll also see the character's legs dance to the music, but you won't see a name below the character you've assembled. When the music and dancing end, you'll see the same character for you to correctly put together.

TWO BERRY GAME

A character's name will appear at the base of the gazebo. In the rest of the versions.

Use the Joystick to put together the Strawberryland character whose name now appears on the screen.

If you're right, you'll see the character's name and watch the character dance to his or her tune. Play continues with another mixed-up character and name.

If you're wrong, you'll watch the character dance to a mixed-up tune. Then the same character will stay on the screen for you to correctly put together. The character's name will disappear, so you must remember the name you just saw.

THREE BERRY GAME
A sun will appear at the top left side of the screen in the rest of the versions. This is the "timer."

Use the Joystick to put together the Strawberryland character whose name now appears on the screen-but before the sun timer moves all the way across the sky to the top right side of the screen The sun timer will stop.

If you're right, you'll see the character's name and watch the character dance to his or her tune. Play continues with another mixed-up character and name, with the sun timer at the top left side of the screen.

If you're wrong, you'll watch the character dance to a mixed-up tune. Then the same character will stay on the screen for you to correctly put together in the time left on the sun timer. The character's name will disappear, so you must remember the name you just saw.

If you don't correctly put together the character before the time's up, the sky will darken and the game will end.

FOUR BERRY GAME
Play this game the same as you did the Three Berry Game. However, the timer in this game is much faster!

FIVE BERRY GAME
Another timed game.

If you're wrong, you'll watch the character dance to the tune you heard at the beginning of the game. But you won't see the correct character's name appear at the base of the gazebo. Then the incorrect character will stay on the screen for you to correctly put together in the time left on the sun timer.

If you don't correctly put together the character before the time's up, the sky will darken and the game will end. The Strawberryland characters will appear - one at a time - on the screen.

SIX BERRY GAME
Play this game the same as you did the Five Berry Game. However, the timer in this game is much faster! Continue playing at the game number you've selected, for as long as you'd like.

STREET RACER

Use your standard Paddle Controllers with this game program. You will need another set of Standard Paddle Controllers for three or four players for Street Racer.

CONTROLLER ACTION
In all the racing games, use the knob on the top of the Controller to steer the vehicle on the playfield. The red button on the side of the Controller is your accelerator in Street Racer Slalom , Scoop Ball , and Number Cruncher .Use the red button as a forward thrust in Dodgem and to fire bullets in Jet Shooter

DIFFICULTY
Slide the difficulty switch from "B" to "A" position and you lose one point for each collision that occurs during the game you are playing.

SCORING
In one-player games you race against the clock as you try to make points within 2 minutes and 16 seconds. During two, three and four player games, you compete against opponents to score the most points within 2 minutes and 16 seconds. Your score will flash on and off the screen during the final 16 seconds of game time.

STREET RACER
Avoid collisions and score points! One, 2, 3 or 4 players each control one car on the track playfield. In one and two-player games, each player uses a separate vertical track. In three and four-player games, two players share one track.

Each player tests his skill against computer cars. Use the knob on the Controller to steer your car around the oncoming cars heading straight for you! Press the red Controller button to increase your speed.

Score one point for every car you pass. Your car is color coordinated with your score that appears at the top of the playfield.

Each game is completed after 2 minutes and 16 seconds or when a player or team scores 99 points. Your score will flash on and off during the final 16 seconds of game time.

You'll hear the hum of the motors, CRASHES, and BEEPS when you score.

<u>GAME 1</u> One player steers a car on a moving vertical track avoiding collisions and racing against the computer car.

<u>GAME 2</u> Two players each steer a car on separate moving tracks avoiding collision with computer cars that appear on the track one at a time.

GAME 3 Each of the three players controls one car and avoid collisions with computer cars that appear on the track one at a time. Two players share the right track and compete against one player on the left track.

GAME 4 Four players compete to avoid collisions with cars that appear one at a time. Two players are on each driving team and share one track.

GAME 5 Two players each steer a car down separate tracks while steering around computer cars that appear two at a time.

GAME 6 Four players compete to avoid collisions. Two computer cars head down the track at one time. There are two players on each driving team that shares one track.

SLALOM

Put on your skis and get ready for the treacherous slopes. One, 2, 3 or 4 players each control one set of skis. In one and two-player games, each player skis on his own private ski run. In three and four-player games, two players share a ski run.

Use the knob on the Controller to steer your skis through gates. Press the red Controller button when you want to increase the speed down the run.

Score one point for every gate you pass. When you crash with the gate, you've only lost time, not points.

NOTE: Slide the Difficulty to "A" position and you lose one point upon collision. The gates also become narrower.

Your skis are color coordinated with the score that appears at the top of the playfield. A game of Slalom is completed when one player scores 99 points or after 2 minutes and 16 seconds. The scores will flash on and off during the last 16 game seconds.

You'll hear the SWISH and the BEEPS when you pass through a gate and score one point. You'll also hear the CRASHES.

GAME 7 One player skis down the right slope and passes through gates that appear one at a time on the ski run. The left skier is your computer opponent.

GAME 8 Two players each have separate but identical runs. Gates appear one at a time.

GAME 9 The ski gates appear one at a time for three players who compete for points. Two players share the right ski run and compete against one player on the left run.

GAME 10 Four players race down the slope and through the gates to make points. Gates appear on ski run one at a time. Two players are on each ski team and share a run.

GAME 11 Two players compete for points by passing through gates that appear two at a time on the ski run.

GAME 12 Four players compete for points by passing through gates that appear two at a time on the ski run. Two players are on each ski team and share a run.

DODGEM

Sharpen your driving reflexes and make points when you avoid oncoming obstacles. One or two players each control one car. In these one and two-player games, each player has a private vertical straightaway track.

Use the Controller knob to steer your car. Press the red Controller button when you want to accelerate the car; release the button and the car gradually falls backwards to the bottom of the track.

Your object is to move the car from the bottom of the track to the top while dodging oncoming obstacles. Score one point each time you complete the straightaway. Your car automatically returns to the bottom starting line when you complete the track.

The score at the top of the playfield is color coordinated with your car. A game of Dodgem is complete when one player scores 99 points or after 2 minutes and 16 seconds. The score will flash on and off during the last 16 seconds of the game. You'll hear the motors hum, cars CRASH, and scores "BEEP."

GAME 13 One player races against the clock and tries to complete the track as many times as possible within 2 minutes and 16 seconds.

GAME 14 Two opposing players compete for points on separate vertical tracks while oncoming obstacles appear on the track one at a time.

GAME 15 One player races against the clock and tries to complete the track as many times as possible. Oncoming obstacles appear on the track two at a time.

GAME 16 Two opposing players compete for points on separate vertical tracks while oncoming obstacles appear on the track two at a time.

JET SHOOTER

You're a fighter pilot in this game. One or two players each control one fighter jet equipped with missiles. In these games, each player has a separate air space.

Use the Controller knob to steer your jet through the sky. Press the red Controller button when you want to fire missiles and destroy enemy aircraft approaching you from the opposite direction.

Score one point for each enemy aircraft you destroy. Put the Difficulty switch in the "B" position and you lose only time, not points, when an enemy jet collides with you. With the Difficulty switch in the "A" position you lose one point for each collision.

A game is completed when one pilot scores 99 points or after 2 minutes and 16 seconds. The score will flash on and off during the final 16 seconds of game time. You'll hear the missiles fire, crashes and the hum of the engines.

GAME 17 One player guides the right jet through the skies and attempts to shoot down enemy jets that appear one at a time. The left jet is your computer opponent.

GAME 18 Two Players each steer a jet in a private sky. Oncoming enemy jets appear one at a time.

GAME 19 One player steers the jet through the sky as enemy jets appear two at a time.

GAME 20 Two players each steer a jet as enemy jets appear in the sky two at a time.

NUMBER CRUNCHER

Got an appetite for Numbers? One, two, three and four players each control one Motorcycle that CRUNCHES numbers on the track.

In one and two-player games, each player drives up a private vertical track. In three and four-player games, two players make up a motorcycle team and share the right track. Two players use one track in four-player games.

Use the Controller knob to steer your chopper down the track. Press the red Controller button when you want to accelerate the speed.

Your object is to run over the numbers on the track (2,4,6).You score the face value for each number you squash. For example, score six points when you CRUNCH a number 6.Be sure to directly run over the numbers with the nose of your chopper. Sloppy aims can result in number collisions instead of points.

Your motorcycle is color coordinated with the score at the top of the track. Number Cruncher games are completed when a player scores 99 points or after 2 minutes and 16 seconds. During the final 16 seconds, your score will flash on and off the scoreboard.

You'll hear the whine of the chopper engines and the CRUNCH and CRASH of the numbers.

GAME 21 One player steers his motorcycle to CRUNCH numbers that appear on the track one at a time.

GAME 22 Two players rumble down the tracks looking for numbers that appear two at a time.

GAME 23 Three players take a thrilling ride up the track as numbers appear two at a time. Two players are on one motorcycle team and oppose one player.

GAME 24 Four players become a Number Cruncher Motorcycle Gang looking for numbers to squash on the track. Two players are on each motorcycle team and share one track. Numbers appear two at a time.

SCOOP BALL

Your object? To catch balls and deposit them into a Computer Scooper. To catch the balls you have a giant moving Scooper. Two, three or four players each control one Scooper. In two-player games, each player moves along a private track. Two players share the right track in three-player games; during four-player games, two players are on each track.

Use the Controller knob to steer the Scooper up the track. Press the red Controller button to accelerate the Scooper.

You score one point each time you catch a ball (+)Continue to catch balls until a Computer Scooper appears on the screen. When you steer your Scooper into the Computer Scooper, you score three points and deposit the ball or balls you've collected. If you CRASH before depositing, you lose your chance to deposit the balls and score.

NOTE: Your Scooper changes shape after you catch the first ball. After you deposit the balls, your Scooper returns to its original shape.

Your Scooper is color coordinated with the score at the top of the track. Games are completed when a player scores 99 points or after 2 minutes and 16 seconds. During the final 16 game seconds, your score flashes on and off the scoreboard.

You'll hear CRASHES, the Scooper motors, the scoop and deposit.

GAME 25 Two opposing players compete for balls and Computer Scoopers that appear on the track two at a time.

GAME 26 Three players compete for points. Two players are on one Scooper team and share the right track.

GAME 27 Four players compete for points. Two players are on each Scooper team as balls and Computer Scoopers appear two at a time.

STRONGHOLD

Destroy the Galactic Trap! Space-security approaches the abandoned asteroid Stronghold activating a volley of defense drones. Skillfully you must pilot your attack ship through the explosive space-waste; a single scrape will pierce the skin of your fragile ship.

Without warning the bleak surface of the heavily fortified Stronghold is energized by three moving force-shields that protect a lethal asteroid-crawler. The automatic systems of the seemingly derelict Stronghold are functioning perfectly, heat sensor interceptors launch to track and destroy your spacecraft.

Survival depends on blasting through the whirling forceshields and devastating the crawling command center as it fires repeatedly trying to eliminate your frail ship.

The diabolical Stronghold has one last defense mechanism; a magnetic mega-field that forms at the outer limits of the asteroid's atmosphere. Slowly it expands towards the surface trapping you within a diminishing combat zone. Can you fight off the interceptors, blast through the force-shields and exterminate the armored command crawler before your time expires?

Tension mounts as hair-trigger reflexes and unerring accuracy are mandatory for survival. Only you can annihilate the Stronghold and move on through the galaxy to neutralize another, more deadly, space menace.

GETTING STARTED

You must pilot your attack ship through the defense drones, destroying or dodging them. When the shields close, blast through them and destroy the command crawler to neutralize the Stronghold.

PLAY FEATURES

When the game begins, you have five attack ships; one in play and four in reserve. The reserve ships are displayed in the upper right corner of the screen, below the score. A new reserve ship is earned each time you destroy a command crawler and neutralize an asteroid. Up to six attack ships can be held in reserve.

For each section of shield you knock out, 10 points are scored. Destroying a drone, patroller or interceptor scores 20 points. Destroying a Command Crawler scores 90 points.

Collisions with the drones, patrollers or interceptors will destroy your attack ship. In addition, when you have broken a hole through the shields, the Command Crawler will be able to fire deadly bolts through the opening.

In game versions with the Mega-Field, it will begin to appear at the top of the screen shortly after the shields close and the Command Crawler emerges. The MegaField is a dull red region into which your attack ship cannot move. As it moves down toward the asteroid's surface, your maneuvering room is diminished until you are forced into the patroller zone, where it can be very difficult to survive .

PLAY TIPS

Remember that you can't shoot directly to either side. Don't get "outflanked" by an attacker coming from the side.

Watch out for rapidly entering attackers. Stay away from the top and bottom of the screen when new attackers are likely to come in.

To keep track of the position of the Command Crawler without looking down at it, listen to the sound as it moves on the asteroid's surface. The louder the sound, the nearer it is to your ship. When it is directly beneath and locked on to fire, a shrill warning alarm is given.

Opportunities may arise to dive under the patrollers and blast the shields, but a poorly timed attempt is likely to be fatal.

To survive the faster drone assaults, shoot a few to break up their pattern and then concentrate on dodging them.

GAME VARIATIONS

The difficulty switches allow you to select the first asteroid you will attack. The higher asteroids have much better defenses than the first ones.

SUBTERRANEA

The hideous HEXUPLEX guards the dark tunnels. Its evil genius tracks your Ranger, wherever you fly. The creature sends up lethal Aerobots, one after the other. Grab the Treasure Crystal and slide into the underworld. You're in for an unforgettable adventure!

If you survive flocks of flying enemies, escape through the high powered flash pulses of the Electro-Gates. It takes steady nerves to make it! Then, go even deeper to more wild battles. Keep shooting, and never give up!

GAME OBJECTIVE

Fight off attacking Aerobots and swoop down to seize the Treasure Crystal. Descend to the tunnels, blasting the flying foes. Don't let the Ranger touch tunnel sides...especially any skulls! Clear a tunnel and find the Electro-Gate. Move the Ranger through it safely in 3 attempts or less. When you've cleared the bottom tunnel, descend through the glowing transit port and enter a big cavern. Keep going if you can!

GAME VARIATIONS

1	1	1 Player, Skill Level 1 (Standard game)
2	1	1 Player, Skill Level 2 (Advanced game)
1	2	2 Players, Skill Level 1
2	2	2 Players, Skill Level 2

IN THE CAVERN OF THE HEXUPLEX

You must first fight off a series of deadly Aerobots sent up by the evil HEXUPLEX. Shoot down each Aerobot before it collides with you. A collision costs you one Ranger! The bar at the bottom of the screen shows how many Aerobots remain in this attack. Destroy all Aerobots and the hideous HEXUPLEX crawls away. A Treasure Crystal appears! Fly the Cave Ranger down to the Crystal and touch it until a shaft opens up through the cavern floor. Move the Ranger down the shaft to the first tunnel. Get ready for some fast and furious action!

IN THE TUNNELS

Tunnels are filled with flying foes. If any of them collide with you, you'll lose one Ranger. In some tunnels, foes can shoot at your Ranger. Get out of the way! BEWARE! Don't touch either side of the tunnel. It'll cost you score points while contact lasts. And be sure not to touch any of the skulls; if you do, you'll lose a Ranger! Shoot all the flying foes in a tunnel without being hit, and you'll win an extra Ranger (up to a maximum of 7). When a tunnel is cleared of flying foes, the bar at the bottom of the screen disappears and you hear a short "ALL CLEAR" signal. It's time to move on down again.

ELECTRO-GATES

Clear a tunnel of flying foes and an Electro-Gate will appear. Descend through the gate without touching it or being hit by a flash pulse. If you can't get through in three tries, you'll have to clear the same tunnel again, without scoring any more points! Electro-Gates become more difficult and require more precise timing as the game progresses. Don't take too much time! Your score goes down until you get through the Gate!

TRANSIT PORTS

When you've cleared out the bottom tunnel in each series you can exit through a glowing transit port. Fly the Cave Ranger to the left or right until you see the port in the tunnel floor. You can touch the tunnel floor just beyond the transit port, without losing score points. When you've moved the Ranger down through this port you'll be in another big cavern. The HEXUPLEX is back with more (and "smarter") Aerobots. Try to capture another Crystal!

SCORING

Each Aerobot you shoot.	100 points
Each flying foe you shoot.	25 to 99 points
Each Treasure Crystal you capture.	1000 points
Each contact with tunnel sides.	Minus points during contact
Clear tunnel without being hit.	Win 1 extra Ranger
Touch a skull.	Lose 1 Ranger

SUMMER GAMES

SUMMER GAMES is a series of seven exciting competitive events. Up to eight players can enter this international contest, choosing a single country for which to compete (no two players can choose the same nation to represent).

The object is to see your country come out on top. Events vary from head-to-head races like hurdles, sprints, swimming and rowing, to solo events like skeet and gymnastics. Win an event either by scoring a faster time or by piling up more points than your opponent. The nation that wins the most events takes home the gold!

SWITCHES

The left difficulty switch controls the number of joysticks.

- Position A = two joysticks
- Position B = one joystick.

Use the left joystick when you're in the single-joystick mode. If you wish to play head-to-head with your opponent and have two joysticks, select position A. Otherwise flip the switch to position B.

SELECT sends you into practice mode, allowing you to cycle between events. Practice in single joystick mode. You'll remain in an event until you press SELECT once more. SELECT also returns you to the country-select menu, from whichy ou may start competing.

RESET lets you restart a game from the middle, but also transfers you into practice mode. Holding SELECT down and pressing RESET returns you to the country-select menu.

DASH, HURDLE, AND ROWING have a computer opponent when you play alone.

STARTING PLAY

SUMMER GAMES begins as the title screen appears. From the title screen you will move on to the country-select menu by pressing the FIRE BUTTON or waiting for the music to end. The country-select menu is a list of eight eligible countries: the USA, USSR, U.K., Japan, Greece, Canada, Spain, and Italy.

Highlight the country of your choice by moving the cursor up and down with the joystick. Press the FIRE BUTTON to select the highlighted country. If you change your mind after you've made your selection, re-highlight the country you selected and press the FIRE BUTTON again. You will then be able to select a new country name from the list. When each player has selected a country to represent, move the cursor to "Done" and press the FIRE BUTTON. The first event's title will appear on the screen.

Events are announced on a screen that shows the names of competing countries and the name of each event as it is played. Press the FIRE BUTTON to enter the event; press the FIRE BUTTON again to start the event. If you fault during play, the even will replay up to three times (you can only fault in certain events).When a country finishes an event, the announcement screen returns with the name of the next nation to compete. When all competitors have completed an event, the next event begins. The order of competing nations stays the same throughout the series of events.

HURDLES

The object of this event is to jump all the hurdles as fast as you can. Press the FIRE BUTTON to begin READY/SET/GO sequence. There is an overhead view of the track in the center of the screen showing which runner is ahead. At GO push the joystick to the right and hold it there until you near the first hurdle. Jump hurdles by "tapping" the joystick UP as your runner approaches each hurdle (holding the joystick up for too long slows your man down).Push the joystick right to sprint again once you've cleared the hurdle. Just as in live competition, crashing into hurdles costs valuable time. And the harder you crash, the more 'get-up' time you're docked. First one to the finish live wins.

SWIMMING

Like the hurdling event, swimming begins with a READY/SET/GO sequence when you press the FIRE BUTTON. Anticipate the gun (GO) and press the joystick to the right early to get a good start (but not too early or you'll fault).Gain speed by hitting the FIRE BUTTON on each down stroke, just as your swimmer's arm reaches the water. Turn quickly at the pool's end by tapping the joystick left before you hit the wall. Time the strokes and the turns well and splash home to victory. The first swimmer to finish his laps wins.

SKEET SHOOTING

Targets are launched from the right or the left of the firing range when you press the FIRE BUTTON. Move the joystick left or right, up, or down to sight the target and shoot by pressing the FIRE BUTTON. Shoot at either one or two targets from each of the eight shooting posts. Adjust your aim carefully and quickly before you fire (keep in mind that there is a slight gravitational pull on your sight as you aim).The shooter with the most hits out of 25 wins the medal.

100-YARD DASH

The 100-yard dash is a speed event. Runners line up on two parallel tracks, as in the Hurdles event. Press the FIRE BUTTON to start. At GO (but not before) move the joystick as fast as you can in any direction to make your runner sprint. Keep the joystick moving in all directions as fast as you can until your runner reaches the finish line. The fastest time wins.

SWIMMING RELAY

Three-man teams compete against one another in this extended version of the Swimming competition. Press the FIRE BUTTON to start the READY/SET/GO sequence. As in the swimming event, anticipate the gun (GO) and press the joystick right early to get a good start. Press the FIRE BUTTON just as the swimmer's arm reaches the water on the down stroke to gain speed. As he nears the right side of the pool, tap the joystick to the left before he hits the wall to turn him around.

Remember that each member of your relay team swims two laps; as the first swimmer nears the left side of the pool, anticipate his arrival and the tap the joystick right. Be careful not to tap the joystick too early or you will lose time! Follow the same sequence for each swimmer on your team. The first team to finish wins.

GYMNASTICS
In this event, only one athlete competes at a time. The winner is determined by points gained in special maneuvers during his routine. The initial screen shows your gymnast ready to start his run at the pommel horse. Press the FIRE BUTTON to start your man running toward the horse; press it again as he nears it to initiate a mount. Once mounted, your gymnast holds the pommel horse bar and circles the horse's axis in a rhythmic motion. Points are give for mounting and dismounting correctly (0.5 each), for traversing the horse (0.5), and for each 360 degree spin the gymnast makes (.005).Points are subtracted for incorrect hand placement (0.1), for moving in the wrong direction (.1), for falling off the end of the horse (1.0 - automatic disqualification), and for faulty dismounts (1.0).

The upper screen shows your gymnast in motion on the pommel horse. The lower screen shows your gymnast's hand position by a pair of dots that follow his motion up and down the horse. Increase his speed as he revolves about the horse's axis by pushing the joystick left just before he moves across the bottom of the pommel horse. Push it to the right as he approaches the top of the horse. If you're quick, you can increase speed faster by pushing the joystick right (or left) more than once. Your athlete will slow down if you fail to press the joystick right and left, but he'll keep on the horse and in motion. Move the joystick up to move him to the top of the horse, move it down for your gymnast to reach the 'south' end.(Up-to-down or down-to-up is a full transversal).Remember he can fall off the end and be disqualified! Watch the hand and body movements of your gymnast to determine when to push the joystick up or down.(If he's moving to the bottom of the horse, and his hands are close together, then the bottom one should be moved...)Remember that you can only move the hand that is in the air (the smaller dot) so you must time your movements carefully. There is a one-minute time limit with a maximum of 10 points to be earned. When it is time to dismount, you'll hear a warning bell. Good Luck!

ROWING
A READY/SET/GO sequence begins this speed event. Move the joystick left and right in rhythm to gain top speed (speed is shown on an indicator in the middle of the screen).The fastest time wins the event.

AWARDS CEREMONY
After every event, the countries of the top three competitors are listed in the order they placed. The country name of the Gold Medal winners appears at the top of the screen.

- Gold Medal = 5 points
- Silver Medal = 3 points
- Bronze Medal = 2 points

SUPER BASEBALL

Batter Up! The late-summer sun sits high above the ballpark. The centerfield flags are barely moving. You can feel the sun's heat reflecting off home plate. The crowd behind you murmurs, afraid to break the spell. It's the bottom of the ninth, the score is tied, and the pennant is on the line.

You have a runner on base and only one out. The pitcher tries to stare you down. But you know he's getting tired, and his sinker ball is starting to creep up into the strike zone.

Finally he makes the throw. Your whole body moves into the swing. With the crack of the bat still ringing in your ears, you head for first. As you round the bag at first, you look up in time to see a fan in the centerfield bleachers make the catch. You head for home, and the crowd goes wild!

You've just won the pennant with a two-run homer. Now on to the championship!

GETTING STARTED
Press [Select] or push the joystick handle up or down to choose a one-player/first up, one-player/second up, or two-player game.

UP AT BAT
To hit the ball, press and hold the joystick fire button while moving the joystick. The direction in which the joystick is moved determines the type of swing.

Swing	Joystick
Bunt	up
right field	up/left
left field	up/right
fly/right	down/left
fly/left	down/right

If the swing results in a hit and no one is on base, the runner automatically moves to first base. If the batter gets a hit and there are one or more runners on the bases, press the joystick button and use the joystick to move the runner(s) along the baseline.

If the batter hits a solo home run, the runner automatically runs the bases. If there are one or more runners on the bases when a home run is hit, press the fire button on the joystick to run the bases.

To have a runner steal a base, push the joystick handle towards the base the runner is on. To return the action to the batter, pull the joystick towards you.

Strikes and balls are displayed on the bottom of the screen, and outs are are displayed at the top of the screen between the teams' scores.

IN THE FIELD

When your team is in the field, first select your pitch by moving the joystick.The direction of the joystick determines the type of pitch.

Pitch	Joystick
Fastball	up
intentional ball	down
riser	left
sinker	right
curve/left	up/left
curve/right	up/right

Once you have selected the pitch, hold the fire button down and move the joystick handle down quickly to release the pitch.

To throw the ball from one player to another, move the joystick handle to select the direction of the throw; then press the joystick fire button to release the ball.

Throw	Joystick
home plate	down
pitcher	center position
1st base	right
2nd base	up
3rd base	left

PLAYING TIPS

The fielder closest to the ball automatically makes the play. Begin moving the fielder into position, using the joystick handle, as soon as the ball is hit.

If the ball is thrown away, the runners don't advance. Play is delayed until the appropriate fielder picks up the ball and throws it back to the pitcher.

When throwing the ball to an infielder, picture the joystick as sitting in the middle of the baseball diamond. When the handle is in the center position, pushing the fire button throws the ball to the pitcher; home plate is down from the pitcher; first base is to the right of the pitcher; second is up from the pitcher; and third base is to the left of the pitcher.

Remember to select a pitch before you release the fire button. If you release the fire button without having selected a pitch, it's counted as an intentional ball.

As in a real baseball game, the team with the highest number of runs after nine innings wins the game. However, if the game is tied at the end of the ninth, it could be a long day at the old ballpark.

SUPER BREAKOUT

Imagine you're in a one-man space shuttle traveling through the heavens at the speed of light. You and your tiny ship are totally engulfed in darkness, except for the luminance of an occasional passing star.

Suddenly, without warning, there's a brilliant flash straight ahead. You check the radar screen. Nothing. Pretty soon there's another flash, and another. ext thing you know the flashes have turned into one gigantic force field of some kind and it's dead ahead. You check the radar screen again, still nothing.

The colors in this mysterious force field are so bright, they're almost blinding. And they seem to be in layers. But the strange thing is that nothing shows up on the radar screen. What could that mean? Is it possible to travel through this mysterious force field or will you crash and be destroyed? And what about the layers? If you make it through one, can you make it through the next, and the next?

It's decision time and there are only a few seconds to think about it. Turn back or blast ahead and try to make it through the layers of the brightly colored force field. It's up to you.

GAME OBJECTIVE

The object in all of the games is to keep the ball in play (as you knock out bricks) to score the highest amount of points possible, or to score more points than your opponent. Points are scored by using the Paddle Controller to hit the ball into the rows of bricks on the screen. The bricks disappear from the screen when hit, one at a time. The point value of the bricks in all games (except PROGRESSIVE) is defined by the eight row numbers.

There are eight exciting new game sounds programmed into SUPER BREAKOUT. One of these eight sounds is randomly selected each time you begin a new game. When you press game reset, you will hear a sample of the sound selected for that game.

The angle the ball rebounds off the paddle depends on which part of the paddle it hits. The ball will also speed up after hitting any bricks in the last four rows (or the last eight rows in PROGRESSIVE).

Whenever you break through the last row of bricks and the ball makes contact with the boundary at the top of the playfield, the paddle is reduced to half its original size (except in the Children's Versions). In DOUBLE and CAVITY, both paddles are reduced in size. The paddle or paddles return to normal size when a new turn begins.

Each turn ends when the ball is missed and disappears off the bottom of the playfield. In games with two or three balls in play, a turn ends when the ball is missed.

DIFFICULTY SWITCHES

The difficulty switches control the size of the paddle in all games. In the B or beginner position, the paddle is twice the size it is in the A position.

NOTE: Remember that the paddle reduces to half its original size when the ball breaks through the last row of bricks and hits the boundary at the top of the playfield.

GAME VARIATIONS

Games 1 and 2 are regular BREAKOUT. Game 1 is for one player, Game 2 is for two players.

As in all two-player games, each player has his own wall of bricks (and corresponding score), which is displayed on the screen during that player's turn.

Each wall of bricks contains eight rows. Bricks in the first two rows are worth one point each. The third and fourth row bricks are worth three points each. The fifth and sixth row bricks are worth five points each, and the seventh and eighth row bricks are worth seven points each.

If you knock out all the bricks(within five turns), a new wall of bricks will appear on the screen. Each wall of bricks is worth 416 points.

There is no limit to the number of times a new wall of bricks can be reset during a game.

If a tie occurs in a two-player game, the player reaching that score in the fewest turns is the winner. The maximum score for BREAKOUT is infinite since the wall of bricks will reset indefinitely. However, since the screen display has room for only four digits, a player's score will reset to 0000 if it exceeds 9999.

Game 3 is DOUBLE BREAKOUT for one player. Game 4 is DOUBLE BREAKOUT for two players.

The playfield in DOUBLE is the same as the BREAKOUT playfield, except that there are two paddles and two balls served. The paddles are stacked one on top of the other. The point value of the bricks is essentially the same as BREAKOUT except when there are two balls in play. When this occurs, each brick is worth twice its normal amount.

If you miss the first ball served, it counts as a miss and goes against your allotted serves (turns) per game. Otherwise, the second ball is served. If you miss the second ball (after hitting the first ball), play continues until you miss the first ball. After both balls are in play (have been hit at least once), one may be missed while the other remains in play.

The wall of bricks will reset an infinite number of times after the first wall is knocked out.

The maximum score for DOUBLE BREAKOUT is infinite.

Game 5 is CAVITY BREAKOUT for one player. Game 6 is CAVITY BRAKOUT for two players.

The CAVITY playfield contains slightly fewer bricks to make room for two "cavities", each of which contains a ball. When the game begins, the balls bounce inside each cavity but are held captive for the time being while a third ball is served. There are two paddles, the same as in DOUBLE.

Point values of the bricks are the same as the other games(defined by rows) when one ball is in play. When enough bricks are removed to release a captive ball, each brick is then worth twice its normal amount when hit. If the third ball is freed, bricks are worth triple their normal amount when hit.

If any one of the balls is missed, the scoring returns to double points. If the second ball is missed and only one ball remains in the playfield, the point value of the bricks returns to normal.

The wall of bricks will reset an infinite number of times, therefore the maximum score possibility for CAVITY BREAKOUT is infinite.

Game 7 is PROGRESSIVE BREAKOUT for one player only.

The playfield in PROGRESSIVE is set up somewhat differently than BREAKOUT. When the game begins, the playfield contains four rows of bricks at the top of the screen, followed by four blank rows, and then four more rows of bricks. The point value of the bricks is defined by row numbers, the same as in BREAKOUT.

After game play begins, the brick walls "progress" toward the bottom of the screen. As the bricks are knocked out and the walls progressively move down toward your paddle, new bricks enter the playfield at a progressively faster rate. Four rows of bricks are always separated by four rows of blanks. As the brick walls progress downward, their colors change, which gives them a new point value.

The maximum score for PROGRESSIVE is infinite.

Special PROGRESSIVE bonus: When a brick progresses to the last row at the bottom of the screen (which places it very close to your paddle), it will stay there for a specified amount of time and then disappear. If you hit such a brick squarely(in the center), before it disappears, you may receive special bonus points.

Game 8 is a one-player Children's Version. Game 9 is a two-player Children's Version. Both games are regular BREAKOUT.

The game play in these versions is programmed at a slower rate. The ball does not speed up after hitting bricks in the last four rows. Also, the paddle does not reduce to half its original size when the ball reaches the top boundary of the playfield.

Scoring and other game play characteristics are the same as normal BREAKOUT.

HELPFUL HINTS

When playing any of the SUPER BREAKOUT games, your best bet is to break out through the right or left corner of the playfield. The corners seem to be the easiest points at which to establish a "groove". Beginners should use the larger paddle size.

Be prepared for the ball to return at a faster speed when it hits the bricks in the last four rows (or the upper rows of bricks in PROGRESSIVE). You can miss a lot of shots simply by not being prepared.

Don't panic when the ball reaches the top boundary of the playfield and your paddle reduces to half its original size. All it takes at this point to keep the ball in play is a little more concentration, and a finer touch on the Paddle Controller. In time you'll have no trouble at all keeping the ball in play when your paddle is reduced in size.

Learn to anticipate where the ball is going to be. Anticipation can be a key factor, particularly when the ball bounces off one of the side boundaries near the bottom of the playfield. When the ball is traveling at high speed, you won't always have time to react and move your paddle to the right position. Your paddle will have to be in the correct position to advance. The only way to accomplish this is to anticipate where the ball will be.

GAME SELECT MATRIX

Game	1	2	3	4	5	6	7	8	9
Players	1	2	1	2	1	2	1	1	2
Breakout	🟥	🟥							
Double			🟥	🟥					
Cavity					🟥	🟥			
Progressive							🟥		
Childrens								🟥	🟥

SUPER CHALLENGE BASEBALL

The object of the game is to score the most runs in 9 innings or extra innings to a decision. Most professional baseball rules apply - 3 strikes for an out, 4 balls for a walk, first 2 foul balls count as strikes. Each player controls an 8-man team. One team fields while the other team is up to bat. Home runs, force-outs, double and triple plays can all be made. Batter up!

Each player controls an 8-man team. HOME team is BLUE. VISITORS are RED and always bat first. During the game, the man you select to control changes shape.

When your team is up to bat, you control the batter. When the pitch is right, swing away (by pushing the Red button). Timing on your swing determines where the ball goes. All hits are grounders, so the batter cannot fly out (not even on fouls). If you play the more difficult game, you control the lead base runner, so you can steal bases. (You can ONLY steal bases on Difficulty Level A.)

When your team is in the field, you control any one man at a time - pitcher, baseman OR FIELDER. (No shortstop.) Pitch inside or outside, or lay the ball right over the plate. Move a fielder to catch your opponent's hit. Then throw the ball to a baseman or tag the runner for the put-out!

Scoreboard automatically displays Home score, Visitors score, balls, strikes, outs and inning being played. Scoreboard disappears during actual play. IF THE SCORE IS TIED AFTER 9 INNINGS, YOU GO INTO EXTRA INNINGS TO A DECISION. (Home Team still bats last.) Inning number on the scoreboard does not advance beyond 9.

THE CONTROLLERS

For a fast pitch, pull the joystick down, toward you. For a slow pitch, push the joystick up, away from you. Change pitch while the ball is in the air, by moving the joystick. To return the ball to the pitcher, press the red button. Hold red button down while you push joystick up, down, left or right. Push joystick once for infielder, twice for outfielder.

If no one has the ball, fielding procedure GIVES YOU CONTROL OVER FIELDER SELECTED. Control over an outfielder is possible ONLY after the ball has been hit to the outfield. USE THE JOYSTICK TO MOVE FIELDER to ball. When he gets the ball, it appears BLINKING over his head.

If a fielder has the ball, fielding procedure causes him to THROW THE BALL TO THE BASEMAN SELECTED. The ball can ONLY be thrown to a baseman or the catcher, or returned to the pitcher.

To move a runner (difficulty a only): push joystick right to move runner forward. Push joystick left to move runner back.

DIFFICULTY SWITCHES
Only the LEFT Difficulty Switch makes any difference in game play. In "B" position, all base runners AUTOMATICALLY advance one base after a hit. You do not control base runners.

In "A" position, you control the LEAD base runner. After a hit, all runners except the lead runner, automatically advance one base. Lead runner may move HALFWAY to the next base (if another runner is moving to occupy the base he was on). You must move him the rest of the way.

If the bases are empty after a hit, you must move the batter to first base. When stealing a base, ONLY the lead runner moves when you advance him.

OFFENSIVE (BATTING & RUNNING)
Batter automatically appears when the pitcher gets the ball. All batters are right-handed.

Watch The Pitch When the ball is in a good position to hit, SWING! (Press the RED button.) WHEN you swing determines WHERE the ball goes when hit. (Early swing goes left; late swing goes right.) NOTE: BEFORE the pitcher throws the ball, the batter can select a fast swing by pushing the joystick forward or a slow swing (bunt) by pushing the joystick down.

After A Hit When playing at Difficulty B, batter automatically runs for first base and stops there. At Difficulty A, use the joystick to go for first, second, third, a home run! Remember, if you have men on base, you control the LEAD runner. Batter automatically goes for first. You cannot move your lead runner back to a base which another runner is occupying or running toward. (No collisions.) If your opponent isn't paying attention, GO FOR THE STEAL (Difficulty A only). But be aware: your runners are only safe when standing ON a base.

After any pitch, where no contact is made by the batter, your catcher gets the ball. Return it to the pitcher. (Press the Red button.) Ball is automatically returned to the pitcher after a FOUL BALL.

SUPER CHALLENGE FOOTBALL

For 2 players only. The object of the game is to out-score your opponent. There's passing, rushing, blocking, and touchdowns! Simulated 15 minute quarters. You set both offense and defense. Individual control of both the quarterback and linebacker.

THE GAME
This is two player gridiron action! One player controls the Home Team, the other player controls the Visitors. There are 5 men on offense: 4 linemen and the quarterback. There's a 5 man defense: 4 linemen and the linebacker. The team with the flashing ball has possession.

The field is regulation 100 yards. Each quarter begins on the 20 yard line. As a team moves downfield, the field moves too! The score, time left in the quarter and first down markers are displayed during play. During the huddle you will see downs and the quarter of play.

There's passing, rushing, tackling, interceptions and incompletes. No kicks! No out of bounds. Touchdowns count 7 points (point after touchdown is automatic), 2 points for a safety.

OFFENSIVE PLAY CALLING
Before each play, when the teams are lined up on the field, program the 4 linemen. Before being programmed, each lineman faces the quarterback. After being programmed, each lineman faces the opposing team. Now choose one of five running patterns, and program all 4 linemen. Here's how:

Push red button, without moving joystick: designates the actual pass receiver. (Only Program one actual receiver!)

- Push up: offensive player will block upward
- Push down: offensive player will block downward
- Push toward quarterback: offensive player will block straight ahead
- Push toward other team: offensive player will go out for a pass as decoy receiver

DEFENSIVE PLAY CALLING
Before each play, when the teams are lined up on the field, program the 4 defensive linemen. Before being programmed, each lineman faces the linebacker. After being programmed, he faces the opposing team. Now choose one of four defensive moves, and program all 4 defensive linemen. Here's how:

- Push up: defensive player will rush up then go for QB
- Push down: defensive player will rush down then go for QB
- Push toward other team: defensive player will rush offensive player straight on then rush the QB
- Push toward linebacker: defensive player covers offensive counterpart going out for a pass

TO HIKE
After all the offensive and defensive men have been programmed, offense presses the RED BUTTON to hike the ball. Once the ball is hiked, linemen carry our their programmed patterns.

TO RUN
Once the ball is hiked, control the quarterback and linebacker with your respective joysticks.

TO PASS
Once the ball is hiked, press the RED BUTTON and the quarterback passes the ball towards the receiver. Once the pass is in motion, the Joystick controls the receiver. Move him to complete the pass.

WINNING TIPS
A quick way to catch the ball carrier is to run off one end of the field. You quickly reappear at the other end. This is useful when the linebacker is way behind the quarterback. Go off the screen and appear ahead of the quarterback at the other end.

Use directional blocking (up/down) to open up a hole in the offensive line, then run through it!

Program several linemen to go out for a pass. (Remember, only one actual receiver.) This fakes out defense!

SUPER COBRA

Brush off your ace piloting skills because you're about to take off on a hair-raising adventure: air surveillance of unfriendly territory. This means a 10,000-mile obstacle course through ever-changing terrain... over craggy mountain tops, around tall city buildings, through long jagged tunnels. And that isn't all! The course is just rigged with chopper- stopping weapons like igniting rockets, heavy ground artillery, flying fireballs, and falling mines.

Every 1,000 miles of terrain brings ever-increasing challenges and ever-certain...danger. But a handsome payoff lies at the end for anyone who's got what it takes.

"PAUSE" BUTTON
If, at any time during the game, you wish to "freeze" the action and your score on screen, press the TV TYPE switch from "COLOR" to "B-W." When you are ready to play again, simply reset the switch to "COLOR."

PLAYING
You'll start the game with four choppers. The first appears in action while the remaining three wait "on deck" at the bottom of the screen.

As soon as you press RESET, start to fly your chopper down screen to the right. The object is to avoid the obstacles that border around the chopper's air route in order to gain points for mileage. Hit an obstacle, and the chopper goes down. When a chopper goes down, the next one comes up and begins at the start of the same level where the last one crashed.

In addition to gaining mileage, try to shoot down for points the weapons scattered throughout the course. You'll find four different types of weapons: ground artillery, rockets, fireballs, and mines. The type of weapon you'll find and whether it's activated or not will differ, depending on the level at which you're playing. Just remember: dodge its fire, don't run your chopper into it, and try to shoot it down for points.

FUEL TANKS
The blue bar at the bottom of the screen is your fuel gauge. Keep an eye on it because if your fuel runs out, your chopper is out of luck. You can replenish your fuel supply by hitting a fuel tank. As the fuel depletes to a dangerous level, you'll hear a warning sound. This tells you to fly to a tank quick and fill up.

THE OBSTACLE COURSE
Notice the band at the top of the screen. Each block in the band represents 1,000 miles of the obstacle course - or one game level. There are 11 levels in all. Every time your chopper enters a new level, its corresponding block turns yellow.

Survive one level (with at least one remaining chopper) and you'll hear a brief musical tune. In a moment, you'll cruise into the next level and a different section of the obstacle course.

Each level not only shows a different air route, but also displays different combinations of active and inactive weapons. Here's a rundown of what you'll encounter in each game level:

Level 1	Rockets and ground artillery both inactive.
Level 2	Rockets ignite, ground artillery inactive.
Level 3	Flying fireballs active.
Level 4	Rockets ignite, ground artillery fires.
Level 5	Ground artillery fires, rockets ignite.
Level 6	Mines inactive, rockets ignite, ground artillery fires, fireballs inactive.
Level 7	Mines drop bombs, rockets ignite, ground artillery inactive, fireballs inactive.
Level 8	Fireballs active.
Level 9	Rockets ignite, mines drop bombs, ground artillery fires.
Level 10	Same as Level 9.
Level 11	Here's where the booty lies. Ground artillery and rockets both active.

THE BOOTY
When you reach Level 11, the object is to pick up the booty by swooping down and landing on it. If you can accomplish this, there will be a slight pause in the action. After a brief musical tune, you'll go back to Level 1.

SPECIAL FEATURE
If you press the FIRE BUTTON IMMEDIATELY after the game ends (within 5 seconds), you'll start again at the beginning of the level where you left off, instead of starting at the very beginning of the game. Your score will begin again at zero.

SCORING

Hitting ground artillery	100 points
Hitting a rocket	50 points
Hitting a fireball	50 points
Hitting a mine	50 points
Picking up booty	5,000 points

Points also accumulate as you gain mileage: 900 points for every 1,000 miles traveled.

SUPER FOOTBALL

Super Football offers 3-D football action. On screen, you get a full view of the field from above and behind the offensive team. And you control the action as the players line up, kick, run, pass, and score.

You can play Super Football on any one of four game levels. As you advance to higher levels, game play lasts longer and the action heats up. You'll even select formations and patterns to run the game your way. To win, your five-player team has to score more points than your opponent's, with touchdowns, extra points, and field goals.

During game play, the clock runs continuously. There are no time-outs, fumbles, penalties, safeties, or running out of bounds in Super Football, so your game continues uninterrupted while you rack up points.

With Super Football, it's non-stop gridiron action until the final whistle!

GETTING STARTED
On the scoreboard at the top, the game level is displayed in the top row on the left and the number of players is displayed on the right. Push the joystick handle left or right to choose a game level. Push it forward or back to select a one-player or two-player game. (You can also press Select to make your choices.)

You can choose a game level from 1 to 4. The higher level games are more difficult and last for a longer time.

1) Novice 3 minutes per quarter
2) Standard 7 minutes per quarter
3) Advanced 10 minutes per quarter
4) Expert 15 minutes per quarter

.If you are using an Atari 2600, you can pause during a game by moving the TV-type switch to B/W. Move the switch back to COLOR to resume play.

PLAYING THE GAME
The game begins with both teams running onto the field and taking their positions on the scrimmage line. Player 1's team (left joystick control) wears red jerseys, and the computer's or player 2's team (right joystick control) wears green jerseys. Once the action starts, the man currently under joystick control on each team will have a slightly different-colored jersey.

The defensive (red) team faces you. The green team kicks off to the red team, and the red team's receiver catches the ball.

The red receiver is now under player 1's joystick control. Move your joystick in any direction to maneuver him up the field toward the end zone, while avoiding the green team's players. When the receiver is tackled, the two teams take their positions on the scrimmage line, with the offensive team at the bottom of the screen.

With both teams at the scrimmage line, you have an opportunity to choose your plays. Then the action continues.

THE SCOREBOARD

The scoreboard at the top of the screen shows both teams' scores on the top line. On the second line, the number on the left shows which yard line the ball is currently on. The number on the right shows how many yards the ball must be moved in order to get a first down. The down that's underway is indicated by one to four flags in the center of the scoreboard. The quarter indicator in the lower left corner shows which quarter the game is in by displaying one to four vertical bars. The clock on the bottom line keeps track of time remaining in the quarter.

The scoreboard is red when the ball is in the defensive half of the field and blue when the ball is in the offensive half. The game begins with the green team kicking off to the red team. Play stops at the end of the second quarter (halftime), and then the red team kicks off to the green team. The game ends when the clock reaches 00:00 in the fourth quarter.

RUNNING THE PLAY

With both teams at the scrimmage line and the plays selected, the offense can press the joystick fire button to hike the ball. (The ball will automatically be hiked after about four seconds if the fire button is not pressed.)

Once the ball is hiked to the quarterback, both teams carry out their plays. The defensive rusher will rush the quarterback, the offensive receiver will run the selected pattern, the halfback (or tight end) will try to block the rusher, the linemen will block, and the cornerback and safety will try to cover the receiver. When the quarterback has the ball, he is under joystick control. The quarterback can either run with the ball or pass to the receiver, depending on the play selected.

PASSING

Wait until the receiver is "open" before throwing the ball to him; then press the fire button to initiate a pass. You can move your joystick handle left or right to make the quarterback "lead" the receiver and throw the ball in that direction. Release the fire button to pass the ball.

Note: The quarterback cannot pass the ball once he crosses the scrimmage line.

RUNNING

You can decide either to make the quarterback run with the ball or pass to a receiver, depending on the play selected. Once the ball is thrown, joystick control switches to the receiver. Move the joystick handle to get the receiver in a good position to make the catch.

Maneuver your ball carrier up the field. Move your joystick to make him avoid defensive players, and use your blockers as shields.

When the ball carrier is tackled, the teams go to the scrimmage line for another play selection.

The offensive team has four "downs" to advance the ball 10 yards. If it is the fourth down, you can punt the ball or try for a field goal (if you are within 50 yards of the goal line). If the offense misses a field goal, the defense takes the ball. If a punt is kicked into the end zone, the defense takes over at the 20-yard line.

A touchdown is scored when the ball carrier crosses the goal line in the end zone. The teams then run onto the field to try for the extra point. After the extra point try, the offense kicks off to the defense.

Note: The ball carrier cannot be tackled between the 5-yard line and the goal line.

If the defensive team intercepts a pass thrown by the offensive quarterback, the defensive team becomes the offense and attempts to move the ball up the field toward the goal at the top of the screen. No runback is allowed on an interception.

SELECTING PLAYS

When the teams go to the scrimmage line, you select a play by moving the joystick. Once you have made your selection, lock it in by pressing the fire button.

Note: At game level 1 (Novice), plays are automatically selected.

At the fourth down, either a punt or a field goal will take place. The offense has about 25 seconds to select its play and lock it in. If no play is locked in, the previous play will be used. After the offense selects its play, the defense has two to four seconds (depending on the game level) to select its play. Again, if no play is locked in, the previous play will be used.

The plays you select appear on the scoreboard, in place of your score. When both teams' plays are locked in, the scores reappear and play resumes.

OFFENSIVE PLAYS

The offense can select both a formation and a pattern (the route the receiver will run). The formation number appears as the left digit of your score and the pattern number as the right digit. Move the joystick handle left or right to choose a formation (from 1 to 9). Move the joystick handle forward or back to choose a pattern (from 1 to 4).

Once the play is under way, use the joystick to control the quarterback or the receiver, depending on which man has the ball.

On motion plays, the halfback will go into motion before the ball has been hiked. When the ball is hiked, the halfback will begin the pattern from that point if he is the receiver. On run plays, the quarterback still has the option to pass.

Offensive Formations

1) Run right, option pass
2) Wide right
3) Run left, option pass
4) Halfback pass, motion left
5) Halfback pass, motion right
6) Tight end pass, fake motion right
7) Punt formation
8) Field goal formation

Note: When the offense selects either formation 8 or 9, the defense automatically selects the same formation.

DEFENSIVE PLAYS

The offense selects a formation, and the formation number appears as the left digit of your score. Move the joystick left or right to choose a formation (from 1 to 9).

Once the play is under way, use the joystick to control the cornerback.

On a blitz, the defense will rush two players. The safety plays a deep zone and will track either the wide receiver or the quarterback.

Defensive Formations

1) Wide coverage left
2) Wide coverage right
3) Motion prevent defense
4) Blitz corner right
5) Blitz corner left
6) Run right defense
7) Run left defense
8) Punt formation
9) Field goal formation

Note: When the offense selects either formation 8 or 9 the defense automatically selects the same formation.

SCORING

Touchdown	6 points
Field goal	3 points
Extra point	1 point

SUPERMAN

You are Superman. Receiving a tip on a bomb scare, you rush to the Metropolis waterfront. Dropping into a nearby phone booth, you change into Clark Kent, mild-mannered reporter for the Daily Planet, and continue east (right) toward the Metropolis Memorial Bridge.

As you approach the bridge, it explodes! Lex Luthor, arch enemy of Superman, is seen leaving in a heli-pack. Some of the Lex Luthor henchmen rush from the scene. A helicopter flies by carrying Lois Lane. Is she in trouble, or has she hired the helicopter to scoop the story? Another crook sneaks away.

This is a job for Superman! You rush back to the phone booth and emerge as the Man of Steel.

"Up, up and away" you fly to capture Lex Luthor and his gang. But beware! Lex Luthor has released three Kryptonite satellites that will seek you out. If any touch you, you become weak. You will lose your ability to fly, and to capture and hold on to things. Only a touch from Lois Lane will revive you.

The destroyed Metropolis Memorial Bridge is important to the economy of the city. Besides catching Lex Luthor and his gang, you must find the three pieces of the Bridge and rebuild it.

The helicopter may try to help, but more than likely it will be a hindrance... sometimes even removing parts of the Bridge that you have put into place. Other times it is a definite ally by snatching away the Kryptonite satellite that Lex Luthor may be hiding behind.

After putting Lex Luthor and his gang behind bars, and rebuilding the Bridge, you return to the phone booth and change back into Clark Kent. Then you catch a subway to the Daily Planet and turn in your story.

HOW TO PLAY

The object of this game is to put all the crooks behind bars, rebuild the Bridge, change back into Clark Kent and go to the Daily Planet in the shortest amount of time.

There is a timer at the top of the playfield that is incremented in minutes and seconds. It will start when you move the Joystick after depressing either Game Reset or Game Select, and stops when Clark Kent enters the Daily Planet.

There are six markers at the top of the playfield; the largest represents Lex Luthor, the other represent his henchmen. As each crook is put into Jail, one of these markers will disappear.

Each "frame" denotes a city block of Metropolis. They are connected at each of the four adjoining sides. You can pass through all the city blocks of Metropolis by flying either east (right) or west (left). Flying north (up) or south (down) continually will miss the phone booth and the Bridge.

You can enter the Metropolis Subway System through the "doorway" of any of the four subway stations. Once inside, to stay within the Subway System, you must move upward (north), as each of the four different colored areas are connected at the top.

To exit into the city from the Subway System, move east (right), west (left), or south (down).Each of the four different colored areas will exit into a different portion of Metropolis. For example, exiting west from the pink section will bring you to the Jail; exiting west from the yellow section will bring you to the Daily Planet.

There is a room inside the Daily Planet that is entered by passing through the "doorway" of the building. Once inside, you must go through the Subway System before you can exit into the city.

If you lose Lois Lane into the Daily Planet, she will tend to stay there. But... if the Helicopter goes by outside the building, she will come out to see what is going on and wander off.

If you have been "zapped" by a Kryptonite satellite or are in your guise as Clark Kent, you can only walk to the right or left, unless you are in the Subway System or inside the Daily Planet. Then you can walk in any direction.

To land, return the Joystick to the center or "neutral" position. If you are above "street level" you will float down to "street level", where you can walk. If you are below "street level", you will float down to the city block below.

To capture a crook, or to carry Lois Lane or pieces of the Bridge, you must touch them while flying. To release them, land by returning the Joystick to neutral.

To rebuild the Metropolis Memorial Bridge, all three pieces must be between the two buildings. As the third piece of the Bridge touches the other two, the Bridge will be complete.

To put Lex Luthor or one of his henchmen in Jail, fly through the bars of the Jail while carrying the crook. When you do this, the crook's "marker" at the top of the playfield will disappear.

If you land while carrying a crook, he will try to escape.

X-RAY VISION

X-Ray vision enables you to see into one of the four adjoining frames. Press the red controller button and move the Joystick in the direction in which you wish to see. Be careful! You will not move while using your X-Ray Vision, but the Kryptonite Satellites will, and they can "zap" you when you are looking elsewhere.

Note: The Superman Game Program can be played by one or two people. As a two-player game, teamwork is required between the players for Superman to avoid the Kryptonite Satellites and to capture Lex Luthor and his gang. The player using the left Joystick Controller will have priority over the left and right movements of Superman, while the player using the right controller will have priority over the up and down movements of Superman.

DIFFICULTY SWITCHES

The right difficulty switch controls the speed of Lex Luthor and his gang and the speed of Kryptonite Satellites .In the A position the Kryptonite Satellites will go after you twice as fast as in the B position. The crooks will also run from you twice as fast.

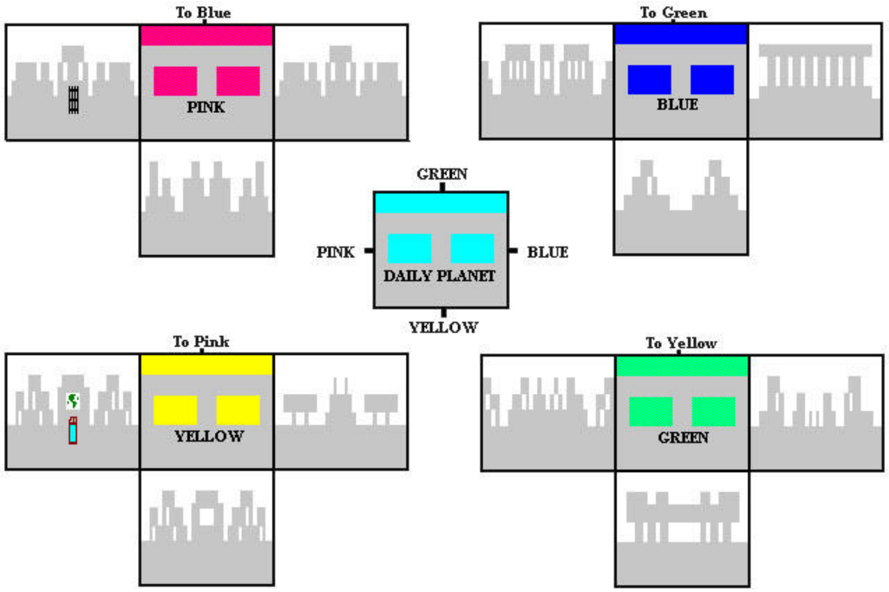
When the left difficulty switch is in the B position, Lois Lane will appear whenever you are "zapped" by a Kryptonite Satellite. When it is in the A position, you must find Lois Lane before you can get "revived".

CONSOLE CONTROLS

After beginning, the game can be stopped by depressing the Game Select switch. To resume play and restart the time, push the Joystick in any direction.

MAP

Use the map below to plan “shortcuts” when flying vertically.



SURROUND

Your basic objective is to surround your opponent, causing him to run out of space in which to move, and at the same time not running into anything yourself. You can set up a blockade, force him into a corner or wander off by yourself and hope that he runs into something on his own.

Along with the basic SURROUND game, we've added four game features to make things more interesting. Then there's VIDEO GRAFFITI. It's just for fun without the competitive edge thrown in. VIDEO GRAFFITI actually allows you to draw on the screen

We'd like to invite you to read the remainder of these instructions so that you don't miss any important details. After that, you'll be ready to have at it! There are one and two-player games so that you may compete against the computer or another player. So good luck, we're sure you're going to enjoy the SURROUND Game Program cartridge.

DIFFICULTY SWITCHES

Beginning players should start with the DIFFICULTY switch in the B position. This position prevents the player from backing onto their previous track block. During one-player games against the computer, slide the LEFT DIFFICULTY switch to B if you want the computer to play like an amateur; slide it to A if you want the computer to play like a pro.

There is no difficulty factor in VIDEO GRAFFITI games (Games 13 and 14).

USING THE CONTROLLERS

When the game begins, your blocks automatically move across the screen toward your opponent. Use the Joystick to control the horizontal and vertical movement of the tracks, or in games with Diagonal Movement, the diagonal movement of the tracks.

GAME VARIATIONS/FEATURES

Games 1-12 in this Game Program cartridge are all SURROUND games The SURROUND games offer four different features.

SPEED UP As the leader block moves on the screen, it will speed up automatically at different intervals. There are five speeds in all, and you have no control over them. They will happen automatically during each turn, so be prepared.

DIAGONAL MOVEMENT In games with Diagonal Movement, you can move the leader block diagonally on the playfield. Move your Joystick in a diagonal direction to move your leader block in the same diagonal direction on the screen. For example, if the leader block of your track is in the center of the playfield and you want to move it diagonally to the upper right corner, move the Joystick to the right and slightly away from you.

ERASE When you don't want to leave a track, press the red controller button and no blocks will appear on the screen. Release the button and a track of blocks will appear as you continue to steer with your Joystick Controller. Use Erase for super strategy moves.

WRAPAROUND In games featuring Wraparound, when you move your leader block off the playfield, it will reappear at the opposite side (See FIGURE 3). For example, move It off the top of the screen and it will reappear at the bottom of the screen.

VIDEO GRAFFITI

Games 13 and 14 are appropriately called VIDEO GRAFFITI. You can write a word, draw a picture, or get as abstract as you like. One or two players can use their Joysticks to control the movement and the direction of the track or tracks.

Move your Joystick in any direction to move the track block in the same direction on the screen. VIDEO GRAFFITI uses Diagonal Movement, Erase, and Wraparound.

SCORING

You score one point when your opponent steers his leader block into another part of his track or your track. In games which do not feature Wraparound, you also score a point when your opponent steers into one of the playfield boundaries.

NOTE: The most effective strategy is to surround your opponent's tracks with your own tracks.

The first player to score 10 points wins the game. The leader block of your track is color coordinated with the score at the top of the playfield.

In one-player games, your score is displayed at the upper right corner of the screen. In two-player games, the right player's score is on the right, the left player's score is on the left.

GAME SELECT MATRIX

Game	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Players	2	1	3	1	2	2	2	2	2	2	2	2	1/2	1/2
Speed Up			🟥	🟥		🟥	🟥		🟥	🟥	🟥	🟥		
Diagonal					🟥	🟥	🟥			🟥	🟥	🟥		🟥
Erase							🟥					🟥	🟥	🟥
Wraparound								🟥	🟥	🟥	🟥	🟥	🟥	🟥

SWORDQUEST • EARTHWORLD

WARNING: All you who enter EarthWorld will encounter danger, trials, tests, and obstacles. All will have an equal chance to decipher the hidden message.

Welcome to EarthWorld. This is the first in a series of four world that you must pass through on your quest for the Sword of Ultimate Sorcery.

As you explore EarthWorld, you will traverse 12 rooms, each named after a sign of the zodiac. You will encounter danger such as the horns of a charging Taurus bull, and you will be called upon to demonstrate your skill and ingenuity.

A variety of magical objects will assist you in the challenging journey ahead. These are strewn about the various zodiac chambers. Carrying certain objects along with you helps with game play. For example, the lamp allows you to see the charging horns in the dark bull pit of Taurus. By leaving the right combination of objects in the right zodiac chamber, you'll discover illuminating clues. These clues may:

- Refer back to the enclosed comic book and hint at the solution to the EarthWorld puzzle.
- Refer to the next world in the SWORDQUEST series, FireWorld.
- Help you solve the final puzzle of all four SWORDQUEST cartridges combined.

Be off with you! EarthWorld awaits your careful exploration.

GAME PLAY

As an explorer and clue seeker in the subterranean landscape represented in this game cartridge, your objective is to find the hidden clues and solve the puzzle.

In EarthWorld are 12 special rooms, each bearing a sign of the zodiac on its wall. Travers the 12 rooms and select magic objects. You can take 6 objects at a time. Then, as you leave the right objects in the appropriate rooms, you'll receive clues that will help you solve the puzzle.

As you will recall from reading the EarthWorld comic book, Torr and Tarra must use the magical objects to get at the hidden sword. These objects will help you as well. Think about what each article could be useful for. You may even want to experiment with carrying different combinations from room to room before you embark on serious game play.

By leaving the right object(s) in the right room(s), you will receive a clue display. In the center of the clue display is your clue. Pay close attention to each clue as it is your key to solving the puzzle.

Frequently, a clue refers back to the comic book. For example, the numerals 16 and 5 could mean: Look on page 16, panel 5 to find a clue that will help you solve the puzzle. By trial and error you can learn how to interpret EarthWorld's clues.

EarthWorld contains 11 clues, some are valid to the puzzle, some are not. One clue will help you in the next SWORDQUEST game cartridge, FireWorld.

Scattered about EarthWorld are skill and action sequences. In these you must cross some barrier to reach a room where you can leave or retrieve objects. You must leap from raft to raft to cross the Aquarian rapids, dodge the spears of Sagittarius and the horns of Taurus, and run through a roaring waterfall in the jungle of Leo.

Your reward for successfully meeting a skill and action test is often an object that will work great enchantment for you in the future game play. To get out of a skill and action room, press the red button on your controller.

FINAL SEQUENCE

When you have performed all the trials and tasks and have done the right things with all 15 objects, you will magically be transported back to the SwordQuest screen. At the bottom of the screen in place of the copyright notice, is your final clue. Read the clue, then push the button on your controller. Poof! Now you're in the chamber where the Warrior's Sword awaits you. Pick it up, it is yours. You are armed and ready to embark upon the next quest, FireWorld.

CONTROLLER ACTION

Use the Joystick to move your explorer through the maze of rooms. The explorer moves up, down, right, left, and diagonally in the same direction you move the Joystick.

To pick up treasure, position your cursor over an object and press the red button on your controller. The object will appear on the bottom of the screen and will move with you through the maze until you deliberately leave it somewhere. Once you have 6 items in your inventory, you must drop one to pick up an additional item. To leave an object in a room, go to the bottom of the screen, position your cursor over the object, and press the red button. The object will stay in the room until you retrieve it.

NOTE: You must be in a room that has the sign of the zodiac on its wall in order to leave or retrieve a magical object.

To move out of the zodiac rooms, position your cursor on the door located next to the zodiac sign and press the red button on your controller. You will then be in the doorway of the zodiac room; note that it is the same color as the zodiac chamber.

To move out of the doorway and into another zodiac room, walk through any of the four exits. You will be sent down a corridor into another doorway. Press the red button on your controller and you'll be in a zodiac room or a skill and action test which you must pass in order to get to a zodiac room.

NOTE: You will need to carry a magic object to move out of the right and left exits of the doorways.

You can leave and re-enter EarthWorld without turning the game off. After about 20 minutes, the first display will come back. When you're ready to return to your last position, simply press the red button on your controller.

HELPFUL HINTS

Play the game with paper and pen. Write down every clue and keep a log of every movement and its result for your future reference.

Remember that carrying certain objects along helps with game play.

If you become frustrated trying to do a skill and action sequence, push the red button on your controller and go to another room.

Some skill and action sequences may become easier if you wait a while in the room itself before trying to do the task.

Just because you use an object to obtain one clue doesn't mean that same object won't help you in future clues or tasks.

SWORDQUEST • FIREWORLD

Welcome to FireWorld. You may have already traveled through EarthWorld and succeeded in solving the EarthWorld puzzle. FireWorld is the second in a series of four worlds that you must pass through on your quest for the Sword of Ultimate Sorcery.

You enter FireWorld as a mighty warrior. Your skill and courage will be tested with dangerous trials and obstacles. The object of the game is to solve the puzzle.

The FireWorld puzzle is based on the Tree of Life, with ten rooms linked together by ten rooms with doorways. FireWorld has ten treasure chest rooms, some containing different magical objects. These objects will help you on your journey through FireWorld. Carrying particular objects will help you find clues. Before you can explore these rooms, you'll be called on to demonstrate certain skills, just as Torr and Tarra are tested in the FireWorld comic book. As a warrior, your skills are important to conquering FireWorld. To help you on your quest, you will be armed with the FireWorld comic book which contains additional clues. Some clues will come from a combination of both the comic book and the Game Program cartridge. These clues will refer back to the enclosed comic book and hint at the solution to the FireWorld puzzle.

You have just leaped into the blazing flames of FireWorld - see if you can survive and triumph!

GAME PLAY

As a warrior, you'll need courage and skill, but you'll also need to be a detective and an explorer to find the hidden clues and solve the FireWorldpuzzle.

Remember, this game is a puzzle. These instructions will not tell you how to solve the puzzle, but together with the comic book, will help you find the necessary clues to solve the puzzle. You will have to use trial and error methods to obtain the information needed to solve the FireWorld puzzle.

In Fireworld, you will encounter ten different rooms.T here are 16 objects randomly located throughout these rooms, but you can only take six objects at a time. As you leave the right objects(s) in the correct room(s), you will reveal clues that will help you solve the puzzle. These are some of the magical objects which help Torr and Tarra in their quest for the Sword of Ultimate Sorcery.

The most important object you will seek is the chalice. Without it, you will be barred from entering a secret room. This secret room is at the center of the tree of life. The magical chalice contains water to cool and protect Torr and Tarra from the intense heat of FireWorld. When you find it, magic doors will open for you.

If you leave the right object(s) in the appropriate room(s), you will receive a clue display. In the center of the display is your clue, for it is your key to solving the puzzle.

Each clue will refer back to the comic book. For example, then numeral 5 could mean: Look on page 5 for a clue to the FireWorld puzzle. By trial and error, you will learn how to interpret each clue.

Before you can enter the ten treasure chest rooms in FireWorld, you will be expected to perform a skill and action sequence. For example, you might be required to catch razor-sharp knives, dodge flaming fire-birds, or even kill venomous snakes. Torr and Tarra must also survive some dangerous stunts.

After completing the skill and action sequences, you, like Torr and Tarra, shall gain wisdom, mercy, power, understanding, and perhaps valuable prizes as well.

A real test of courage. You must pass through a deadly pit of venomous snakes.

NOTE: Some skill and action sequences might appear to be repeated, but will lead you to different treasure chest rooms.

Dodge the flaming firebirds, for if you touch them, they become wild. However, if tamed, these birds could lead you to a treasure chest of magical objects.

You must catch and place fire goblins in a box.

Protect yourself from hot knives that fall from the ceiling by guiding the knives into a stationary pit.

Use your arrows to shoot down flying fire-breathing dragons, but watch out for their hot flames.

What appear to be innocent snakes could turn out to be huge jawing salamanders. You must dodge the salamanders to stay alive.

You must complete each skill before you can enter a room in which to leave or retrieve your objects. When you encounter a skill and action sequence, experiment with the Joystick and the red controller button. Some sequences require the use of the Joystick; some the red controller button.

CONTROLLER ACTION

To pick up an object, position the cursor directly over the object and press the red controller button. The object will then appear at the bottom of the screen and will continue to move with you until you decide to leave it in a room. To leave an object in a room, move to the bottom of the screen, position the cursor directly over the object, and press the red controller button. The object will stay in the room until you pick it up again.

To move from room to room, position your warrior in a doorway, and walk through the exit and down the hallway into another room.

NOTE: Some doors are locked, which means they are invisible. However, certain objects will allow you to unlock these doors.

If you press the red button while in a room with doorways, you will move into a skill and action sequence. After you have completed the skill, the program automatically moves you into another room with doorways or into a treasure chest room with objects. If you find yourself in a treasure chest room, you may pick up or drop off any object. Remember, you can only carry six objects at a time. To leave a treasure chest room, move the cursor to the small open door in the lower left corner of the room, and press the red controller button.

SWORDQUEST • WATERWORLD

WATERWORLD is the third in a series of four individual contests comprising the ATARI SWORDQUEST CHALLENGE.

The ultimate objective in the WATERWORLD contest is the jeweled Crown, made at a cost of $25,000. To win that Crown, you will have to pass certain tests of dexterity and cleverness - in both the video game and the accompanying comic book.

Your goal in the WATERWORLD game cartridge is to discover the seven "numerical clues" that will refer you to the appropriate page and frame number of the accompanying comic book. There you must look artfully for "word clues" to send to ATARI on the enclosed SWORDQUEST CHALLENGE entry form.

Not all the numerical clues are valid. Three are decoys. A careful poetic reading of the comic book is required in order to obtain information that will be helpful in selecting the valid word-clue answers from the false ones.

GAME PLAY

WATERWORLD is primarily a puzzle. There are seven rooms. Scattered throughout these rooms are 16 magical objects which are related to each other and to the seven rooms. Isolating the rooms from each other are three skill-and-action tests which you'll need to master in order to successfully enter a room and manipulate all the objects in that room.

Your task, SWORDQUEST CHALLENGER, is to travel successfully from room to room; discover the relationships of the objects to each other and to the rooms; and then place a correct combination of objects in the appropriate room to get a numerical clue.

Each room needs a unique set of seven objects to trigger a clue. If you correctly place at least four of the seven objects designated for a specific room, a numerical clue will momentarily be revealed to you at the bottom of the screen. Use this numerical clue to search for a word clue in the accompanying comic book.

You can carry a total of six objects in your carrying pouch. You gain information about the objects and their interrelationships by transferring the objects back and forth from the room to the carrying pouch in each of the seven rooms. Interrelationships between the objects and the rooms will be displayed as "hints" at the bottom of the screen. Writing down these interrelationships and interpreting the resulting information is an essential prerequisite to successful game play in a puzzle like WATERWORLD.

USING THE CONTROLLER

Use your joystick to travel from room to room and to transfer objects from the room to your pouch and back. To transfer an object, move your playing figure directly over the object and press the red button.

To transfer objects back into the room you must first enter the carrying pouch. To do this, move your playing figure over the carrying pouch symbol at the top of the screen and press the red button. To emerge from the pouch, simply move your Joystick up toward the room.

Pressing the red button while a hint is being displayed at the bottom of the screen will immediately return you to game play. Doing this will eliminate the time it usually takes to cycle through each hint display.

Pressing the red button while you are in the midst of a skill-and-action test is a sign of surrender. You will be transported directly into the desired room, but without the power to see or successfully manipulate all the objects in that room.

In the ice floes sill-and-action test: Push the Joystick up away from you to jump up to the next floe. Pull the Joystick toward you to jump back.

NOTE: Just as you can leave the pieces of a chess game assembled overnight, you can also maintain the current status of WATERWORLD after a hard day's SWORDQUESTING by leaving the POWER of your console unite ON- even with your television turned OFF. To return to the place you left off, press the red button on your controller and resume game play.

SKILL-AND-ACTION TESTS

To simulate the challenging adventures Torr and Tarra must face in the comic book, part of your SWORDQUEST CHALLENGE requires you to pass certain tests successfully from room to room.

There are three skill-and action tests facing you:- the Sea of Sharks- the School of Octopi- the Slippery Ice Floes

To enter a room with the power to manipulate all the objects in that room with your Joystick, you must guide your playing figure to the opposite side of the screen from where you start.

A certain amount of time is allotted for you to accomplish each test. If you fail to enter the next room through your own efforts, you will be automatically placed in that same room when time runs out. However, there will be a penalty: Not all the objects in that room will be visible to you.

Only if you succeeded in getting through a skill-and-action test can you manipulate all the objects allocated to that room. If you try to transfer an object in a room that you entered after time ran out, that object may disappear!

When you do complete a skill-and-action test successfully, an image of the Ultimate Sword of Sorcery will appear momentarily before you enter the room. If you are not successful, the word "SWORDQUEST" will appear before you are placed in the room.

HELPFUL HINTS

In order to receive a numerical clue, all the objects you leave in a room must be part of a set that is designated for that particular room. If you include any object which does not belong, you cannot trigger a numerical clue.

For each skill-and-action test, there is a different magical object which will allow you to pass directly into the next room without having to undergo that specific test. There is also one overarching object which will allow you to travel successfully from room to room without having to undergo any of the skill-and-action tests.

WATERWORLD demands logical thinking along with trial and error methods. You will need to try several types of combinations befog you discover a set which will work.

All of the hints are true. Some hints may not appear to be perfectly clear; they are capable of being interpreted in more than one way. Don't get lost. Make notes. Keep a journal.

AN APPROACH TO SOLVING THE PUZZLE

The following instructions present a more simplified, step-by-step scenario on how to play WATERWORLD. While no critical secrets are revealed (of course), dedicated adventurers and puzzle solvers may wish to ignore these suggestions and work out their own approach.

When you start, you're in the sea of sharks. Try to swim to the other side of the screen. There is a time limit for this particular skill-and-action test.

If you succeed in swimming past the sharks within the time limit, an image of the Ultimate Sword of Sorcery will appear briefly and you will enter room 1 with all objects in that room available to you. If you fail to swim past the sharks, the word "Swordquest" will appear instead and you will enter room 1 with only the Shoes of Stealth available to you.

With the red button pressed down, move your Joystick until your playing figure is directly over the shoes. It may take a few passes until you make the right connection, but when you do, the shoes will be transferred to the backpack at the bottom of the screen. Observe what happens during transfer; make a note of it. If "nothing" happens, then note that "nothing happened" when you transferred the shoes in room I from the room to the backpack.

By leaving objects in the backpack, you can carry them as you travel from room to room. So, leave the shoes in your backpack; carry them with you to the next room.

Exit from room 1 through one of the lower exits. Oops! You're caught in a school of octopi. OK. Try to swim past them into the opening at the bottom of the screen.

If you succeed in swimming past the school of octopi, you'll enter room II with all the objects in that room visible and available to you. If you fail, only the Cloak of Invisibility will be available to you.

With the red button pressed down, move your playing figure directly over the carrying pouch symbol. You will be transferred to the pouch in the form of a flashing square (cursor).With your Joystick, move the flashing square (cursor) directly over the shoes and press the red button. Now observe what happens: You get a hint.

Your hint: The sword and the amulet are related to each other! You now know that they belong together in one (or more!) of the rooms and are part of a set that can trigger a numerical clue. Make a note of this.

Your task from here on is to take all of the objects in all the rooms and make a note of what happens when you transfer each object back and forth from each room to the backpack. With this information, you can now make some logical inferences as to which objects belong in which rooms.

Go to those rooms. Place combinations of objects in the rooms until you can trigger a numerical clue. Be prepared to make a note of the numerical clue when it appears, because it will remain on the screen for only a moment. Then use that numerical clue to look for a word clue in the DC comic book.

Use this technique to find all seven numerical clues in the WATERWORLD video game. Look with the eye of an artist for the corresponding word clues in the comic book. Then - with the discriminating pen of a poet - choose four of those seven word clues which you think are correct, write them on the entry form and send them to ATARI.

All set to meet the SWORDQUEST CHALLENGE? En garde!

TAC-SCAN

Squadron alert! Squadron alert! This is not a drill. Enemy airships are approaching your command base. All that stands between you and annihilation is your five ship squadron.

Wipe out 10 enemy ships and you can bring in any needed replacements. If you don't need them, leave them in the reserve fleet for later use.

Complete four rounds and advance to the next level. Now the action gets hot and heavy.

USING YOUR CONTROLLERS

Plug the game paddle into the RIGHT connector at the rear of your game console. TAC-SCAN uses the RIGHT connector. So if you already have a joystick plugged into the left connector, you can leave it alone. TAC-SCAN is started by pressing the FIRE button of the correct game paddle controller. Unfortunately, we can't tell you WHICH control this is, since they are not marked .Try them both--you'll know when you have the correct one when the game starts. Use the rotary control to steer the squadron. Every time you press the FIRE button, a missile salvo is unleashed by your squadron ships. Each ship fires one missile, so the more ships you have in your formation, the more firepower you have.

ENEMY APPROACH

You command a squadron of five ships, shown at the bottom of the screen. Watch out for the approaching enemy ships! They fire deadly laser bolts, which can wipe out ships in your squadron formation. As your skill level improves, you will be able to hit these enemy ships and then dodge their deadly laser bolts.

DOCKING

Every time you hit 10 enemy ships, you end a round (signaled by a distinctive sound). At this point, if you have any ships missing in your squadron, you are given the opportunity to dock new ships into fighting formation. These ships slowly descend one at a time, and you must steer them into the "docking platforms" shown in the vacant ship positions. Anytime you miss (or avoid) docking a ship, it floats past your squadron, and the next round begins. Any ship which is not docked is put back into the reserve fleet--you do not lose it.

RESERVE SHIPS

You begin TAC-SCAN with no reserve ships. Every time you complete a round by shooting 10 enemies, you are awarded a reserve ship. These reserve ships are stored off-screen for deployment during the docking maneuver. When you complete a round with empty ships in your formation, the score at the bottom of the screen is replaced with a two digit number showing how many reserve ships you have.

GAME DIFFICULTY

When you complete four rounds, TAC-SCAN automatically advances to the next difficulty level. You'll know when this happens. The screen colors change, and a special sound is heard. Now the action picks up, and you have the chance of scoring even higher points.

TAC-SCAN has 15 "theoretical" levels of difficulty. We say theoretical because the highest anyone at SEGA has managed is level 7.

END OF GAME

When your flying squadron loses the last ship, the game is over. This happens whether or not you have ships in reserve. At the end of the game, the highest round you achieved is shown on the screen, as well as your final score. To start another game, simply press the FIRE button.

SCORING

Level	Enemy	Round	Hit 3	Hit 4
1	100	1,000	10,000	20,000
2	200	2,000	10,000	20,000
3	300	5,000	10,000	20,000
4	400	20,000	10,000	20,000
5+	100x Level	20,000	10,000	20,000

A mysterious enemy ship which shimmers in color appears at various times during a TAC-SCAN game. Hitting it awards an additional 500 points.

Bonus points are awarded for completing a round, for hitting three ships with one salvo, and for hitting four enemy ships with one salvo.

STRATEGIC TIPS

Be patient and let enemies go by when you are in a vulnerable position. There is no penalty for enemies not shot.

For high scores, concentrate on lining up three and four (rare) enemies for the 10,000 and 20,000 point bonus. This is fairly easy to do in the early rounds.

In the early rounds, purposely avoid docking the reserve ships so that they are added to your off-screen inventory. You'll need them in the later rounds!

Experiment with different squadron formations. Some are easier than others to avoid enemy fire.

Always hit the shimmering enemy ship for extra points.

TAPEWORM

You don't know what a SPECTRAWORM is? Well -- we are the little critters who clean up the fruit left over in your television from that other video game that you play! And we do all this for "BEANS". To see me at work, and help me out -- just plug me into your game console. By the way, if you see "SPANKY" the spider, or "BEEKY" the bird don't tell them where I am!

Game 1 = 1 Player Beginner / Game 2 = 2 Players Beginner
Game 3 = 1 Player Advanced / Game 4 = 2 Players Advanced

Difficulty switch A is for Diet Beans and B is for High Calorie Beans.

PLAYING THE GAME

When you start the game "SLINKY" and the first bean appear on the screen.

The idea is to eat each of the ten beans (they appear one at a time) before the mystery beetle moves across the screen from left to right.

If you eat the bean before the beetle gets to the fruit, the beetle moves back to the left and the bean counter is reduced by one. If however, the mystery beetle gets to the fruit first, then 2 additional beans appear on the screen and the bean counter is increased by 2.

A maximum of 8 beans will appear on the screen at any one time. And the bean counter can hold up to 30 beans at a time.

You start the game with 4 chances to eat the fruits. You lose a chance (worm) if

- You touch the edges of the bean patch.
- You get tangled up.
- You touch an obstacle in one of the advanced patches.
- "SPANKY" or "BEEKY" eats you.

SPANKY AND BEEKY

At any time these guys can appear on the bean patch. They will only catch "SLINKY" if they touch his head (yellow square). So when you see them...Get out of the way!!

As you advance from patch to patch, different obstacles appear in the middle of the screen. If you touch any part of them you lose one chance.

1) Apple Bean Patch
2) Orange Bean Patch
3) Grape Bean Patch (Night)
4) Strawberry Bean Patch
5) Banana Bean Patch

The third patch is at night. In order to see the patch you must push the red button on your joystick. This will give you approximately 2 seconds of light. When you eat a bean you get additional 2 seconds of light. Each time you press the fire button, you are penalized 1 bean. So try to use it as seldom as possible.

SCORING

Patch	Bean	Fruit
Apple	5	50
Orange	10	100
Grape	15	150
Strawberry	20	200
Banana	25	250

Maximum Score: 9,995 pts. A bonus worm for each 1,000 points. A maximum of 4 worms can be saved at any one time.

SKILL LEVEL

Fish Bait	0	-	995
Earth Worm	1,000	-	2,995
Silk Worm	3,000	-	4,995
Book Worm	5,000	-	7,995
Tape Worm	8,000	-	9,995

TAPPER

You are a frenzied bartender trying to keep the never ending flow of thirsty customers well watered. You'll have to keep slinging sodas and occasionally guess which cans of soda the Soda Bandit has shaken.

Keep the sodas coming, but not too fast. You'd better be sure you've got a customer without a drink at the bar or the drink will slide right off the bar and no self-respecting bartender throws drinks away. Keep your eyes open for the empties the customers sling back your way.

DIFFICULTY

There are two difficulty level switches. If both are set at "B" you'll play a Beginners game. If the left switch is on "B" and the right switch is on "A" then you'll play an Intermediate game. If the right switch is on "B" and the left switch is on "A" then you'll play an Arcade level game. If both right and left switches are on "A" then you'll play an Expert level game. Here's how each game level differs:

Beginner	5 lives with slow-moving customers
Intermediate	3 lives with slow-moving customers
Arcade	5 lives with fast-moving customers
Expert	3 lives with fast-moving customers

You then have the option of choosing a one-player game or two-player game. You can push the Fire Button on joystick 1 for a one-player game or push the Fire Button on joystick 2 to start a two-player game. Or you can use the game select switch to select a 1 or 2 player game. Select 1 finger for one-player game or 2 fingers for two-player game. If you are playing a two-player game, after player one suffers a defeat, player two has his or her turn. The score will swap in and out player 1 (blue) player 2 (gold).

The Bartender will wraparound from top to bottom and vice versa.

You have to keep the Bartender in place while filling mugs. The mugs will not go to customers unless they are full.

HOW TO PLAY

Tapper consists of five separate game screens. The Old West Saloon, the Jock Bar, the Punk Bar, the Space Bar, and the Bonus Round which occurs between each of the four bar scenes.

The score for player 1 is displayed in blue at the upper left corner of the screen. The number of lives that player has remaining is indicated by up to five mugs (one for each life) next to the 1 finger. Each time a player loses a life, one of the mugs is emptied.

BONUS ROUND

In the Bonus Round, The Soda Bandit challenges the Bartender to a soda can version of the old fashioned shell game.

The Bandit will shake five of the six soda cans on the bar and shuffle the cans around. You'll have to keep a close eye on the one he has not shaken. When the Soda Bandit has stopped shuffling the cans around, using the joystick, move the Bartender over to the can you think was not shaken by the Soda Bandit. Push the ACTION button to open the can you have chosen. If you have chosen the unshaken soda can, you receive a 3,000 point bonus to the sound of the Bonus Tune. If, however, you have mistakenly opened one of the cans the Soda Bandit has shaken, you'll get a shot of soda sprayed in your face.

BAR SCENES

In order to advance through each of the screens comprising the different bar scenes, you must successfully serve each of the customers as they approach you at each bar. When a customer finishes his soda, he'll sling his mug back to the bartender. The Bartender must catch the empty mug, or you lose a life. At the end of a round, a trio of dancing girls appear on the stage.

In order to survive the demands of tending bar, there are three things you must avoid.

- Do not allow a customer to get all the way to the Bartender's end of the bar without a drink. If you do, the disgruntled customer will sling the Bartender down the bar.
- If the Bartender jumps the gun and slings a soda where there is no customer to grab it, the mug will crash at the end of the bar.
- After customers at the bar have gulped down their sodas, they sling their empty mugs back to the Bartender, if he is still on the screen. Do not let the mugs get by. If they do, it will crash on the floor.

Each time any of these three events occur, your Bartender will lose one of his lives.

SCORING

Get Cowboy/girl out of Door	50 points
Get Sportsperson out of Door	75 points
Get Punk Rocker out of Door	100 points
Get Space Creature out of Door	150 points
Catch an Empty Mug	100 points
Complete screen (get all customers out)	1,000 points
Complete Bonus Rack	3,000 points

EARN EXTRA BARTENDERS

Earn one extra life after your first 20,000 points and another life for each additional 50,000 points.

TASK FORCE

Terrorists are at it again, and you command an elite anti-terrorist Task Force. Negotiations have failed, so it's up to you to "take out" the terrorists. They're holding several high rise buildings, and your Task Force is in position outside. You have wire-guided missiles to fire any time a terrorist steps into view in a window. You must fire quickly, because the terrorists never miss you when they have time to get off a shot. And the terrorist leader on the roof has a neutron bomb that ends it for everybody if he lets it go. But look before you fire! The terrorists sometimes push hostages into view...don't shoot if the guy in the window doesn't have a gun. And plan ahead! You have to wait for new supplies after firing all of your wire-guided missiles.

Take out the 9 terrorists in the first building, then your Task Force heads out to the next hot spot (held by 12 terrorists), and the next (held by 15 terrorists).Your fourth anti-terrorist operation is a treacherous night raid...and the action only gets hotter after that!

Set the DIFFICULTY switches to A (slow) or B (fast).

Push SELECT to select the game variation you want:

1. Single player, expert level
2. Two players, expert level
3. Single player, beginner level
4. Two players, beginner level

As you start attacking each terrorist nest, you have six missiles unpacked and ready to fire, plus three more crates containing six missiles each: a total of 24 wire-guided missiles. Once you fire all 24 missiles, you are at the mercy of the terrorists for several seconds while more missiles are brought in to your command center.

Each terrorist moves into a window, stops, and takes aim for several seconds. Whenever you allow a terrorist enough time to fire, one of your commandos is dead for sure. Terrorists never miss a shot!

SCORING

Target	Building 1	Building 2	Building 3
White Death	100	110	120
Pirate	50	60	70
Gang Green	40	50	60
Hoodman	30	40	50
Yellowbelly	20	30	40
Hostage	-1,000	-1,000	-1,000

NOTES: If you shoot a hostage when you have fewer than 1,000 points, you lose all the points you have. As your anti-terrorist squad proceeds from one building to the next, the number of points scored for taking out each terrorist continues to rise.

BONUS POINTS

If you take out the nine hostages holding Bldg 1, you earn 140 bonus points as you move your anti-terrorist squad to Bldg 2. You earn additional bonus points each time you clean out another nest of terrorists.

NIGHT RAIDS

When you take out the 15 terrorists holding Bldg 3, the video screen will go black...because your next operation is a NIGHT raid! Terrorists are still moving around and getting ready to fire at you, even though you can't see them. But you can trick them into turning on their lights for a few seconds by firing a missile at the building. Just hope you don't hit a hostage!

NEGOTIATIONS ARE OVER! IT'S TIME FOR TASK FORCE ACTION!!

TAX AVOIDERS

The goal of the player is to become a millionaire, after taxes, in one year. As in real life, there are obstructions to your progress, bureaucratic levels to go through and obstacles to overcome such as governmental red tape, bad investments that lose money, taxes and IRS audits.

THE CHARACTERS
These identities are all parts of the same character. Their movements are not controlled by the player. He is constantly perusing John Q.

John Q. is controlled by the joy stick and moves in all directions; left, right, up and down. The Fire Button causes him to jump over or through adversaries.

THE SYMBOLS
<u>Dollar Sign</u> You must obtain the dollars to earn income.

<u>Governmental Red Tape</u> (looks like Squiggles) Failure to avoid the red tape during the income screen costs you $2,000 each time.

<u>Portfolio</u> (looks like a briefcase) You must put investments into your portfolio to shelter income and obtain any capital gain.

GENERAL PLAY
The year is divided into 635 days, 12 months and 4 seasons. During each season there are two screens, an income screen and an investment/shelter screen. During the income screen, you must accumulate as much income "$" as possible while avoiding the costly governmental red tape. To reach the various bureaucratic levels, you must catch the elevator in the center of the screen. This takes you to the various levels, slowly like normal governmental action.

Approximately half way through the season, you are switched to the second screen which allows you to obtain various Tax Sheltered Investments. Here, you are being pursued by a character who is consistently moving into and out of the private enterprise system and governmental employment. This is symbolized by color changes; black, pink and green.

In the black mode he is Eggie, an IRS Revenue Agent trying to catch you for audit. When caught, you are audited and ALWAYS lose. You are then taxed at the maximum rate of 50% and sent back to work in the income screen. There are no appeals to tax court.

In the pink mode he is Waggie, a CPA who is soliciting your business. If he catches you, or you go to him, he charges you $1,000.You will find his fee, though expensive, is worth paying because he will always provide a more valuable Tax Sheltered Investment than the one previously available.

In the green mode he is Toodles, a Registered Investment Advisor who can help you maximize your income by providing the best Tax Sheltered Investment available. When green, it is to your benefit to catch him. Depending on the amount of time left before your taxes are due (the end of the season) it may or may not be beneficial to wait for the IRS Agent to become the Investment Advisor.

At the end of the season your taxes are collected through automatic quarterly withholding. The amount of tax collected depends on which Tax Sheltered Investment you have in your portfolio. You are then sent back to work (screen 1) to earn more income.

INVESTMENTS
There are seven different investments and each has different tax shelter benefits. Some also provide you with capital gains while others do not. There is a 50/50 chance that any investment will make or lose money. Good investments earn $1,000 per day in addition to any capital gain. Bad investments lose $1,000 per day but still can provide the capital gain. This is separate from and does not affect their ability to shelter income at the end of the season.

The Tax Sheltered Investments Are:

<u>OIL DERRICK</u> Oil And Gas Development
<u>SUN</u> Solar Energy
<u>TRAIN CABOOSE</u> Railroad Containers

TAZ

You are TAZ, the ravenous Tasmanian Devil who whirls like a tornado and eats everything in sight. Hamburgers, root beer, ice cream - you are jazzed by such junk! But look out, sometimes your feeding is so frenzied that you accidentally swallow dynamite! Pow! What a bellyache!

Your objective: Glut on every edible item that comes your way to achieve the fattest score possible while you stay alive as long as possible. To eat an item, simply cover it with the Taz tornado.

THE UNBALANCED MEALS ARE SERVED

TAZ is an eating contest composed of three unbalanced meals. Each meal consists of eight courses. After you eat 50 items of one course, the next course is served. As you progress through the courses, the food moves faster and arrives more frequently. When you finish all eight courses of one meal, you immediately start the next. In each of the three meals the same food is served in the same sequence - you start with hamburgers and end with sundaes. If you devour all three meals you are rewarded with a surprise "dessert." What could it be - a stomach pump?

You start the game with three lives. Each time you swallow dynamite you lose a life. The game ends when you lose your last life. You win bonus lives at: 10,000 points, 30,000,50,000, 80,000, 110,000, 150,000, and every 40,000 points thereafter. The maximum number of lives that can be displayed on screen at once is four; the maximum you can have is eight.

CRAZED WAVE

After you finish the fudgesicle course in the first meal, the game pauses and the words CRAZED WAVE appear on the screen. This is a warning that from here on the game gets crazier because the food is served faster and faster.

SCORING

You score what you eat, up to a total 999,999 points before the score rolls over:

Hamburger	50	Turnip	500
Root Beer	100	Tomato	500
Ice Cream Cone	200	Sundae	500
Fudgesicle	300	Surprise	500
Apple Core	400		

DYNAMITE TIPS

Don't stay near the edge of the screen. This is where an item first appears and you won't have time to see if it's food or dynamite. When dynamite comes between you and food, wait until the path is clear to move up or down the screen.

Remember that you can wait in a single path as long as you like. You won't be penalized, and it may give you more time to plan your strategy.

TENNIS

Now, you'll never have to wait for a court again. With Tennis by ACTIVISION , you can enjoy the challenge and excitement of tennis right on your home TV. But before you start, take a minute and read these important instructions. They'll help you to really enjoy all the special features of the game. In no time you'll be playing like a pro!

- Game 1: You against the Activision computer pro (full speed).
- Game 2: You against a friend (full speed).
- Game 3: You against the Activision computer pro (slow motion).
- Game 4: You against a friend (slow motion).

NOTE: In games 1 and 3, you are the orange player; the computer pro is the blue player. On black and with TVs, the orange player is white and the blue player black.

Use the Joystick to position your player, then push the red button to serve. The red button is used for serving only. After serving, players will swing automatically if they are in position to return a shot.

DIFFICULTY SWITCHES

With difficulty switches in the B (down) position, players can hit shots at a wide variety of angles -- some of them very sharp. With switches in the A (up) position, the widest-angle shots are eliminated.

Scoring is the same as in real tennis: 15-30-40, "deuce" at 40-all, and "ad in" or "ad out" following "deuce". The first player to win at least 6 games and be ahead by two games wins the set. If players tie in games at 6-6, the score returns to 0-0, and the first player to go two games ahead wins the set. One bell sounds after each point, three after each game, and six at the end of each set. Each player has his own bell tone.

SERVING AND VOLLEYING

You can serve to any part of the court and your first serve is always "in". Also, you can never hit the ball to long (beyond your opponent's baseline or sidelines) or too short (into the net). Just like in real tennis, when you're volleying at the net, you'll notice that your shots don't travel as far as they do when you hit them from the baseline. Also, you'll be able to hit your most sharply-angled shots while playing at the net.

PLACING YOUR SHOTS

Just as in real tennis, in Tennis by ACTIVISION you can aim and "place" the ball depending on how you hit it. The angle of your shot is controlled by where you hit the ball on your racket. If you hit the ball in the center of the racket, your shot will go straight forward. The closer you hit the ball to the edge of the racket, the sharper the angle will be in the direction your racket is facing. But you'll need to be careful. It's easy to attempt a sharply-angled shot and miss the ball entirely. There are a wide variety of angles to hit the ball. Experiment with them and you'll soon be able to precisely aim your shots and hit them out of reach of your opponent.

GETTING THE FEEL OF TENNIS BY ACTIVISION

Once you understand the game's basics, we suggest you start off with game 3 or 4 and play in slow motion for a while. Put the difficulty switches in the b (down) position. You'll soon get the feeling of the court, when to rush the net, when to lay back and play the baseline, and how the ball reacts when it's hit from various positions on your racket. If the wide-angle shots are too much at first, move either or both difficulty switches to the a (up) position while you practice. After you've gotten a little confidence, take on the Activision computer pro or a friend at full speed (Game 1 or 2) with full wide-angle shot capability (difficulty switches down at b). You'll find it quite a challenge.

HOW TO BECOME A PRO AT TENNIS BY ACTIVISION

Alan Miller is a Senior Designer at Activision. A fierce video game competitor, he's the designer and undisputed champion of Checkers and Tennis by ACTIVISION.

"My Activision Tennis, like real tennis, puts a premium on anticipation, reflexes, and conditioning. You really have to stay on your toes, try and anticipate where your opponent's shot will land, and get in position to return.

"Practice moving quickly to the area where you think your opponent's shot will go. If you can do that, then you'll get a jump on placing your shot out of your opponent's reach.

"For an extra tough challenge, try to serve and volley against the computer with the difficulty switches set on b. Hit a sharply-angled serve off the edge of your racket to either the right or left side, then move quickly about two-thirds of the way to the net.

"If you've anticipated properly, you can nail his return with across-court volley for a winner. But, guess wrong and he's passed you. This strategy demands a high level of concentration, razor-sharp reflexes, and lots of practice.

"But you know the old saying, practice makes perfect. So, keep at it, good luck and have a great game. Drop me a line and let me know how you do. I'd love to hear from you."

TEXAS CHAINSAW MASACRE

Recreate the chilling climax of the most horrifying movie ever made! Grab your joystick and become "Leatherface," the homicidal, chainsaw wielding maniac of your nightmares! A group of hapless tourists have trespassed on your property. One by one, they've been hunted down and eliminated. Now, only a handful remain! So, oil up your chainsaw and find as many victims as you can before your fuel runs out!

OBJECT OF THE GAME

Try to eliminate as many victims as possible before your chainsaw fuel runs out.

SCORING

For each victim you catch, you will receive 1,000 points.

HOW TO PLAY THE TEXAS CHAINSAW MASSACRE VIDEO GAME

The player controls Leatherface and his whirring chainsaw. Computer-controlled victims flee in terror as you pursue them. Beware of the obstacles in your way - cow skulls, fences, wheelchairs, and thickets. At the top of the screen is the number of fuel tanks left, and a gauge indicating the amount of gas left in the chainsaw. At the bottom of the screen is the score display.

Using your joystick, move Leatherface in the desired direction and try to overtake your victim. When you're close enough, press the joystick button once to rev up the chainsaw and eliminate your quarry. Caution: The chainsaw is always idling, using only small amounts of gas. Revving the motor quickly drains your fuel. Therefore, be sure you are in range before you press the button. Leatherface starts the game with three tanks of gas, so conserve your fuel.

BONUS: Extra fuel is awarded every 5,000 points.

Watch out for obstacles that hinder you from getting to your prey. Cow skulls, fences, wheelchairs and thickets appear at random in your path. If you run into an obstacle, Leatherface is momentarily delayed, allowing victims to escape.

Hint: You will find that the thickets give way to the bite of your chainsaw. But keep an eye on that fuel gauge! The game is over when your last tank of gas runs out, and one of the survivors returns to kick Leatherface in the pants!

THUNDERGROUND

Tunnel your way upwards. Closer and closer to the enemy targets, vicious Vector nuclear bases which you must destroy at all costs.

Suddenly, atomic cannon fire obscures the blackness. Dreaded "Core Ranger Tanks" have discovered your presence. But there's no turning back.

Vaporize them with your atomic laser cannon. Better yet, trick their blue "Digger Tanks" into eliminating their own forcefield. The only thing standing between you and the enemy bases. It worked! Now FIRE!

HOW TO PLAY

Mission Objective: Destroy all enemy nuclear bases located on the planet surface. Bases are protected by two deadly "Core Ranger Tanks" standing guard beneath the enemy base force field. You must outmaneuver or eliminate tanks, strip away the force field with your core capsule, then shoot the bases with your atomic laser cannon. Careful planning can force the blue enemy "Digger Tanks" to strip away the force field for you.

But you must hurry. You only have a limited amount of time to complete the mission or you'll lose one of your reserve core capsules.

BATTLE PLAN

You are faced with 12 levels of difficulty with four rounds per level. A round ends when all six bases on the surfaces have been eliminated. After level 1, the difficulty increases with bases appearing one at a time. The last or sixth base in a round is displayed in multiple colors.

Enemy supplies are hidden on the playing field during each round. Uncovering these supplies with your core capsule will give you bonus points. Their location is random. But, careful observation may reveal a secret as to their position.

OBSTACLES

There are two types of "Core Ranger Tanks" determined to destroy you. White "Sentry Tanks" which can only move in existing tunnels. And blue "Digger Tanks" which can dig their own tunnels to pursue you.

Either tank can destroy your core capsule with their atomic cannons or by ramming into you. You can eliminate tanks by blasting them with your laser cannon, but be careful, destruction of both tanks results in the appearance of a replacement tank that could catch you off guard.

Once a tank is destroyed you can drive through the remaining tank debris. But neither you nor the remaining tanks can shoot through it.

At the bottom of the playing field a third enemy tank begins moving towards your remaining capsules as soon as a round begins. You must destroy all six enemy bases before this tank reaches and destroys the first capsule in its path. You begin with only six capsules, although only three are displayed at a time. A bonus capsule is awarded after completion of each level (every 4 rounds).Your last capsule is displayed as an outline for timer purposes.

STRATEGIC TIPS

1. Don't destroy enemy tanks unnecessarily. There may be far better ways to score points.

2. Watch enemy tank movement carefully. Strategic placement of your core capsule can lead them away from the bases. It can also cause enemy blue tanks to strip away sections of the force field lying in front of the bases.

3. Don't risk yourself in search of enemy supplies in early rounds. It is much more important to stay alive in order to score bonus points for the destruction of bases in higher rounds.

SCORING

Points are scored by destroying tanks (always 50 points), destroying bases and by capturing enemy supplies. And by the timer (movement of the third enemy tank at bottom of screen). 40 points are awarded for every "tick" left on the timer when all the bases have been destroyed.

The two digits at the bottom right of the screen show the round you have achieved in the game.

Tokens score the following:

• Shovel	1,000
• Walkie Talkie	2,000
• Key	3,000
• Flag	4,000

TITLE MATCH PRO WRESTLING

...the screams of the crowd shake the arena as the Title Belt contenders circle one another. Mad Dog makes the first move smashing his fists into Skin Head's chest who gasps for air, then retaliates with a shin cracking kick. Mad Dog growls and grabbing from behind drags Skin Head across the ring whipping him around in an airplane spin; letting go so he flies into the ropes and bounces back to meet Mad Dog's concrete forearm across his neck... a perfectly executed clothesline. Wasting no time Mad Dog elbow drops him. Skin Head's face winces in pain as he fights his way up and staggers to his corner to tag his partner in. Big Chief takes the tag, grabs Mad Dog lifting him over his head and body slams him into the mat. Mad Dog's stunned, he's not getting up. Big Chief, looking for the pin, climbs the ropes for a dive. As he lunges into the air, Mad Dog scrambles to his feet and Big Chief's sweaty red skinned body splatters on the empty mat...

Press "SELECT" to go to the selection screen. The number on the scoreboard displays the type of match currently selected:

1) One On One
2) Tag Team match (two on two)
3) One on One computer wrestler (you against the computer)
4) Tag Team match-computer wrestlers (your team against the computer's)

Pressing "SELECT" will cycle you through the match selections. Once you have selected a match, choose your wrestlers beginning with player No. 1(the person using the left joystick). Move the joystick to highlight your Selection and then press the joystick button. Once player No. 1 has selected a wrestler, it is player No. 2's turn. In a tag team match, this selection occurs twice. The contenders are from left to right:

<u>Mad Dog</u> From Mad Dog, Louisiana, and weighing in at a whopping 390 Ibs., this redneck husky vows to "chew up and spit out" anyone who tries to tangle with him.

<u>Skin Head</u> Weighing in at 265 lbs., from Cowpoke, Idaho, this farm boy was brutally forced to shave his head after losing in a cow-tipping contest. To overcome his humiliation, Skin Head turned to wrestling at the age of 9, and today is one of the most feared wrestlers of our time.

<u>Mr. Mean</u> Currently weighing in at 320 lbs., from Hoboken, New jersey, Mr. Mean acquired virtually all of his early training on the streets, defending himself against slime.

<u>Big Chief</u> One part Apache and one part hulk, from Big River, Utah, he is merciless at 420 Ibs. Big Chief pow wow doesn't miss a trick - he will crush you without a second's thought.

Once contenders have been chosen, the arena screen is displayed and the match can begin. At any point during game play, pressing " RESET" will restart the currently selected match.

TAKING THE BELT

Each wrestler's strength is displayed by power bars on the scoreboard. The upper bar represents the strength of wrestler No. 1 (left joystick), and the lower bar represents the strength of wrestler No. 2 (right joystick or computer). Your challenge will be to sustain your strength while depleting your opponent's. Strength, used in combination with skillful maneuvering will enable you to pin your opponent. Next to each wrestler's power bar is a digit representing how many times the opposition has fallen. Pinning your opponent for 3 counts will constitute a fall. The rule for winning a match is best out of three falls.

YOUR CONTROLS

There are two modes of joystick control used during game play. The first is "joystick mode", which is simply moving the joystick around. Your wrestler's movement or pattern will correspond to that of your joystick. The second is "button mode". To switch from joystick into button mode you must first release the joystick. Then press the button and use one of the four joystick positions to execute a move. To use button mode in succession, you must release both the button and the joystick and then press the button and move the joystick again. The following instructions will refer to button mode as either "button mode up, down, right or left."

SOFTENING YOUR OPPONENT

Once the match begins, your wrestlers can walk around the ring in joystick mode. Make your wrestler punch with button mode up, and kick with button mode down. You can "soften" your opponent with these moves by knocking down his strength, while maintaining your own.

THE BEAR HUG...

With the exception of punching and kicking, you must first grab your opponent into a bear hug before making a move against him. Do this by moving your wrestler right next to his opponent, release the joystick, and in button mode, grab by directing the joystick toward the opponent. (To release your opponent you must re-activate button mode, this time directing the joystick toward your own wrestler). Once you have captured your opponent in a bear hug, you can drag him around the ring in joystick mode. Using button mode down, canvas slam your opponent.

"AROUND HE GOES..."

While you have him in a bear hug, direct the joystick towards your opponent in button mode to swing him into an airplane spin. Switch to joystick mode by releasing the button and throw your opponent. You can swing your opponent just a little to bounce him off of the ropes or swing him around many times and then let go to send him bouncing into the ropes and then flying back across the ring! When your opponent bounces off the ropes, get in his path and press the button before he passes you to clothesline him and knock him to the canvas.

NOTE: When caught in a bear hug, you must use Muscle Mode to generate the extra power needed to escape. See Muscle Mode.

"HE'S FLYING HIGH!"

To power lift your opponent, get him into a bear hug and use button mode up. Once he is overhead, use joystick mode to carry your opponent around the ring. Using button mode up, you can back drop and pin your opponent. Or - use button mode down for a body slam. Carry your opponent to one of the top corners of the ring and use button mode down to throw him out of the ring.

"HE'S DOWN..."

With your opponent down, in joystick mode you can walk freely around the ring. Position your wrestler right next to his opponent and use button mode up to power lift him, or use button mode left or right to grab him into a bear hug. Use button mode down to elbow drop and pin your opponent.

NOTE: When a wrestler is down, he can use Muscle Mode to generate the additional strength needed to get back up. See Muscle Mode.

"HE'S UP ON THE ROPES!"

If your opponent is down and you are away from him at the very top or very bottom of the ring, you can climb onto the ropes using button mode up. Once on the ropes, joystick mode left or right allows you to walk back and forth. Use button mode down to climb off of the ropes, or use button mode up to do a rope dive and pin your opponent.

SWITCHING WITH TAG TEAM PARTNERS

When competing in a tag team match, move your wrestler to his corner at the bottom of the ring and use button mode down to switch with your tag partner. A good time to do this is when your strength is down, but remember that your partner must be at maximum strength in order to switch. You can tell that your partner's strength is up by walking near your corner. If your partner attempts to follow you, then he has fully regained his strength.

MUSCLE MODE

When your opponent is down or in a bear hug, he can escape by putting "muscle mode" into action. Muscle mode is executed by jiggling the joystick left and right very fast. Jiggling the joystick provides extra strength to be used in combination with the wrestler's already existing strength. The following are situations in which you will find it necessary to utilize muscle mode:

- When your opponent has gotten you into a bear hug - If your strength combined with your extra power from using muscle mode exceeds the strength of your opponent, you can break away. Example: if you have more strength than your opponent and he grabs you, minimal muscle will be needed for you to break away.
- To get back up when you are down on the canvas - If you already have at least half of your strength, little muscle is needed to get back up. With less then half your strength available, you must work harder in muscle mode to get back up.
- When you are pinned - If your strength combined with the extra muscle generated by using muscle mode exceeds that of your opponent, you will succeed in escaping.
- When you have your opponent pinned - In this situation, muscle mode is used offensively. This is a muscle mode competition, in which you. the aggressor, are trying to maintain your pin for three seconds, while your opponent is trying to escape.

SOME STRATEGIC ADVICE FROM THE EXPERTS...

Keep in mind that certain offensive moves, such as power lifting, or holding your opponent in an airplane spin for an extended period of time will use up a lot of your own strength, while increasing your opponent's. Try to use less expensive moves such as punching and kicking to soften your opponent, so that when the time comes, you will have enough strength to pin him.

Pin your opponent unexpectedly to get a head start in Muscle Mode competition.

In tag team competition, if you know that your opponent's tag partner is weak, throw your opponent out of the ring. This will force his partner into the ring, allowing you to take advantage of the competition's weakened condition.

In tag team competition, if you know that your opponent is weak, guard his corner to prevent him from switching with his tag team partner.

POSITION JOYSTICK CONTROL MODE

Position	Joystick	Up Button	Down Button	Right Button	Left Button
Free	Walk	Punch	Kick	Bear Hug	Bear Hug
Bear Hug	Drag	Power Lift	Slam	Towards: Spin Away: Release	
Overhead	Carry	Back Drop	Slam	Towards: Spin Away: Release	
Airplane Spin	Throw	Spin	Spin	Spin	Spin
Opponent Down	Walk	Lift	Drop & Pin	Bear Hug	Bear hug
Up on Ropes	Walk	Dive	Get Down	Get Down	Get Down
Opponent Pinned	Muscle	Get Up	Get Up	Get Up	Get Up

TOMCAT: THE F-14 FLIGHT SIMULATOR

I've always been fascinated by the technology of military fighter aircraft and admired the courage of the pilots who routinely defy the odds in the skies above. I've tried to incorporate the spirit and challenges of actual fighter jet combat into this game and I've consulted with many actual fighter pilots to ensure the accuracy of TOMCAT THE F-14 FIGHTER SIMULATOR. I owe many thanks to my brother and co-designer Steven Kitchen, without whose help we would not have made it off the flight deck. Here's thumbs up in your quest for Top Gun!

This game features an intelligent RESET function to guard against resetting the game by mistake. If you're in the middle of a game and you hit RESET, you must hold it down for at least 2 seconds before a new game will start.

READY FOR FLIGHT

You're at the controls of your F-14 TOMCAT fighter at 1900 hours, waiting to receive authorization for take off from the U.S.S. Enterprise. During your mission you'll face the enemy's most challenging air combat forces. At your disposal are the state-of-the-art computer controls and weapons systems of one of the U.S. Navy's most sophisticated fighters: the F-14 TOMCAT.

Your first take-off will be during daylight hours. But by the time you receive orders to return to the U.S.S. Enterprise, you'll notice the approach of dusk and you'll have to successfully perform a most dangerous nighttime landing on the aircraft carrier.

Your next mission will be a night mission. You'll have to take off, engage in combat and return to the Enterprise in total darkness, relying more on your computer control systems to see you through safely. After each successful return to the aircraft carrier, or if you crash or are shot down, you'll receive a MISSION RATING score (from 0 to 9) that is based on your flying skills, the number of weapons fired, and kills.

CONTROLS

This game uses both console and joystick control.

- Reset -Starts game. Enters select mode from THREAT screen.
- Select - Cycles through computer display screens.
- Right difficulty - Raises / lowers arresting hook.
- Left difficulty -Raises / lowers landing gear.
- Joystick: Forward -Dives aircraft / or moves highlight when in select mode. Increases thrust when Joystick button is pressed.
- Back - Climbs aircraft / or moves highlight when in select mode.
- Right -Banks aircraft to the right.
- Left - Banks aircraft to the left.
- Joystick Button: Fires weapons when THREAT screen is up. Chooses options when in select mode.

LAUNCH

You're on the flight deck of the U.S.S. Enterprise, waiting for your F-14 TOMCAT to be fueled and readied for take-off. After your fuel reaches its total capacity of 3,080 gallons and the angle of your wings opens to 20 degrees, the FLIGHT DECK OFFICER (in the yellow jacket) will come out to signal you to move onto the carrier catapult. Press and hold down the joystick button and push the joystick forward to increase engine thrust. When you're locked on to the catapult, the F.D. OFFICER will wave his hand in a circular motion to indicate that it's time to throttle up. Press and hold down the button and push the joystick forward until the ENG% indicator on your MAIN COMPUTER DISPLAY shows that your engine has reached its full afterburner thrust of 216%. The F.D. OFFICER will salute you, indicating that you are "go for launch" after which you'll be automatically catapulted from the flight deck.

After you clear the flight deck, you'll hear the crash warning klaxon horn. Pull back on the joystick to raise your nose (Angle Of Attack) and increase your altitude. You will hear this warning sound whenever you are flying below an altitude of 500 feet with the aircraft in a diving position. On launch remember to flip the LEFT DIFFICULTY SWITCH on your console to raise your landing gear.

FLIGHT

Once you're airborne, your MAIN COMPUTER DISPLAY will automatically switch from the LAUNCH screen to the STATS 1 screen, which will show your SPEED (measured in mach), your ALTitude (measured in feet from sea level: 0' - 999' when below 1000' or 1K' - 56.0K' when above 1000'), your nose Angle Of Attack (from -50 degrees to +55 degrees), and your ENGine % of thrust (from 0% to 100%, 200% to 216% for afterburners).

Pressing the SELECT button on your console will switch your MAIN COMPUTER DISPLAY to show various information screens describing the condition of your aircraft. For example, STATS 2 shows your WING angle (from +20 degrees to +68 degrees), your ALTitude, your compass heading (C-HDG, 0 degrees to 358 degrees), and the amount of FUEL remaining.

To increase or decrease your engine thrust, you must press and hold the joystick button and move the joystick. Pushing the joystick forward increases thrust, pulling it backward decreases engine thrust. When you are controlling engine thrust, the STATS 1 screen appears automatically. The only time in which you are unable to change thrust is when the THREAT screen is visible on the computer display. To maneuver the aircraft, simply move the joystick forward, back, left or right. Pulling the joystick back will raise your nose Angle Of Attack, making the aircraft climb. Pushing forward on the joystick will reduce the nose Angle Of Attack, making it dive. Moving it left or right will bank the aircraft.

At the altitude of 5,000 feet you will hear a signal indicating that operating altitude has been reached. The enemy aircraft will not engage before you have reached this altitude. When your aircraft crosses the sound barrier (1.0 Mach) you will hear a distant sonic boom.

OFFENSIVE WEAPONS AND MANEUVERS

When an enemy aircraft, or BOGEY, enters your airspace, the THREAT screen will automatically appear as a bogey blip your MAIN COMPUTER DISPLAY. The DETAILED DATA DISPLAY [or DDD] screen will also appear on the HORIZONTAL SITUATION DISPLAY to show the exact location of the enemy aircraft.

The BOGEY will appear as a flashing blip on this top view display. The THREAT screen shows the condition both your offensive and defensive weapons systems. You can bring the THREAT screen up at any time while you're in flight by pressing the SELECT button on your console until the THREAT screen appears. On your THREAT screen: RNG shows the distance of the enemy from your F-14, measured in feet. or KILLS will show the number of enemy aircraft shot down. AIM indicates the type of missile you have ready. EC-M shows whether your counter measures are operating. M-61 indicates the on/off condition of your machine gun.

Each time a new BOGEY enters your air space the klaxon horn sounds, the THREAT screen appears and the BOGEY ALERT INDICATOR will flash. The HEADS UP DISPLAY (HUD) will also appear on your visual screen. Through the threat screen you can arm your F-14 with missiles or machine guns and fire them only when the THREAT screen is up. To choose a weapon, simply press the RESET button on your console to enter the select mode (be careful not to hold the RESET button for more than 2 seconds, since this will reset the game).

On launch your F-14 is ready and armed with an AIM 54 missile. You can choose between selecting a missile type, turning on/off your Electronic Counter Measures (EC-M), and turning on/off your M-61 machine guns. Moving the joystick up or down will highlight AIM-, EC-M, or M-61. Pressing the joystick button will select one of these options. Pressing the joystick button while EC-M is highlighted will turn on/off your counter measures and bring you back to the flying mode.

When the enemy is at close range you should select your M-61 machine gun. You start with 675 available rounds. The CANNON OVERHEAT INDICATOR will light green, indicating that your guns are operational. When firing your guns, the CANNON OVERHEAT INDICATOR will flash red to warn you that your guns are in danger of overheating. When it turns bright red, your guns are overheated and will automatically be shut down for cooling. When the lamp returns to green, you can fire your guns again.

Pressing the joystick button while AIM- is highlighted allows you to select a missile type. The ARMAMENTS screen will now appear. You have a choice of three types of Air Interception Missiles: AIM 7: Sparrow, infrared missiles (most effect when the BOGEY is visible on your viewing screen).AIM 9: Sidewinders, heat-seeking missiles (most effective when you are on your opponent's tail). AIM 54: long range missiles (the best choice for a novice pilot). You have 15 missiles available of each type. Move the joystick to highlight the missile type you want and press the joystick button to arm your aircraft. At this point you'll return to the flying mode. By pressing the joystick button, you fire missiles or machine guns.

When the BOGEY is within machine gun range (approx. 500 feet) the HUD will flash red. You must continually fire the guns for about three seconds to destroy the enemy aircraft. Each time you fire a missile you must wait until the MISSILE READY INDICATOR lights to fire another missile. If you run out of a missile type, the computer will automatically select the most effective missile type from your remaining armaments. You may also select another type of missile by bringing up the THREAT screen and pressing the RESET button. When using missiles, use the HEADS UP DISPLAY to lock your missile onto your target by moving the BOGEY into the center of the HUD. The HUD flashes red when your computer has locked on to the target. Firing at this time guarantees a hit. If you run out of machine gun ammunition, the computer will automatically not allow you to turn on your machine guns and arms any remaining missiles. If you use all of your missiles, the computer will not allow you to select a missile type.

DEFENSIVE WEAPONS AND MANEUVERS

When the BOGEY is on your tail and fires a missile at [small picture you, the CAUTION WARNING INDICATOR of EC-M display will flash. As the enemy missile approaches the C/W with missile INDICATOR will flash faster. If your electronic counter blip] measures (EC-M) are on, the EC-M screen will automatically appear on your Horizontal Situation Display. The on-coming missile will appear as a flashing blip approaching your aircraft. In order to avoid the missile you will want to take evasive action by banking, climbing or diving. When the C/W INDICATOR has stopped flashing you have successfully avoided the missile.

LANDING

When you are running low on fuel or have used up most of your available armaments, you'll be called of landing display back to the aircraft carrier. The LANDING screen will with F-14 blip at appear on your MAIN COMPUTER DISPLAY showing your SPEED, top and horizontal ALTitude, range (RND, your distance from the carrier), landing blip at and your Angle Of Attack, along with an audible return signal. Press the select button until STATS 2 screen appears on your main computer display.

To land you must bring your compass heading (C-HDG) to approximately 30 degrees (30 degrees to 40 degrees) by banking to the right or left and lower the altitude of your F-14 to below 2,000 feet. Also, lower your engine thrust to 30% in order to reduce aircraft speed for landing. After your F-14 has dropped below 2,000 feet at a compass heading of approximately 30 degrees you will enter the landing corridor and, in a few seconds, you'll see the carrier appear as a dot in the distance.

The COMPUTER LANDING DISPLAY (CLD) screen will appear on your HORIZONTAL SITUATION DISPLAY. The CLD has two graphs showing your position relative to the aircraft carrier. The top graph displays your altitude and range. Maintain the blip between the upper and lower limits of your vertical glide path by adjusting your altitude. Try to keep the aircraft's altitude between 60 and 80 feet. The graph below allows you to center your aircraft horizontally. As you approach the carrier you may encounter cross winds. Simply bank the aircraft to the right or left to center yourself for a successful landing on the flight deck. You must keep the blip in the center of the graph to ensure a safe landing.

When your aircraft is over the flight deck you will hear a warning sound. Push the joystick forward to drop the aircraft onto the deck. When approaching the carrier and your landing gear or arresting hook is not in the correct "down" position, a klaxon horn will sound. Flip the LEFT DIFFICULTY switch on your console to lower your Landing Gear and flip the RIGHT DIFFICULTY switch to lower the Arresting Hook so the aircraft can catch the carrier cable. If you have landed successfully, you'll be back on the deck of the aircraft carrier. Reduce your thrust to 0%.

The RATING SCREEN will appear on your MAIN COMPUTER DISPLAY, showing the number of KILLS, missiles FIRED, and providing an overall RANK for your mission. Press the joystick button and you'll be on the deck ready for another take-off. If you forget to put your landing gear or your arresting hook down, come in too low, too high, or too far right or left on the carrier deck, you will crash and receive a final rating. Hit RESET to start a new game.

FLYING AT NIGHT

When flying at night, you must depend more on your instrumentation, especially when engaged in combat.

RATINGS

0 – CIVILIAN
1 – SWABO
2 – RECRUIT
3 - SEAMAN
4 - LIEUTENANT J.G.
5 - LIEUTENANT
6 - LIEUTENANT COMMANDER
7 - COMMANDER
8 - CAPTAIN
9 - TOP GUN GRADUATE

TIPS FROM THE DESIGNER

It is a good idea to turn on your Electronic Counter Measures as soon as you're launched from the flight deck. To avoid an enemy missile, adopt an eccentric flight path. Dive, climb and bank quickly. If you haven't turned on your Electronic Counter Measures before an enemy attack, you still have time to do so once a missile has been fired at you. During combat, try to keep the BOGEY on your viewing screen at all times and stay on his tail. This will keep him from getting behind you. While approaching the aircraft carrier for a landing, you'll see the carrier landing lights before you. Keep the center line of lights straight to ensure that you're centered on the flight deck. Approach the carrier at a speed well below 1.0 Mach to insure a safe landing. To reduce the amount of fuel used during flight, throttle back your engine thrust to below 100%. The altitude of the flight deck is approximately 60 feet.

TOOTH PROTECTORS

The object of Tooth Protectors is to guide T.P. (the Tooth Protector) as he protects the teeth during a Snack Attack. Valuable points are accumulated as T.P. deflects the cubes dropped by the Snack Attackers. Additionally, if you are successful in protecting the teeth from decay, valuable bonus points can also be earned.

If T.P. misses a number of cubes, the teeth begin to blink, a sign of decay. Additional Tooth Protectors can be called by pressing the red Action Button. The toothbrush, dental floss and fluoride dental rinse pass over the teeth, in order, cleaning up the teeth by removing all the plaque.

The game ends if 3 teeth disappear, or if 3 T.P.s are carried away and eliminated by the Snack Attackers. When you are successful in protecting the teeth, valuable points will be accumulated, and there will be no end to the fun you can have!

Tooth Protectors is a one-player game. Plug in left joystick controller or track-ball controller. Difficulty switches are not used in Tooth Protectors. Each game has4 levels of difficulty built-in. The game will begin at level 1. To set a higher level, hold the game select lever down until the desired level appears on the screen. You have 3 free clean ups. Bonus clean ups are earned at each 50,000 point interval.

SNACK ATTACKERS

Snack Attackers drop snack foods in the form of cubes upon the teeth to cause plaque formation and tooth decay. Beware the Snack Attacker warning sound! At any time, a Snack Attacker may swoop down and try to carry away T.P!

DECAYING TOOTH

Blinking will alert you to a decaying tooth. A tooth will begin to blink after it has been hit with 3 cubes. If the red Action Button is not pressed in time, the tooth will decay and disappear.

T.P. - THE TOOTH PROTECTOR

T.P. utilizes dental floss to protect the teeth from the cubes. The cubes can be skillfully deflected in a number of varied directions.

SNACK ATTACKER TIME BAR

This colored bar will alert you to the remaining time in the Snack Attack. To move on to the next level, you must successfully protect the teeth during the entire Snack Attack.

SCORING

100 game points are earned for each cube T.P. deflects. 1,000 points are earned if a deflected cube hits another falling cube. 10,000 BONUS POINTS are earned if all teeth remain at the end of a Snack Attack. 5,000 BONUS POINTS are earned if only 1 tooth is lost; and 1,000 BONUS POINTS are earned if 2 teeth are lost.

TOWERING INFERNO

Code Red! Emergency! The downtown skyscraper has burst into flames, and only you can rescue the helpless hundreds trapped within. Quickly, you helicopter to the scene, and dispatch your men to battle the deadly flames. How many survivors can you save? Play TOWERING INFERNO and find out!

Your mission is to rescue as many people as possible from the TOWERING INFERNO in order to score as many points as possible. There are 9 buildings with 9 floors, each with a different floor plan, so you have lots of work to do!

Four survivors are trapped on every floor; as the clock ticks, they dwindle to 3, then 2, then 1, until no one is left to save. Each survivor is worth 25 points.

You also score points by extinguishing the flames (1 point is scored for each flame). The flames, however, are deadly and must be avoided at all costs. If a flame touches one of your firemen, he perishes, and is replaced by another fireman, if any remain. You are given 4 firemen per floor.

If you successfully complete a floor, you and your survivors will helicopter to safety and the computer automatically advances you to the next floor, until the entire building is saved.

When you complete a building, the computer will advance you to the first floor of the next inferno until all 9 buildings are saved. But beware; its going to take lots of practice to get through all 9 buildings!

TO PUT OUT THE FLAMES

Simply take aim and depress the red "fire" button. Your supply of water is limitless, so don't be stingy! Some flames are harder to douse than others, and you'll find they need an extra squirt before they go out.

There are two kinds of flames: a Flameoid and a Wall of Fire. A Wall of Fire is especially tricky because, when squirted, it breaks into smaller flameoids which still have to be extinguished before safe passage is possible.

TO RESCUE THE SURVIVORS

When you begin a floor, there are 4 survivors hiding behind the white window at the top of the screen.

To save the survivors, maneuver your firemen from the bottom of the screen to the white window at the top, depress your "fire" button to make the pick-up, then flee as quickly as you can through the right passageway at the bottom of the screen.

A helicopter will automatically return you and your passengers to the ground, where they safely disembark.

If your fireman comes into contact with a flame and perishes, the next one automatically appears on the bottom of the screen, ready to do battle. (You'll also notice that the escape passage is always blocked until you've picked up the survivors--there's no coward's way out in TOWERING INFERNO.)

THERE'S ALWAYS A CATCH

As time passes, fewer and fewer survivors remain. Just before each one perishes, the survivor display at the top of the screen begins to blink. When the last survivor is about to go, he lets you know with a loud, obnoxious warning beep. This is your signal to escape as fast as possible before all is lost!

You've Successfully Completed a Floor When:

- You've escaped with one or more survivors.
- You've doused all the flames on the floor. In this case, the clock stops running, and no more survivors perish. Escape at your leisure!

Upon successful completion of a floor, you and your survivors helicopter to safety and the computer automatically advances you to the next level.

DIFFICULTY SWITCHES

- Position A (hard): Flames are invisible within the walls, so you never know where they might be hiding.
- Position B (easy): Flames are visible through the walls, so you can anticipate this movement.

Note: It is impossible to extinguish a flame, visible or not, if it appears within a wall.

GAME VARIATIONS

Game 1 (one player) Game ends on any floor when there are no survivors left or when all 4 firemen are lost.

Game 2 (one player) Game ends as in variation #1; however, pushing the reset starts a new game at the same floor and score where the last game left off.

Game 3 (one player - continuous play) A practice game where the player repeats each lost floor.

Game 4 (two players) Players alternate turns on each floor. The game ends for either player when he misses a floor.

Game 5 (two players - continuous play) Players alternate turns by floor. Any player missing a floor is restarted on floor 1 of the first building.

Game 6 (two players - continuous play) Players alternate turns by floor. Any player missing a floor repeats that floor.

Game 7 (two players - continuous play) Players alternate turns by floor. If either player completes a floor, both players advance another floor.

TRICK SHOT

Name your game: Pool, English Billiards, or Trickshot combinations test your poise and accuracy, while 9 Practice Shots allow you to refine your skills even further. Line up with your joystick-controlled cue. Decide how powerful an impact to apply and use just the right amount of "English." One or two players compete for the winner's trophy, striving all the while to perfect each shot.

To select one of the 14 Trick Shot variations, flip Game Select lever. The game notation appears right of center on the blue strip at the bottom of your screen.

1T	1-Player Trickshot
2T	2-Player Trickshot
1P	1-Player Pool
2P	2-Player Pool
2B	2-Player English Billiards
1,2...9	Trickshot Practice Modes

To begin the selected game, tap Game Reset lever. Once Reset is tapped, a white dot appears next to the cueball. This is your cue. In 2-player games, the game indicator (2T,2P, etc.) disappears when Reset is tapped, replaced by the scoreboard for the player holding the right joystick controller.

HAND CONTROLS

With your joystick controller you determine cue placement, shot impact and the amount of "English" applied in each turn. Move joystick left or right to rotate cue around cue ball. There are 32 possible cue positions.

Press red joystick button to shoot. The longer you hold the red button down, the harder the cue hits the ball. For a light touch, press and release button immediately. For maximum impact, hold button down for 5 seconds.

In addition to cue placement, you control the angle of your shot by putting "English" (a spin) on the cue ball. To use "English":

- Position cue.
- Press red button and hold it down.
- Lean joystick in the direction you want the cue ball to spin. Remember: "English" moves in relation to the table as it appears on your screen. You are not behind the cue as you shoot; you view the table from above. Determine directional spin accordingly.
- The longer you hold the joystick, the more "English" you apply. For maximum "English", hold in position for 7 seconds.
- When the cue ball strikes another ball or the table cushion, it spins in the direction you've determined.
- Be Careful! Too much forward or reverse "English" on a shot rips the felt table covering. A ripping sound results. No penalty results.

Scores appear on the blue strip at the bottom of the screen. The black ball at the center of the strip indicates which player's turn it is. At the end of a turn in a 2-player game, the ball shifts to the other player's score. At the end of every game, a trophy appears in the place of the blackball. The high scorer wins. In all 1-player games or in 2-player Trickshot games ending in a tie, the trophy automatically appears next to the left hand score.

TRICKSHOT

Objective Hone your sharpshooting skills on these 9 Trickshot combinations. Find the exact mixture of cue placement and touch necessary to sink all the object balls in each shot. Try for a perfect score of 37.

Study the shot. Decide where to place your cue around the cue ball. Determine how much force you want to use. Automatically advances to the next Trickshot combination at the close of each shot. To work on individual combinations, see Practice Modes.

Earn 1 point for each object ball sunk. Earn a 2 point bonus for sinking all object balls in a particular shot. No scoring penalty for a scratch. If you pocket an object ball or balls and the cue ball, you still score the same number of points. Perfect score: 37. A trophy appears at the bottom center of the screen beside winner's score. In a tie, the trophy appears left of center.

POOL

Objective Sink object balls and win. It only sounds easy! A game consists of 5 racks of 3 balls each:15 object balls in all.

Game opens with the cue ball centered on the lag line. On a break shot, the cue ball cannot be moved up or down the lag line. Cue may be position around the cue ball. Player holding the left joystick breaks first.

Control impact of the shot and "English" on cue ball with the joystick controller. Player retains turn as long as an object ball or balls is sunk with each shot. If a player fails to sink a ball, or scratches, the next shot goes to the opposing player. When the last ball in one rack is pocketed, another rack appears on the spot. After the first rack of the game, the cue ball remains where it came to rest at the end of the previous shot. If the cue ball occupies a space where a new rack of object balls must be spotted, the cue ball will be re-spotted on the lag line to the right.

If a player pockets the cue ball (scratches), the turn goes to his opponent. After a scratch, the cue ball is re-spotted to the lag line. If a player sinks an object ball and scratches, credit for the shot s nevertheless added to his score. The opposing player takes the next shot.

1 point per object ball. 2 point bonus for sinking the last ball in a rack. Maximum score: 25.

ENGLISH BILLIARDS

In English Billiards, strategy pays in points. Using only 3 balls, a variety of scoring opportunities are possible. Expert manipulation of your cue, "English" and cue impact results in an exciting battle of wits.

You only need 3 balls: 2 cue balls and a red ball. Use your cue to strike the cue balls. The red ball is hit by knocking the cue balls against it. The red ball appears on the spot at the left of the table. The striker's cue ball lies centered on the lag line at the right of the table. You cannot control cue ball positioning along the lag line. The player holding the left joystick controller begins the game. When the first player's turn ends, the second player's cue ball comes into play.

Each time a player sinks a ball and scores, that player earns another shot. After 5 consecutive scores, the opposing player gets the turn. If a player fails to score on his shot, the opponent takes the next shot. If the striker sinks his opponent's cue ball, that ball remains off the table until the turn ends. When the pocketed cue ball comes back into play, it is centered on the lag line. When the red ball is pocketed, it is immediately re-spotted on the spot.

The striker scores for winning hazards, losing hazards, and cannons. The first player to reach 50 points wins. 2 points for sinking your opponent's cue ball.3 points for pocketing the red ball. 2 points for sinking your cue ball (scratching) off your opponent's cue ball. 3 points if you pocket your cue ball in off the red ball. 2 points if your cue ball strikes both other balls. 2 points for scratching your cue ball after hitting your opponent's cue ball first, then the red ball. 3 points awarded if you strike the red ball first and then hit the cue ball and scratch. 3 points for your opponent if you scratch your cue ball without striking another ball. 1 point for your opponent if, in shooting, you fail to hit another ball.

When resetting a pocketed red ball, a cue ball occupying the spot is reset to the center of the lag line. Similarly, a cue ball being centered on the lag line displaces another ball situated there.

TRICKSHOT PRACTICE MODES

As you complete each attempt, a score for those balls sunk flashes on the scoreboard before the shot is set up again. 1 point for each object ball pocketed. 2 point bonus for sinking all object balls in a shot. Experiment with cue impact and "English" until you master these challenging problem shots.

A note about your screen: It is possible to leave any Trickshot game in progress and come back later. If enough time has passed (15 minutes or more), the screen automatically shifts to reduced luminance. To restore the game screen to full luminance, tap the joystick controller.

TRON • DEADLY DISCS

The ultimate in futuristic adventure! Based on the Motion Picture from Walt Disney Productions. Move TRON safely through battle against warriors attacking in waves of three against one. Lethal saucers are the weapons. Score points by knocking them out before they get TRON!

TRON is alone, standing in the center of an arena with walls on all sides. Three doors open and three computer-controlled attackers enter the ring. The contest is on! Warriors more around throwing destroyer discs. Split-second reflexes keep TRON in motion, dodging their deadly aim. Keep him moving...he can only withstand 5 hits before he is "de-rezzed" (that is, he dies).Try a fast exit... "teleport" (in one door and out another) and surprise his attackers. Fire back and hit as many of them as possible. Warriors destroyed by TRON's disc are replaced every 10 seconds, unless you clear the board by getting them before they get him. If you succeed in knocking down all of his opponents before the replacements arrive, you advance a scoring level. This increases the point value of each opponent hit. As your score goes higher, warriors become faster, more aggressive, their discs speed up, and they throw them more often. It's an action packed game in which only the swift survive.

THE CONTROLS

TRON's disk is thrown by depressing the red FIRE BUTTON on the Joystick controller. It travels in one of the eight directions as indicated by which way the joystick is being held at the time the button is pushed. The disc returns to TRON after it travels far enough to reach one of the walls. It can also be recalled to TRON at any time while it is in flight simply by depressing the FIRE BUTTON a second time.

DIFFICULTY SWITCHES

The only console switch used by this game is the LEFT Difficulty Switch, which can be set to either "A" or "B". The "A" position is the faster, more challenging game. The "B" position starts at a slower, easier level and gets faster. Warriors start out fairly ineffective and gradually increase their skill depending on the number TRON has knocked down.

ACTION!

There can be a maximum of three opponents on the screen at any one time. Move TRON directly in line with an attacker and fire away! Hit as many warriors as possible, without risking TRON's life in the process. Dodge those oncoming discs! TRON weakens and fades in color each time he is hit (five times maximum). Whenever you clear the screen of opponents before replacements arrive, TRON recovers from one hit and darkens in color (five is still the maximum after recovering). If you hit the last warrior at the same time he hits TRON, TRON does not recover from the hit.

Keep in mind that TRON's disc is dangerous to opponents only while it is traveling away from him. This part of the travel is depicted by a thin picture of a disc. It is not harmful on the return path, when the disc is depicted as a square. Opponents hit are replaced after a short delay. If you succeed in knocking down all of his opponents before replacements arrive, you advance a scoring level, which increases the point value of each opponent hit.

Whenever an opponent enters the arena, he comes in via an entrance created just for him. An entrance may be locked open by TRON if he strikes it with his disc; this locked open condition is indicated by a color change.

TELEPORTING

Often there will be two entrances opposite each other across the arena which will have been locked open. Together they provide a mechanism with which TRON can "teleport" himself across the screen, disabling enemy shooting for about two seconds. Simply direct TRON into one of the par of entrances. The entrance from which he is "teleported" is then closed.

SCORING

Your score is displayed at the top of the screen at all times. Every screen of attackers is worth more than the preceding group. At the lowest scoring value, you score two points each time an enemy is hit. This value gradually increases each time you advance a scoring level, which is indicated by the color of the opponents

Light Green	Dark Green	Blue	White	Yellow	Black	Red	Gold
10	20	40	75	150	300	500	800

WINNING TIPS

Keep TRON on the run! A moment's hesitation may cost him his life! Dodge oncoming discs while trying to hit as many warriors as possible.

Be careful in the corners. It's easy to get trapped there!

Lock as many doors open as you can. "Teleport" to escape being hit or to surprise your attackers.

When "teleporting" TRON, think ahead and watch out! Don't run smack into a warrior or group of warriors on the other side. That could prove deadly!

TURMOIL

The objective is to zoom up and down the center alley and blast aliens as they streak by. Keep shooting and keep moving to avoid a deadly collision with a speeding alien spacecraft.

THE CONTROLS

Press the Color/B-W lever to pause Turmoil at any time during play.

SCREEN DISPLAY

In the Turmoil Demo Mode, the current level of play is shown at the bottom of the screen. The high score, since the cartridge was last inserted, flashes at the top of the screen in orange. During the game, your current score is displayed at the top of the screen. The number of ships you have in reserve is shown at the bottom

SHIPS

You begin Turmoil with five ships, one in play and four in reserve. If you can blast all of the aliens in a level, you'll receive a bonus ship. You can hold up to six reserve ships at one time. Ships are destroyed by accidentally running into passing aliens.

ALIENS

Turmoil features a variety of speedy aliens which travel back and forth across the screen at their own unique paces. The faster they move, the more points they are worth. All aliens, except for the Prizes, must be shot while your ship is in the center alley.

ENEMY SHIPS

There are five different Enemy Ships to blast. A collision will be deadly no matter which ship you hit.

- <u>ARROWS</u> If allowed to cross the screen, Arrows turn into Tanks.
- <u>TANKS</u> These can only be destroyed from behind. If shot head on, your bullet blasts will merely push the Tanks back a bit.
- <u>PRIZES</u> When a Prize appears at the edge of the screen, you have just a few seconds to race down the lane and touch it. (If you don't get there in time, the Prize will turn into a Supersonic Cannon Ball.) After touching the Prize, you must quickly return to the center alley to avoid getting smashed by the indestructible Ghost Ship.

PLAY LEVELS

Play levels, one through nine, may be selected at any time during the game by pressing the Game Select lever. You must wipe out wave after wave of aliens to advance through the levels during play. The further you progress, the faster and/or more plentiful the aliens become. The alien traffic lanes will occasionally become invisible after level four.

TUTANKHAMUN

Inside King Tut's tomb are treasures beyond your wildest dreams. They can be yours...if you dare to take them. Supernatural creatures roam the mazes of the tomb guarding the treasures at all costs. Your only defenses against them are your laser gun...and your wits. Blast away, snatch the loot, escape through secret passageway before it's too late! And when you see a key, take that, too. It will unlock the door to the next chamber and the next adventure. Enter King Tut's tomb and see what awaits you...if you dare.

PLAYING
When the game begins, you're an archeologist with three "lives." You're in the first of four burial chambers inside King Tut's tomb. As soon as you press RESET, start moving the archeologist through the maze. These are the things you must do:

Find the Key Inside each chamber is a key. As soon as you see it, go after it. You'll need it in order to enter the next chamber at the end of the maze. Once you have the key you'll see it in the archeologist's hand.

Watch out for Creature Nests Throughout the maze are creatures' nests. Creatures of varying speeds and species can spring from them at any time. Just before they do, however, you'll hear a "slurp-like" sound. When you hear it, get ready to fire at the approaching creature!

To fire your laser gun press the fire button while you move the Joystick either left or right, depending on the direction in which you wish to fire. You cannot fire up or down.

If you're in a tight spot and can't seem to fire your way out, you can activate the laser flash. Just hold down the fire button while you move the Joystick up. The laser flash will cause all the creatures on the screen to disappear...just long enough for you to escape. You'll start with three flashes, so use them wisely!

Pick up Treasure Various kinds of exotic and priceless treasures are located throughout the maze. You'll find them tucked away in alcoves. Just remember that you don't have to go after each one--especially if it's too risky. As the astute archeologist knows, some treasures are more valuable than others. It's up to you to decide which ones you most desire. Good luck.

Find the Secret Passageways Secret passageways let you zip from one side of the chamber to the other. They can let you escape dangerous situations. Oftentimes it's the only way to continue through the maze. Because a secret is a secret, it's up to you to find out where each one is located.

Watch the Time Band The time band monitors the amount of ammunition in your laser gun. The longer you remain in the maze, the faster the ammo is used up. So try to complete the maze as quickly as you can. Your ammo supply replenishes with each new chamber.

Open the Door At the end of each maze, you'll find a door. As long as the archeologist has the key in hand, he'll unlock that door when he reaches it. Behind it lies another fabulous treasure and the entrance to the next chamber! If the archeologist has no key when he reaches the door, he must go back and get it.

LEVELS OF DIFFICULTY

There are four levels of difficulty. Each level is comprised of the four different chambers. If you complete the four chambers of Level One with at least one remaining "life," you'll proceed to the first chamber of Level Two. If you complete the four chambers of Level Two with at least one remaining "life," you'll proceed to the first chamber of Level Three, and so on. Complete all four chambers of Level Four, and you'll repeat Level One.

THE CHAMBERS

As you forge deeper into the tomb, you'll see that inside each chamber is a different maze, each one a bit more difficult than the last.

CHAMBER ONE The creatures you'll find here are:

- Royal Cobra Snakes...spirits of the goddess Wadjet.
- Desert Scorpions...sacred animals of the goddess Selket.
- Giant Bats...they've been locked inside the tomb for generations.

The treasures you'll find here are:

- Silver Crown of Ramses II
- Royal Ring...worn by Pharaohs of the Eighteenth Dynasty
- Ruby...thought to have been dropped by a previous explorer who never emerged from the tomb and whose remains have never been found
- Gold Chalice...used by Thutmoses III in ceremonies to the god Amon-Ra
- Gold Crown...believed to have been worn by Queen Teye

Behind the unlocked door lies the map that shows the way through Chamber Two

CHAMBER TWO The creatures you'll find here are:

- Turtles...a vicious breed that made a home inside the tomb when the Nile River overflowed in the 10th century
- Jackels...spirits of Anubis, the jackel-headed god of death
- Blue Condors...protectors of the great sky god Horus

The treasures you'll find here are:

- Gold Crown...probably worn by a young prince of the 20th Dynasty
- Ring...reported to have magical powers
- Emerald...plunder from the battle at Kandesh during war with the Hittites
- Goblet...used in ceremonies to command the forces of nature
- Bust...head of Amon-Ra, the sun god

Behind the unlocked door lies a vase used to carry sacred Nile River water in coronation ceremonies

CHAMBER THREE The creatures you'll find here are:

- Desert snakes...spirits of the snake goddess Merseger, protector of desert tombs
- Lion heads...spirits of Sekhmet, lioness-headed goddess of war
- Killer Moths...this ancient species is gigantic and poisonous

The treasures you'll find here are:

- Neck Ring...thought to have belonged to a high born Nubian slave
- Amulet...used to ward off evil spirits
- Palm fan...used to keep Queen Nefretiti cool
- Crystal...believed to be from the glass furnaces of Thebes
- Blue Zircon...very rare; favorite jewel of Queen Nefertari, wife of Ramses II
- Dagger...used in ancient ceremonial killings

Behind the unlocked door lies the most coveted treasure of all...the death mask of Tutankham, himself!

SCORING

	Chamber 1		Chamber 2		Chamber 3		Chamber 4	
Creatures	Snake	1	Turtle	1	Snake	1	Virus	1
	Scorpion	2	Jackel	2	Lion	2	Monkey	2
	Bat	3	Condor	3	Moth	3	Mystery	3
Treasures	Key	20	Key	40	Key	60	Key	55
	Crown	15	Ring	30	Trident	35	Ring	40
	Ring	25	Crown	25	Ring	30	Amulet	25
	Ruby	25	Emerald	40	Herb	25	Fan	80
	Chalice	20	Goblet	20	Diamond	30	Crystal	20
	Crown	45	Bust	20	Candelabra	5	Zircon	40
							Dagger	35

Bonus points for completing each chamber: depends on amount of ammunition left.

GAME SELECTION

TUTANKHAM has eight game selections. Games 1, 2, 3, and 4 are one-player games. Games 5, 6, 7, and 8 are two-player games. Each variation gets progressively more difficult.

UP -N- DOWN

You're racing your BAJA BUGGER over a dangerous, treacherous road. But your opponents aren't just trying to win the race, they're trying to make it the last race you run. To stay alive, jump your BAJA BUGGER and land on top of your opponents.

Earn points by collecting flags, balloons and other prizes along the course. Watch out for PICK-UP TRUCKS and WEDGE CARS. They'll try to collide with you...and if they do, you're dead.

Fasten your seat belt and get ready for the wildest strip of road you've ever been crazy enough to drive.

USING YOUR CONTROLS

Choose the EASY game (which gives you five lives) or the HARD game(which gives you only three lives). Left Difficulty Switch: (B) or NOVICE chooses EASY JUMPS, (A) or EXPERT chooses HARD JUMPS. Right Difficulty Switch: (B) or NOVICE chooses 5 game lives, (A) or EXPERT chooses 3 game lives

EASY JUMPS The jumps from road to road are very forgiving until Round 4; i.e., the game makes up for incomplete jumps from one road to another. From Round 4 on, the jumps from road to road must be exact.

HARD JUMPS These jumps must be exact from the start.

Press the ACTION button to make your BAJA BUGGER jump. You can jump from one road to another, or from point to point on the same road.

NOTE: The BAJA BUGGER can only jump while moving forward and can only jump straight up. If you pull back on the joystick control while jumping, the BAJA BUGGER will accelerate backwards until the jump "action" is complete. This is important because you may want to move backwards to collect flags and other prizes.

HOW TO PLAY

The screen shows a race track which scrolls from the top of the screen to the bottom. A flag display at the top of your screen indicates the number of flags you've collected. The flags in the display turn white as you collect them. Flags are simply collected by driving over them with your BAJA BUGGER.

The course has at least two lanes which zig-zag across the screen and will intersect along the way. Some roads might lead to maps which let you jump across stretches of broken road.

The number of BAJA BUGGERS you have remaining is indicated by the little car token shapes in the lower left corner of the screen.

The courses become more difficult to survive as you progress from one road to the next, up to road nine. When all eight flags have been collected, you advance to the next, more difficult round.

As your BAJA BUGGER travels along the track, you'll encounter various opponents along the way. They may come from behind or may be moving in front of you at a slower speed. You earn points for successfully jumping on top of them. If you collide with any of these opponents or jump up and off the track, you lose one of your BAJA BUGGERS.

SCORING

The score for the current player is displayed in the upper left hand corner of the screen. The score for Player 1 is shown in RED color. The score for Player 2 is shown in BLUE color.

Each round you advance will bring new opponents to the track. You'll have to be more aware not to collide with them. Be ready to jump them for added points.

Here's how you earn points:

Collect Flag	75 Points
Collect Cherry	50 Points
Collect Balloon	65 Points
Collect Lollypop	70 Points
Collect Ice Cream Cone	75 Points
Jump on Pick-up Truck	100 Points
Jump on Flag Carrier	125 Points
Jump on Camaro	150 Points
Jump on truck	175 Points

VANGUARD

"Whoowhee! If the folks back home could see me now! When I joined the Vanguard expedition I never thought I'd be flying through the tunnels of Aterria looking for a mythical City of Mystery."

"It might not be a myth."

"Captain, do you mean to tell me you really believe there is such a city, paved with silver and ruled by a giant called Gond?"

"Why not? It's right here in the flight log book we found in the Aterria excavations. That's pretty convincing."

"But that book's dated 1983. People believed in all sorts of weird things back then...flying reindeer, egg-laying rabbits..."

"When you've been on as many expeditions as I have, you'll believe anything can exist. This whole planet is pretty unreal. Take these tunnel walls, for instance... every color of the rainbow! I'd swear I was in heaven if it weren't for the rocks...

"Hey! Watch out! You almost speared us on that stalagmite. I know our spaceship has five lives, but we still have a long way to go and we're going to need all the lives we've got. If this log book is telling the truth, these tunnels are full of dangerous flying objects: hovering Mist ships, Harley rockets, Helm balloons."

"Yeah. Garimes waiting to tear us with their tentacles and that other cozy customer, the flying Kemlus snake."

"Seriously, what do you think the log book means by 'Watch out for the rain of Romedas in the Bleak Zone'?"

"I think the pilot that kept that log book was out of his mind, that's what I think. Probably bitten in the head by a Kemlus snake."

"Well, if there is anything in this tunnel, we should be sighting it pretty soon. According to our tunnel map, we're entering the Mountain Zone. How's the fuel supply holding out?"

"Getting low. We'd better infuse energy pretty quick or we'll crash."

"I certainly hope the log is right about energy pods growing in the Mountain Zone. Pod energy is supposed to make us indestructible for 10seconds.Why, if that's true, we won't need to fire out lasers."

"Oh sure, Just run headlong into an enemy ship and POW! down it goes. Listen, I don't believe in pod power any more than I believe in Mist ships.If there is anything like that on Aterria, I'll eat it."

"Well, I hope you have the stomach for it. Look what's coming!"

"Great Gonds! Mists as thick as hornets and twice as mad."

"And they're all yours. Fire at will...and while you're at it, keep an eye out for energy pods."

"Roger! City of Mystery, here we come!"

GAME PLAY

Your goal is to reach the City of Mystery at the end of the tunnel and destroy Gond. In the tunnel zones, you maneuver around sharp rocks and barriers while battling weird flying objects. The more enemy objects you destroy, the more points you earn. If you make it to the City of Mystery and shoot Gond, you earn bonus points. But watch out! Gond could shoot you instead. If you survive the City of Mystery, you continue the game in Tunnel 2.

AUTO-PLAY

Until you start the game, the computer flies the Vanguard spaceship through the seven tunnel zones leading to the City of Mystery. This Auto-Play mode gives you a chance to see what the obstacles are before you start the game. Not that your ship fires lasers in four directions as it travels through the zones.

TUNNEL MAP

In one-player games, the Tunnel Map is displayed before each zone. In two-player games, it's displayed before each turn. The map shows whose turn it is (Player 1 or Player 2) and where the player's spaceship is in the tunnel.

THE TUNNEL

<u>Mountain Zone</u> Mist ships and then Harley rockets attempt to collide with your spaceship and destroy it. Mists have a maddening habit of hovering where you can't get a good shot at them. Harleys fire colored missiles at you. Your lasers will destroy Mists and Harleys, but you have to dodge missiles...unless your spaceship is operating on pod energy; then nothing can harm you.

<u>Pod Power</u> Fly through energy pods (marked with E's) to infuse pod energy into your spaceship. Pod energy prevents you from firing lasers but gives you the power to crash into enemy targets and rock ledges without damaging your ship. During the 10 seconds pod energy lasts, crash into as many Helms and Harleys as you can and score points. The Vanguard theme music plays while you're operating on pod power. When your pod energy runs out, the music stops and a siren warns you to stop crashing and start flying.

NOTE: If a stray Mist hovers under a rock ledge while you're on pod power, go after it and destroy it. This will bring on the Harleys before your pod energy runs out. All Mist ships must be off the screen before Harleys can enter.

<u>Rainbow Zone</u> From the Mountain Zone you travel downward through a Rainbow Zone, where lethal Helm balloons float across your path. A collision with a Helm will cost you a life, so puncture Helms with your lasers. You must shoot them all before you can enter the next zone.

<u>Stick Zone</u> The stalactites and stalagmites in the Stick Zone are beautiful but hazardous. They don't leave much room for maneuvering around Harleys and Mists, which return for another try at you. This time Mists also shoot missiles. Unfortunately, energy pods do not grow in this zone.

<u>Rainbow Zone 2</u> You enter another Rainbow Zone, where Ammos, first cousins to Helms, put the squeeze on you.

<u>Stripped Zone</u> It takes an experienced pilot to survive in this zone. You must maneuver to the right or left of dangerous ledges formed by long fingers of rock. If you choose the left side, Garimes extend tentacles to grab you. If you go to the right, enemy bases, barriers, force fields, and floating Paynes bar your way. Collide with any of these objects and your spaceship explodes.

Shoot Garimes, bases, and barriers on approach. You can fire lasers through crevices in the rocks. Force fields collapse when you destroy barriers. Unfortunately, floating Paynes cannot be destroyed; you have to edge past them.

One or two energy pods grow on the right side of the tunnel in this zone. With pod power, you can clear obstacles out of your way and pileup points fast.

<u>Rainbow Zone 3</u> Helms reappear as you enter the third Rainbow zone.

<u>Bleak Zone</u> There's light at the end of the tunnel now but still plenty of danger. Kemlus snakes fly out of the rocks and attempt to crush your spaceship. Normally you shoot Kemlus, but if you can maneuver your spaceship into the center of a Kemlus and dock with it (touch it), you can get a free ride and earn lots of bonus points without being crushed. Kemlus are not very bright, but they figure this out after the third ride, so don't try for a fourth ride. Kemlus revive if you touch them right after shooting them. This means you can shoot a Kemlus and then dock with it to earn extra points. After the third docking, however, touching a Kemlus after shooting it is certain death.

You no sooner conquer the Kemlus when the rain of Romedas begins. Arrow-shaped Romeda rockets attempt to spear your spaceship. Fire away at them, but watch out for the debris; it's deadly. If you survive the Romedas, you fly out of the tunnel into the bright lights of the City of Mystery.

CITY OF MYSTERY

In the City of Mystery your spaceship is trapped between two moving barriers. As the Gond fires missiles at you, right to left, the bottom barrier rises and threatens to crush you against the top barrier. To escape, you must fire over the top barrier at Gond and destroy him. When you hit Gond, the city bursts into radiant light and you win a bonus.

Destroying Gond is not difficult if you fire immediately, before he can launch a missile. However, the longer you wait to fire, the more risk you run and the more bonus points you score.

TUNNEL 2 AND BEYOND

If you survive the City of Mystery, you are transported into Tunnel 2,where the pace is faster. The zones here are the same as in Tunnel 1, but they are not in the same order. Obstacles are the same except that in the Bleak Zone, Romedas shoot missiles. Tunnel 2 leads to another City of Mystery, which leads to another tunnel like Tunnel 1. You alternate between Tunnels 1 and 2 until you lose your last life and the game ends.

ABOUT YOUR SPACESHIP

Lives You start the Vanguard expedition with five lives and earn a bonus life at 10,000 and 50,000 points. The number of lives remaining is indicated by the number of spaceships on the lower left side of the screen.

Laser Guns The Vanguard spaceship is equipped with four lasers guns on the forward, aft, starboard (right), and port (left sides).

Fuel Keep an eye on your fuel gauge at the bottom of the screen. If you run out of fuel, your spaceship will go into a dive and crash on the rocks. Your supply lasts 40 seconds and decreases at the rate of one notch a second. Each time you hit an enemy or obstacle, your fuel supply increases one notch. At the start of a new life, your fuel is completely replenished.

Energy The fuel gauge keeps track of energy remaining when you are operating on pod power. Pod energy lasts only 10 seconds and is depleted four times faster than fuel. Listen for the siren that warns you when you are about to run out of pod energy.

CONTINUOUS PLAY

If you lose your last life in Tunnel 1 during a one-player game, you have the option of continue through the tunnel (starting with zero score) or to begin a new game from the first zone in Tunnel 1.

At the end of your last life, CONTINUE? appears at the bottom of the screen and the computer pauses 10 seconds for your reply. The 10-second counter, a white line in place of the fuel gauge, ticks off the seconds. If you want to continue, press the red button on your Joystick Controller. The lives remaining counter will reset to five lives and the score counter will reset to zero, but your position in the tunnel will not change.

NOTE: If you're pressing the red button when CONTINUE? appears, release the button and then press it again.

If you do not press the red button within 10 seconds, the computer resets to the Auto-Play option mode. Then you must start a new game from the beginning of Tunnel 1.

The Continuous Play option is not offered in the City of Mystery, Tunnel 2, or two-player games.

DIFFICULTY SWITCHES

The DIFFICULTY switches control the way the spaceship fires. Set the LEFT and RIGHT switches for the method that suits you best. You can change switch settings any time you like.

Left A, Right A:	Press the red controller button and move the Joystick in the direction you want to fire. Release the button to stop firing.
Left A, Right B:	Same as method 1 except that you do not have to move the Joystick forward to fire forward. The forward laser gun fires automatically when the red button is pressed.
Left B, Right A:	Move the Joystick in the direction you want to fire. Press the red button to stop firing.
Left B, Right B:	Same as method 3 except that the forward gun is on auto fire.

IMPORTANT! Your spaceship moves faster when it is not firing.

SCORING

Mist	70
Harley	50
Helm	80
Ammo	80
Garime	100 – 400
Barrier	800
Base	100 – 400
Floating Payne	No points (indestructible)
Kemlus	100 – 400
Romeda	100
Bonus Life	At 10,000 and 50,000 points
Docking with Kemlus	1090
Destroying Gond	1000 – 800

NOTE: The longer you wait to destroy Gond, the more points you score.

VENTURE

Over the past few weeks, several professional treasure hunters have disappeared while exploring a dungeon reputed to house the most priceless treasures in the world. The only known survivor has returned with stories of monsters who eliminate anyone who dares enter the dungeon's halls and complex labyrinth of chambers. But authorities are not taking such reports seriously.

"We have no rational explanation for these disappearances," one investigator reported. "All we know is that the brave soul who wants to claim those treasures had better be sharp. At this point, the only one I know who's clever enough for the job is Winky," he told a crowd of would-be hunters. "Our hero should be ready with bow and arrows. Whoever or whatever is guarding those treasures is determined that no one come[s] out of there alive."

DIFFICULTY

Set the Left and Right Difficulty switches to select a skill level from 1 to 4. Level 1 is the easiest and 4 the most difficult.

1 left B / /right B
3 left A / right B
2 left B / right A
4 left A / right A

PLAYING THE GAME

You'll begin your venture in the first hall of chambers. Each chamber houses one treasure, guarded by herd of horrible and dangerous monsters. Your goal is to capture the treasure in every chamber. To do so, you must get past the Hall monsters, enter each chamber, and capture the treasure. Once you grab a treasure from a chamber, you're locked out of that chamber for good.

Capturing the treasure is no easy task. Once you enter a chamber, you must be alert. While you're running for the treasure, the monsters inside the chamber are running after you. You can stop them by killing them with your arrows. But grab the treasure first, then shoot them, to win points. If you run into a chamber monster, dead or alive, you'll lose a Winky.

As if this weren't enough to worry about, those pesky Hall monsters are getting impatient. If you stay inside a chamber too long, they'll come in to get you. You cannot shoot Hall monsters, however. The only way to protect yourself is to run from them. If they get you, you'll lose a Winky.

The trickiest chamber of all is the Wall Room. Here you can reach the treasure only by careful timing. Unfortunately for you, you can't shoot the moving, electrified walls.

If you capture the treasure in every chamber, you'll descend to a new hall of chambers, even more horrible and dangerous than the previous one.

Remember that Winky has three backups to help out in case he runs into trouble. The game is over if you use up all four of the Winkies.

VIDEO CHECKERS

The computer plays by the standard rules of checkers, the most important rules are:

- A player must jump when able.
- A piece which jumps into the king row and is promoted to a king cannot continue jumping on the same turn.
- The game ends when one player cannot move. This could occur because the player is blocked, or because the player has no pieces left.

The checkers are usually referred to as "black" and "white", regardless of their actual colors. In ATARI VIDEO CHECKERS, the pieces are red (or dark gray/black) and white. In the amateur games (level 1 through 4) the board has black and red squares. In the pro games (level 5 through 9) the official colors of green and buff are used.

GAME SELECT SWITCH

If the game number is white, then the human player (or the left player) controls the white pieces on the board. If the game number is blue (or black on black-and-white television sets) then the human is red (gray).

In Games 1-9, the computer plays regular checkers. The computer's skill level increases as the game number increases. Game 10 is for two players. The number of players for each game is displayed at the upper right corner of the screen.

Games 11-19 are losing or "giveaway" checkers. As in Games 1-9, the skill level increases as the game number increases. The object of giveaway checkers is to be the first player to be unable to move by losing all of your pieces or by being blocked.

The game select switch may be used in the middle of a game and the computer will continue to play using the new game difficulty level or variation. When the computer is computing its next move, the game select switch has no effect.

LEFT DIFFICULTY SWITCH

Use the "B" position for normal game play. Use the "A" position to set up the board. In the set up mode, use the left Joystick to place pieces on the board wherever you want. Move the cursor to the square in which you wish to place a piece. It does not matter if the square is empty or occupied. Press the button on the Joystick and the pieces of each color will flash in that square. When the piece you want is flashing in the square, release the button. To continue game play return the left difficulty switch to the "B" position.

The left difficulty switch is not "checked" while the computer is working on the next move. This means that moving the switch when the computer is computing a move has no immediate effect on the move.

RIGHT DIFFICULTY SWITCH

In the "B" position, the left player in a two-player game, or a single player in a one-player game is "black" and starts the game. In the "A" position, the right player in a two-player game or the computer player in a one-player game is "black" and starts.

Switching the right difficulty switch when it is your turn to play will cause you to trade sides with the computer. The computer will take over your pieces and make the next move.

COLOR/B-W SWITCH

In addition to its usual function of changing the television display from color to black-and-white, this switch determines the board numbering scheme to be used. The purpose of this latter function is to allow the ATARI VIDEO CHECKERS game to play against the computer games which use standard checkers numbering to enter and display moves. This function also makes it possible to play out examples from checker books.

The squares are numbered from 1 to 32 (only the dark squares are numbered). The square numbers are shown at the top, middle of the screen between the game number and the number of players. The first number is the starting square. The second number is the destination square for the move. The two numbers are separated by a dash.

When the color/b-w switch is in the color position, the "black" pieces start on squares 1-12. When the switch is in the b-w position, the white pieces always start on squares 1-12. This makes it possible to play computers or machines that always put their opponents on squares 1-12, regardless of color.

When playing against another computer game of checkers, you would start by having one computer make a move. The person handling the other computer would then manually enter the first move and then have his own computer make its corresponding move.

USING THE CONTROLLER

To move one of your checkers, push the red controller button when the cursor is in the same square as the piece you wish to move. This "picks up" the piece. Then move the checker to the square you wish to occupy. To complete the move, push the controller button again. This "drops" the piece. Before you have dropped the piece, the computer will allow you to return it to the square it came from and move a different piece. After you have made you move, the computer will make its move. You can use the set up mode to take back moves or rearrange the board while it is your move.

To make a jump, pick up the piece to be moved, as described. Then move the piece over the piece being jumped to the next empty square and push the controller button. For a multiple jump, continue jumping by moving to the appropriate square and pushing the button again.

The computer will not allow you to pick up a piece which cannot make a legal move or to move a piece to the wrong square. Instead it will make a buzzing or "razzing" sound. If you must jump, the letters "JP" for JUMP will flash at the top of the screen, as shown in the diagram.

When the left difficulty switch is in the "A" position (set up mode), the left controller button is used to select the piece to be placed in each square. First move the cursor to the desired square. Then hold the controller button down or press it several times until the desired piece appears.

Note that the computer will automatically convert a piece to a king when it is placed in the appropriate king row.

COMPUTER MOVE

The length of time the computer takes to move depends on the difficulty level and the number of possible moves. The actual time for a move varies, depending on the current situation.

While the next move is being computed, the board will disappear from the television screen and different colors will flash on the screen. This is done to speed up the computer since it takes time for the computer to do the display. Also, the design of the ATARI Video Computer System makes it difficult to do extensive computations and display the board at the same time. When the computer completes its move, the board reappears. The computer's move is indicated by a blinking "X" of the computer's color and a blinking computer piece. The jumped pieces, if any, will also blink. Your cursor will appear in your color. As soon as you move your Joystick or press your controller button, the computer's piece will stop blinking and the jumped pieces will disappear.

COMPUTER METHOD

When computing its next move, the computer does what is called a "tree search" using "alpha-beta" pruning. What this means is that the computer picks a move, then picks a countermove by its opponent. Depending on the difficulty level, the computer continues making moves and countermoves. At some point, it evaluates the board to see how many pieces each side has, and what sort of position the pieces are in. The computer does this for various combinations of moves and picks the move which will be most advantageous of itself, assuming that its opponent will do the same. Alpha-beta pruning is a technique which is used to reduce the number of moves which must be examined.

The game number determines how many "plies" deep the computer goes in the tree. One "ply" is a move by one-player. Technically, a "move" is considered to be two-ply (one move by each player). For example, in Game 1 the computer only looks one ply deep. However, if there is a jump, the computer keeps searching until there are no further jumps, regardless of the game number.

The computer becomes progressively more intelligent as the difficulty level is increased. At level 1 (Game 1), the computer does no positional checking. It simply counts the number of pieces on the board, giving extra weight to kings. At level 4 and above, all of the positional checking is brought into play, including king row protection, and center and double corner control.

STRATEGY

Here are some important points to remember when playing:

- Try to control the center of the board.
- Protect your king by keeping pieces in squares 1 & 3 or 30 & 32.
- Try to obtain the first king and then make good use of it.
- Set up series of jumps that leave you one or two men ahead (called 2-for-1 shots, 3-for-2 shots, etc.).
- When you are ahead, trade down, since two kings can win against one. When you are behind, avoid even trades.

BASIC RULES OF CHECKERS

The checkerboard is composed of 64 squares, alternately light and dark, arranged in a square array of 8 rows and 8 columns.

The checkerboard is set up to play so that a green (or black) corner square is to the left of each player. These squares are called the "single corners". The green square to the far right and the green square diagonally upward to the right of it (for each player) are called the "double corners."

At the beginning of the game, each player has 12 pieces. The pieces are set up on squares 1 through 12, and squares 21 through 32.
Players take turns making a move with their pieces.

Pieces are moved on the green (black) squares only. An ordinary move would be from one green square to another vacant green square. This must be carried out in a forward direction only, and to a diagonally adjacent square. Such a move may only be made one square at a time, diagonally forward, left or right.

A capturing move or a jump is the transfer of a piece from one green square over another green square (diagonally forward), occupied by apiece (or king) of the opposite color. The destination square in the capturing move must be vacant. The captured or jumped piece is removed from the board.

When a player is presented with the opportunity to jump, he must jump. If he refuses to jump he forfeits the game. When there are two or more ways to jump, a player may select any jump; he is not required to take the jump capturing the most pieces.

A multiple capture or jump must be made when the opportunity is available. Any jump which creates a multiple jump opportunity must be completed; there is no option to stop during any part of the jumps.

Upon reaching the farthest forward row of the board by either an ordinary move or a capture, a piece becomes a "king."

The ordinary move of the king includes the power to move backward. A king may move diagonally forward or backward, left or right, one vacant square at a time.

The capturing move of a king includes the power of backward captures. The other rules regarding how kings carry out captures or jumps are identical to those of the piece, except that a king is not required to pause at the king row, but may jump in and out on the same turn.

The game is won by the player who can make the last move. That is, no move is available to his opponent either because the opponent has no more pieces or kings, or because all of the opponent's pieces or kings are blocked and unable to move.

A game is drawn when both players agree to terminate play with a drawn ("tie") result.

When one player proposes a drawn game, and the other does not agree, the first player may request a "40-move" count. The count starts with the attacking player's first move after the request and the counts only the moves of the attacking side. The attacking side must demonstrate a strengthened position (in these 40 moves) to the satisfaction of an impartial third person, or concede the draw.

The 40-move count is restarted any time when:

- The player claiming the draw concedes that there has been some strengthening of the attacker's position.
- Any uncrowned piece of either side makes any advance towards the king row. Any capture is made.

After the 40-move count is completed showing a strengthened position, the attacker must still complete the win. Other 40-move counts may still be requested later by the player claiming the draw.

When the same position (identical as to move, pieces, kings, and colors) occurs two or more times, a see-saw draw may be beginning. It is customary for the side desiring the draw to point out these repeated positions and suggest a draw. The other side is then expected to start a new attack or concede the draw.

VIDEO CHESS

As one of man's oldest war games, chess is believed to have originated in India between 350 to 400 AD. The first written record of the game was in 700 AD. There are many variations of chess played throughout the world.

In any chess game, the object is to capture the opponent's king.

The computer sets up the pieces on the board in their proper order. Each player begins with 16 pieces: one king/one queen/two rooks/two bishops/two knights/eight pawns. Each piece has a distinctive move which is peculiar to itself.

KING Your most important piece for surviving the game. The king is not very mobile since he may only move one square at a time. He may however, move in any direction; on the rank (sideward), on the file (forward or backward), or diagonally. All other pieces should be sacrificed when necessary, to save the king. The computer will not allow the king to move to a square which is under attack by an enemy piece.

QUEEN The queen is the most mobile and versatile piece on the board, and therefore the most powerful. She moves in any direction (on the rank, on the file, or diagonally), as many open squares as desired. The queen combines the powers of the rook and bishop.

ROOK The rook moves on the rank or file (forward, backward, sideward) as many open squares as desired. The rook is usually considered next in importance to the king and queen.

BISHOP The bishop moves back and forth in a diagonal line, and may be moved any number of open squares. The two bishops on each side are set up so that one is tied to the light blue squares and one is tied to the dark blue squares throughout the game. A bishop is considered slightly more important than a knight, depending on the it's board position.

KNIGHT The knight moves not on a line but from point to point, following the "one up and two across" or "two up and one across" pattern. The knight is unique in that it can not be blocked, but can jump over other pieces provided it's destination is an open square, or one in which it can take and capture an opponent's piece.

PAWN The pawn moves straight ahead one square at a time, and cannot move backward. Only on it's initial move can the pawn advance two squares, if desired. The pawn may capture opponent pieces by taking them on a diagonal move, which is the only time the pawn may move diagonally.(With one exception, see DOUBLE MOVES - "en passant.") Although the pawn is sometimes considered the least important piece, it is the "foot soldier" of chess and can be vital in holding territory.

Pawn Promotion If you advance a pawn safely to the last or eighth square (eighth rank) on the opposite side of the board, it may be "promoted" to any other piece except a king. The computer will automatically promote your pawn to a queen since it is the most powerful piece. However, by putting the left difficulty switch in the "A" position and pressing the red controller button, you can exchange your new queen for any other piece except a king.

CAPTURING PIECES

Pieces (except pawns) capture in the same manner as they move. If any square that a piece can move to is occupied by an enemy unit, that unit can be captured. The captured piece is permanently removed from the board, and the capturing piece occupies that space. Capturing is optional - you are not required to capture when able to.

Pieces are not allowed to displace or capture pieces of their own color. When capturing or moving, none of the pieces are allowed to jump over other units, except the knight. Traditionally, the capture of the king is never actually carried out. If the king is under attack but has room to escape, it is said to be in "check." The Video Chess computer has a very distinct way to show when a king is in check which you will see during the course of a game. If the king is attacked and there is no way to escape, it is said to be "checkmated," and the game ends.

USING THE CONTROLLERS

Use the Joystick Controller to move your pieces around the board. Move the cursor (the flashing X) to the piece you wish to move and push the red controller button. That piece will begin to flash and you may then move it in any direction. To release the piece, push the red controller button again.

If your attempt to make an illegal move, the computer will make a warning sound and will disallow the move.

After you have made your move, the cursor will appear in the square from which you moved and the piece you moved will continue to flash for a moment until the computer starts to "think" its move. When the computer shows its move, the cursor will be shown in the square from which the piece was moved.

The computer always plays the pieces at the top of the screen, you always play the pieces at the bottom of the screen. In some cases, the computer will play the white pieces (from the top of the screen) and will move first

CONSOLE CONTROLS

Right Difficulty Switch In the A position the computer plays the white pieces, and moves first. In the B position you play the white pieces and move first. The color of the number at the top of the playfield (also denoting skill level) will tell you which color you're playing. If it is white for example, you're playing the white pieces.

Left Difficulty Switch In the a position this switch allows you to set up the board any way you want for a particular problem or situation. Move the cursor to the square where you wish to place a particular piece. Each time you press the red controller button, the computer puts a different piece on that square, starting with the computer's king and cycling through the player's pawn. When you have placed the piece you want on the board, move the cursor to the next position and repeat the process.

To remove a piece from the board, place the cursor over that piece and cycle through past the player's pawn. An X will appear and that piece will be removed from the board. When you have the board set up the way you want it, set the left difficulty switch in the B position and begin play. At this point you must move first, whether or not the right difficulty switch is in the A or B position.

Game Select Switch Depress the game select switch to choose the level of difficulty you wish to play. Level 8 is a learning level and is for the beginning player. It is the least difficult and is good practice for beginners. After practicing at level 8, beginning players should move to level 1. Levels 1 through 7 become progressively more difficult with level 7 being the most difficult.

You may change the level of difficulty anytime during a game by depressing the game select switch.

DOUBLE MOVES

There are two "double moves" allowed in the game of chess. One is known as "castling," the other is known as "en passant." The Video Chess computer may use either or both during the course of a game, and you can also.

Castling Castling can be an offensive or defensive move. To castle, the squares between the king and one of the rooks must be clear. The king or the rook may not have been moved previously. This move protects the king and moves the rook to the center of the board where it can be more effective.

When you have set up the board as described, move your king two spaces to the right or left (depending on which way you are castling), and push the red controller button. The computer will automatically bring the rook around the king, thereby completing your castling move. The computer will then think its next move.

If you move the king toward the rook on its side of the board it is called "castling to the king's side." If the king is moved toward the queen's side, it is called "castling to the queen's side."

A player may not use the castling move when the king is in check. Nor may a player castle to the king's side if any of the squares between the king and the rook are threatened. The former example is called "castling out of check"; the later example is known as "castling across check."

NOTE: If, after setting up a chess problem, your initial move is to castle, the computer may not accept it as a legal move.

En passant (in passing) This move is used to counteract the enemy pawn's initial double move on a adjacent file. To carry out the en passant you must advance your pawn to the fifth rank. Your opponent then has the option of moving his or her pawn one square (where it would be under attack) or two squares. If you opponent elects to move two squares, the en passant move allows you to take that pawn by diagonally moving your pawn to the square that was skipped over.

NOTE: There may be some occasions where the computer will not allow you to use en passant to move out of check. If this should occur, use the set-up move to complete the move.

The en passant capture must be made immediately, meaning when the opportunity is first available, or not at all. It cannot be executed at a later turn.

SKILL LEVELS

There are seven progressively more difficult skill levels (Levels 1 through 7) in Video Chess and one level for beginners (Level 8). As the levels increase from 1 to 7, the computer will take longer to compute its next move. The times listed below for each Skill Level are an average, since the length of time will depend on the complexity of the board and the level chosen. Level 8 is an excellent game for beginners to learn the moves, as well as some of the strategies of the game.

Level	Time
1	15 seconds
2	30 seconds
3	45 seconds
4	2 minutes, 45 seconds
5	3 minutes, 15 seconds
6	12 minutes
7	10 hours
8	10 seconds

NOTE: Length of time on some of the above Skill Levels may vary.

VIDEO OLYMPICS

CONTROLLER ACTION
Turn the knob to move the paddles. Press the red Controller button to speed hit, WHAMMY, CATCH the ball or jump the paddle depending on the game you play. Some games give you a particular game feature to use in competition. Activate these game features with the red Controller button:

Speed When you want to add some speed to the return ball, press the red Controller button as the ball makes contact with your paddle.

Whammy Put sharper angles on your return hits. Press the red Controller button as the ball makes contact with the paddle. The angle will continue on your return hit as long as you press the red Controller button or until your opponent returns the hit.

Catch Press the red Controller button as the ball hits the paddle and the ball sticks to the paddle. Use this time to plan strategy, aim a hit or pass to a team paddle. But move slowly and carefully. The ball will fly off the paddle if you make fast or sudden movements.

Jump Make the paddle jump up to hit or spike the ball during certain games. Just press the red Controller button and your paddle will jump from the bottom of the playfield to the playfield center. Be sure to activate the jump before the ball passes through the playfield center or the ball will travel through the paddle instead of bouncing off the paddle.

DIFFICULTY
Slide the Difficulty switch from "B" to "A" position and your paddle is reduced to half size.

PONG
Pong is played much like tennis. Using a Controller, each player rallies the ball by moving the paddles on the playfield.

Paddles move only vertically on the playfield. When one player controls more than one paddle, all the paddles move together in unison .If there are two players on one team, the second player's paddle will be striped. Each team's paddles are color coordinated with the scores at the top of the playfield. The right hand score refers to the right Controller player or team; the left number shows the left Controller player or team score.

A player or team scores one point when the opponent hits the ball out of bounds or misses a hit. The first player or team to score 21 points wins the game.

The last player or team to score always serves the ball. Serve by pressing the red Controller button after waiting at least one second after the point is made. If there are two players on one team, either player can serve. In Robot Pong, the computer always serves the ball to the player...who lost the point.

ROBOT PONG One player controls the right paddle and competes against the left paddle controlled by the computer.

PONG (Two-Player Game) Two opposing players each control one paddle.

PONG 4 (Four-Player Game) It's a double game of Pong with two players on each team! Each player controls one paddle. Try playing zones with your partner. You cover the upper half of the playfield while your partner plays the bottom playfield half.

PONG 4-I (Four-Player Game) Four players can play this game. It's as simple as doubles game of tennis. Two players are on each team. One team player controls the paddle at the net; the other team player covers the back court.

SUPER PONG (Two-Player Game) Each player controls two paddles. Two opposing players rally to score.

SUPER PONG 4 (Four-Player Game) It's a doubles game of Super Pong! With two players on each team, each player controls two paddles.

	Pong				Pong 4		Pong 4-I		Super Pong		Super Pong 4	
Game	1	2	3	4	5	6	7	8	9	10	11	12
Players	1	1	2	2	4	4	4	4	2	2	4	4
Feature	S	W	S	W	S	W	S	W	S	W	S	W

Features: either **S**peed or **W**hammy

SOCCER
Get ready to kick that ball into the goal. Each player uses a hand- held Controller to move the kickers on the playfield. When you turn the Controller knob, your kickers move together in unison.

A player or team scores one point when the ball is kicked into the goal. The first player or team to score 21 points wins the game.

Each team's soccer kickers are color coordinated with the score at the top of the playfield. The right hand score refers to the right Controller team or player; the left score shows the left Controller player or team score. If there are two players on one team, the second player's kicker will be striped.

The last team to score puts the ball into play. Put the ball into play by pressing the red Controller button after waiting at least one second after the point is made. If there are two players on one team, either player can put the ball into play.

SOCCER (Two-Player Game) Two opposing players each control two kickers.

SOCCER 4-I (Four-Player Game) Double your soccer fun with a soccer doubles game. Two players are on each team; each player controls one kicker.

SOCCER 4-II (Four-Player Game) Two players are on each team. Each player controls two kickers.

	Soccer		Soccer 4-I		Soccer 4-II	
Game	13	14	15	16	17	18
Players	2	2	4	4	4	4
Feature	S	W	S	W	S	C

Features: either **S**peed, **W**hammy, or **C**atch

FOOZPONG

Each player or team controls two vertical rows of paddles that move simultaneously. The object? To knock the ball into the goal. A player or team scores one point for every goal. The first player or team to score 21 points wins the game.

If there are two players on one team, the second player's paddle is striped. Each team's paddles are color coordinated with the score that appears at the top of the playfield. The right hand score refers to the right Controller player; the left number shows the left Controller player's score.

The last player or team to score serves the ball. Serve by pressing the red button after waiting at least one second after the last point is made.

Note that the vertical movement of each row is restricted; each paddle can move across half the playfield. There are four paddles per row, but only three paddles on the row appear on the playfield at one time.

FOOZPONG (Two-player Game) Two opposing players each control two rows of paddles.

FOOZPONG 4 (Four-Player Game) A doubles game of FoozPong! Two players are on each team, and each player controls two rows of paddles.

	FoozPong		FoozPong 4-I	
Game	19	20	21	22
Players	2	2	4	4
Feature	S	C	S	C

Features: either **S**peed or **C**atch

HOCKEY

You're scrambling to hit the hockey puck into the goal. Hockey games include variations on the number of hockey sticks you control, the playfield and the game features such as Speed, Whammy, or Catch.

A player or team scores one point when a goal is made. The first team or player to score 21 points wins the game.

Hockey sticks move only vertically on the playfield. When one player controls more than one stick, all the sticks move together in unison. Each player or team's hockey sticks are color coordinated with the score at the top of the playfield. The right hand score refers to the right Controller player; the left score shows the left Controller player's score.

If there are two players on one team, the second player's stick will be striped.

The last player or team to score always puts the puck into play again by pressing the red Controller button after waiting at least one second after the last point is made. If two players are on one team, either player can serve.

HOCKEY I (Two-Player Game) Each player controls one stick and tries to hit the puck into the goal.

HOCKEY II (Two-Player Game) Two opposing players each control two hockey sticks; shoot with the forward stick and defend the goal with the second hockey stick.

HOCKEY III (Two-Player Game) Each player controls three paddles in this hockey games. Two opposing player attempt to score with one paddle that guards the goal and two paddles that cover the playfield.

HOCKEY 4-I (Four-Player Game) Four players scramble on the icy playfield to make goals. Each player controls one paddle, and there are two players on each team: one forward and one goalie.

HOCKEY 4-II (Four-Player Game) Double your hockey fun with two players on each team. Each player controls a row of hockey sticks controls a row of hockey sticks with the Controller. Any one stick can move across half the playfield. There are four paddles per row, but only three paddles appear on the playfield at one time.

	Hockey I		Hockey II		Hockey III		Hockey 4-I		Hockey 4-II	
Game	23	24	25	26	27	28	29	30	31	32
Players	2	2	2	2	2	2	4	4	4	4
Feature	S	W	S	W	S	C	S	W	S	C

Features: either **S**peed, **W**hammy, or **C**atch

QUADRAPONG

The king of Pong games! Four players play this Pong game. Two players are on each team, and each player controls one paddle.

Team paddles are color coordinated with the score at the top of the playfield. The right hand score refers to the right Controller player; the left score shows the left Controller player's score.

The movement of each player's paddle is restricted to one side of the rectangle playfield. Each side of the rectangle has a goal. Each paddle guards a goal.

To score one point, a player must hit the ball into either goal guarded by the opposing players.(Be careful not to score against your teammate!) The first team to score 21 points wins the game.

The last team to score serves the ball by pressing the red Controller button after waiting at least one second after the last point is made. Either player can serve on a two-player team.

Quadrapong (Four-Player Game) Each player controls his paddle with a Controller and attempts to make goals. The first team to make 21 goals wins the game.

	Quadrapong	
Game	33	34
Players	4	4
Feature	S	C

Features: either **S**peed or **C**atch

HANDBALL

Play Handball just as you would a regular game of handball. Two or four players each control one Paddle. Paddles are located on the same side of the playfield and are color coordinated with the score at the top of the playfield. The right hand scores refer to the right Controller player or team; the left number shows the left Controller player or team score.

When your paddle is solid, it is your turn to hit the ball. After you successfully hit the ball, your paddle will start to blink. If you hit the ball out of turn (when your paddle is blinking), your opponent scores one point. You score one point when your opponent misses the ball or hits it out of turn. The first player to reach 21 points wins the game.

The last player or team to score serves the ball after waiting at least one second after the score is made. Either player can serve on a two- player team. Serve by pressing the red Controller button.

The second player on a two-player team will have a striped paddle and will play forward.

HANDBALL (Two-Player Game)Each player controls one paddle and competes for points.

HANDBALL II (Four-Player Game) It's a doubles game of handball! Two players are on one team. Each player controls one paddle. Either player on one team can make the hit.

	Handball		Handball II	
Game	35	36	37	38
Players	2	2	4	4
Feature	S	W	S	W

Features: either **S**peed or **W**hammy.

VOLLEYBALL

Two or four players can play volleyball. The object? To successfully return the ball over the net in the center of the playfield.

Each player controls one paddle which moves in a horizontal line at the bottom of the playfield. Paddles are color coordinated with the score at the top of the playfield. The right hand score refers to the right Controller player or team; the left number shows the left Controller player or team score.

A player or team scores one point when the opponent misses the ball or hits it into the net. The first player or team to score 21 points win the game.

During doubles games, the second player on each team will cover the upper portion of the playfield with a smaller paddle.

The last team to score serves the ball after waiting at least one second after the point is made. Either player can serve on a two- player team. Serve by pressing the red Controller button.

VOLLEYBALL (Two-Player Game) Two competing players each control one paddle and volley for points.

VOLLEYBALL 4 (Four-Player Game) With two players on each team, you can set up and spike the ball.

	Volleyball		Volleyball 4	
Game	39	40	41	42
Players	2	2	4	4
Feature	J		J	

Features: **J**ump.

BASKETBALL

Get ready to shoot baskets! Two or four players can play basketball. Each player controls one paddle that moves in a horizontal line across one half of the bottom playfield. Each player controls one paddle that moves in a horizontal line across one half of the bottom playfield. Each player or team has a basket. The player on the left side of the playfield must shoot the balls at the basket on the right side of the playfield. The right side player shoots at the left basket.

A player or team scores one point when the ball goes through the basket. The first player to score 21 points wins the game.

The team who scores the last point inbounds the ball onto the field by pressing the red Controller button after waiting at least one second after the last point is made. Either player on a two-player team can put the ball into play.

Where you dribble the ball on your paddle determines the direction the ball will travel. For example, dribble the ball off the right side of your paddle and the ball will shoot to the right. NOTE: Be careful not to shoot the ball into your opponent's basket on your side of the court.

The second player on a two-player team will control a small paddle located higher on the playfield.

The paddles are color coordinated with the scores at the top of the playfield. The right hand score refers to the right Controller player or team; the left number shows the left Controller player or team score.

BASKETBALL (Two-Player Game) Using the paddles, each player tries to make shots and score. The first player to score 21 points wins the game.

BASKETBALL 4 (Four-Player Game) Two players are on each team. Each team tries to make shots and score. The first team to reach 21 points wins the game.

	Basketball				Basketball 4			
Game	43	44	45	46	47	48	49	50
Players	2	2	2	2	4	4	4	4
Feature		W	J	C		W	J	C

Features: either **W**hammy, **J**ump, or **C**atch

VIDEO PINBALL

How many of you out there have always longed to be a pinball wizard? It's a good bet that some of the places you had to go to play a game of pinball weren't the most comfortable for you. Well, relax. Since you were wise enough to invest in this ATARI VIDEO PINBALL Game Program, you'll never have to worry about being at places with that kind of unsavory atmosphere again.

VIDEO PINBALL has the challenge and the excitement of standard pinball games, and it doesn't have any idea what a quarter is. So not only are you spared the unpleasant task of stuffing quarters into hungry machines, you have the comfort and the well-being of your home. What more could a pinball enthusiast ask for? And as for you pinball wizards, don't think you can master this one lickety-split. It'll be a while before your wiz rating is restored and in full swing.

Just in case you're a pinball rookie, there's only one thing you need to know. You're going to love it. You may have stayed away from the more traditional places of pinball habitation in the past, but now you're going to see why so many other people have gone goofy with "pinball madness". As a matter of fact, you'll probably catch the fever yourself within about 20 minutes.

So take a deep breath, turn up the stereo, and jump right into VIDEO PINBALL. One more thing. Better get yourself a piggy bank for all those quarters you're going to save.

OBJECT OF THE GAME

Each player starts with three balls. Every time you hit the ATARI rollover four times, you get an extra ball. The extra ball is indicated by a large X at the bottom of the screen. Playing VIDEO PINBALL requires skilful control of the flippers which are located at the bottom, center of the screen. When the ball drops to the bottom of the screen, you send it back into the playfield by using the flippers. The flippers are controlled with your Joystick Controller. It's your job to guide the ball within the playfield hitting bumpers, spinners, targets, and rollovers to score points.

Use your Joystick Controllers to "nudge" the ball, but don't "nudge" too much, or you'll cause a "tilt". If you "tilt" the game, your ball scores no more points and any extra balls are lost. (See HELPFUL HINTS to learn more about nudge and tilt.)

USING THE CONTROLLERS

You can use your Joystick Controller to "nudge" or apply "body English" on the ball. "Nudge" or "body English" means forcing the ball to go in a particular direction. To do this, hold the red button down while you push the Joystick in the direction you want the ball to go. All games allow you to "nudge " the ball.

CONSOLE CONTROLS

To select a VIDEO PINBALL game, press down the game select switch. The number of players for each game appears at the upper left corner of the television screen. The game number appears to the right of the player number.

DIFFICULTY SWITCHES

The A difficulty level is for expert pinball players, also known as pinball wizards. The B level game is for the beginning or novice pinball player. The A level game has two extra drain holes at the bottom of the playfield. Difficulty levels may be changed at any time during game play.

SCORING

You score points each time your ball hits targets, bumpers, rollovers, or spinners. The scoring is fast, and you'll hear special electronic sounds as points are scored. When bonus points are scored the screen flashes. Scores are posted at the top right of the screen. In two-player games, each player's score appears with each turn. At the end of a two-player game both player's scores alternate at the top of the screen.

Points are scored as follows:

SPINNERS 1 point each time the ball hits the spinner.

BUMPERS 100 times their current value. The value inside the bumper increases time all of the diamond shaped drop targets are knocked down.

DROP TARGETS 100 points each time a drop target is hit.

ATARI ROLLOVER 100 points; after hitting the ATARI rollover four times, you receive an extra ball. Each time it rolls over, the bonus multiplier increases by one. Only one extra ball can be awarded with each turn. The number of ATARI rollovers hit is indicated at the bottom of the screen by one Atari symbol for each hit.

LEFT ROLLOVER 100 points each time it rolls over. Its value increases by one with each hit. When the ball drains, you receive 1000 points for each time it has rolled over, (up to 4000 points).

SPECIAL LIT TARGET This target lights up for only four seconds. It is located between the two lower bumpers. Each time it is hit, the screen flashes and you score 1000 points.

The bonus multiplier is tallied at the end of a turn.

This rapid scoring is accompanied with a "whirring" sound. When you have scored one million points the score rolls over and starts again. When this happens you do not lose the additional 999999 points, they remain part of your score.

GAME VARIATIONS

VIDEO PINBALL has four exciting game variations. There are two games for one player and two games for two players. The variations are:

GAME 1 is a one-player game. GAME 1 allows you to nudge the ball. Too much nudge will cause you to lose the ball (TILT) and any extra ball is lost. During GAME 1 the bumper values are accumulated for an entire game.

GAME 2 is a two-player version of GAME 1. Each player takes at turn with one ball at a time. The turn lasts until the ball drains. Each player's score appears at the top of the screen with each turn. The left player is always number one.

GAME 3 is a one-player game similar to GAME 1 except that the bumper values are not accumulated. The bumper values are reset with each new ball. GAME 3 is just a bit tougher than GAME 1. For a real challenge, try GAME 3 with difficulty level a.

GAME 4 is a two-player version of GAME 3. Each player takes a turn with one ball at a time. The turn lasts until the ball drains. Each player's score appears at the top of the screen with each turn. As in GAME 2, the left player starts the game.

HELPFUL HINTS

TILT Tilt is caused by nudging the ball too much. When a tilt occurs, the top portion of the television screen turns red, your flippers are frozen, you cannot score points, and eventually the ball is lost through a drain. If an extra ball was earned before a tilt, you lose it. You still retain the bonus earned from the left rollover.

NUDGE Nudging can be very helpful in preventing a lost ball. If the ball gets too close to a drain, you can use a nudge to move the ball and prevent it from dropping down the drain. Nudge the ball by holding the red controller button down whilst pushing the Joystick in the direction you want the ball to go. You can also use a nudge to help score points by nudging the ball towards a rollover or target.

BANK SHOT Use the flippers to maneuver the ball so that it rebounds off a playfield device (bumper, rollover etc.), and then moves toward a specific target.

PLUNGER Experiment with the plunger. Try pulling it halfway back, or all the way back, or anywhere in between. You might find you have better control over the ball with a particular plunger setting. Sometimes, a combination of plunger setting and nudging will help send the ball in the direction of the ATARI rollover.

VIDEO REFLEX

REFLEX is the ultimate conditioner. Unless you are in tip physical shape, it is suggested that you spend the first month on a daily regime of JOGGER before working out with REFLEX.

Be sure, when working out, that the colors of the REFLEX pattern on the TV screen are as follows, clockwise from top left: BLUE, ORANGE, GREEN, YELLOW with RED in the center.

Select a program level of difficulty (1-9) by stepping on the RED dot of the Foot Craz Activity Pad.

- Level 1-3 Random Bugs with Butterfly
- Level 4 & 6 Sequential Bugs in Increasing Order
- Level 5 Sequential Bugs in Decreasing Order
- Level 7-9 Combination Bugs in Increasing Order

Next, step on the GREEN dot of the Foot Craz Activity Pad to begin the program.

There are five squares displayed on the screen, each with a different color. When you see a "bug" appear on one of the colored squares, you have a limited time (one to three seconds, depending on the level) to step on the corresponding colored dot of the

To train your reflexes further, a "bug" can appear on more than one colored square at the same time. You get a point for each correct hit.

The level of difficulty increases every twenty points.

There are eight "lives" per program. A life is lost each time you step on the wrong color or delay too long in hitting the dot.

You should not step on a colored square when a BUTTERFLY appears. If you do, it takes one of your "lives."

REFLEX is the ideal trainer for those participating in aerobics, jazzercise, tennis, soccer, football, track and field, and snow and water skiing.

When you work out on REFLEX, develop a steady bouncing rhythm, and memorize the colored dot pattern on the Foot Craz Activity Pad.

Unless you are in excellent physical condition, limit your exercise sessions on REFLEX to three (3) minutes, once a day for the first two (2) weeks.

VIDEOCUBE

Welcome to the cubical world of Hubie the Cube Master. Hubie can solve the ATARI VIDEO CUBE puzzle in seconds flat -- 33.7 seconds, to be exact. That's fast, but then, he's had a lot of practice. You see, puzzles are Hubie's specialty.

Hubie wasn't always a Cube Master -- in fact he used to live a pretty ordinary life. Every morning he made his breakfast, fed his dog Ralph, and went to work. He did have a peculiar habit, though. Hubie loved everything that had to do with squares or angles. For instance, he was always sure to eat three square meals a day – waffles for breakfast, ravioli for lunch, and cube steaks for dinner. Hubie slept in a perfectly square bed. Every day he swam laps in a square swimming pool. And each morning, as he walked to work, Hubie was sure to count the squares in the sidewalk beneath his feet.

People called Hubie a blockhead, but when they did, he always had an answer. Looking them squarely in the eyes, Hubie would shout, "Squares are important! Try playing checkers on a round checkerboard. Or try using ice balls instead of ice cubes in your drinks. Can you imagine going to New York to visit Madison Round Garden? It's just not the same. It wouldn't work!" And with that, he would square his shoulders and walk off.

Yes, Hubie certainly had a checkered past. But that was before the big change in his life. One day, while square dancing in his favorite restaurant (the one with the checkered tablecloths), someone gave Hubie a puzzle -- a cube puzzle. He played it day and night, twisting and turning it to move the colors to the proper sides. Soon, he started to see cubes and squares everywhere -- on the walls of his house, inside Ralph's square water dish, and even in the mirror while brushing his teeth.

Something very strange was happening to Hubie. One morning, instead of being in his square bed, he found himself on a strange flat surface. He saw immediately that everything around him was square -- he was in an entirely square world! This transformation was a mystery, but Hubie didn't really care. He was...Hubie the Cube Master!

Hubie knew his mission in life was to teach cubists and future cubists the best ways to play the magical cube puzzle. He promised himself that he would learn how to solve the magical cube faster than anyone else in the world. He invites you to help him with his pledge -- can you solve the cube faster than Hubie? Try it and see!

GAME PLAY

Hubie's home is a six-sided, multi-colored cube. Each side has nine smaller faces, colored red, blue, green, white, purple, or orange. When you start a game, the colors are scrambled. Your task is to arrange the colors so that each side becomes one solid color.

Play ATARI VIDEO CUBE by moving Hubie around the cube and having him pick up and drop colors. Each time Hubie picks up a color, he trades his color for the one he has picked up. You can then make Hubie run to another face to trade for a different color. Solve the puzzle in the least amount of moves or time. Or, you can watch Hubie race the clock to solve the cube. You might even get some cube-solving tips!

You can only see one side of the cube at a time, except when turning the cube to another side. To turn the cube, move Hubie to the edge of any side. The cube will rotate, and Hubie will enter the next side. The cube and rotate up, down, and sideways.

USING THE CONTROLLERS

Move Hubie around the cube with your Joystick. Hubie cannot move onto a square of the same color. For example, if Hubie is blue, he cannot run onto a blue square. If you try moving Hubie onto a square the same color as he, a warning buzzer or beep will sound.

Use the red controller button to make Hubie pick up and drop colors. Press the button once, and Hubie will pick up the color of the square he is positioned on. Press the button again, and Hubie will drop the color on to the same or a different square. Hubie can pick up, drop, and carry colors to any square on the cube.

GAME RESET SWITCH

To start or restart a game, press the GAME RESET switch. You'll enter the CUBE SELECT mode, and can select one of 50 different cubes. The colors on each cube are scrambled differently. Use your Joystick to select a cube number. Push up or left to increase the cube number by tens; push down or right to increase the cube number by ones. The number you select appears on the bottom of the screen, beneath the magical cube.

After you select a cube, start the game by pressing the red controller button once. You're ready to go!

DIFFICULTY SWITCHES

If you set the LEFT DIFFICULTY switch to the A position, a buzzer will sound each time Hubie tries to run on to a square of the same color as he. Set the switch to the B position to change the buzzer sound to a "beep."

The RIGHT DIFFICULTY switch has no function in this game.

GAME VARIATIONS

ATARI VIDEO CUBE includes 18 game variations.

Games 1-10 play at normal speed, and Games 11-18 play at a faster speed. In Games 3, 4, 7, 8, 13, 14, 17, and 18, the cube is blacked out unless rotating to a different side.

Games 5-8, and Games 15-18 are self playing, in which Hubie shows you how to solve the cube in the least amount of moves or time. In these variations, all you need to do is press the GAME RESET switch. The computer will take control and start the game.

In Games 9 and 10, Hubie's movements are restricted and he can only move in two directions: up, or to the right.

Odd-numbered games (1, 3, 5, 7, 9, 11, 13, 15, and 17) are scored by the number of moves and the number of colors that are swapped. Even-numbered games (2, 4, 6, 8, 10, 12, 14, 16, 18) are scored by the time it takes to solve the cube.

SCORING

The object of the ATARI VIDEO CUBE game is to get the lowest score possible. If you are playing an odd-numbered game, your score is displayed as a single number on the bottom of the screen. Each time Hubie crosses a new square, picks up a color, or attempts to cross a square of his own color, you score one point. Your score is displayed on the lower center portion of the screen, beneath the cube

If you are playing an even-numbered game, a timer measures the amount of time it takes to finish the game. Games are measured in minutes, seconds, and tenths of a second

HELPFUL HINTS

Look for sides with three or more squares of a single color. Decide which color you want each side to be and keep adding to them.

Try not to backtrack. If you can pick up and deposit colors on three or more sides without turning back, you will save valuable moves and time.

Watch the computer solve the cube a few times. Then try using some of the same strategies that Hubie uses to complete the cube.

Notice there is one extra square of color per game (for instance, one extra square of blue).This will be the _last_ square Hubie picks up to win the game.

GAME SELECT MATRIX

Game	1	2	3	4	5	6	7	8	9	10
Scoring	M	T	M	T	M	T	M	T	M	T
Blacked Out			🟥	🟥			🟥	🟥		
Restricted Moves									🟥	🟥
Computer Play					🟥	🟥	🟥	🟥		

Scoring is either **M**oves or **T**imed.
Games 11-18 repeat the pattern of 1-8 at a faster pace.

WABBIT

You are a farmer, named Billie Sue, trying to protect your crops. One patch in particular is giving you trouble. It's surrounded by ten holes from which wabbits dart into your field. Scare off the pesky creatures by throwing wotten eggs at them (they're in abundance this year and worth much less than good country carrots). The score on the left depicts the number of carrots the wabbits have snatched and deposited in their wabbit holes. The current carrot count increases every time a wabbit gets back into his hole with one of your carrots. Your score increases every time you wallop a wabbit with a wotten egg. It's an egg-citing experience.

THE DIFFICULTY SWITCH

The difficulty switch controls how fast Billie Sue moves. In the easier "B" mode, she dashes about nearly as fast as the bunnies[sic].Nut in the more challenging "A" mode, Billie Sue is getting tired, and you'll need greater skill in throwing wotten eggs to makeup for her slowed pace.

GENERAL PLAY

Wabbits will exit from their burrows in a wandom manner, trying to steal your carrots and race back to their holes. They will forget about carrots and run back home when hit by a wotten egg thrown by Billie Sue. In the two player game, players alternate every time the wabbit gets 25 carrots.

SCORING

When wabbits carrying carrots successfully return to their burrows without being hit by wotten eggs, the current carrot indicator on the left of the screen will increase by one point. Every time Billie Sue is able to hit a wabbit with a wotten egg before the wabbit reaches a carrot, you will receive five points. When the wabbit is hit by a wotten egg on the way back from its burrow with a carrot, you will receive ten points on your score on the right of the screen. And you get a bonus: every 100 points you get will cause the wabbits to lose25 carrots from their current carrot count. The game will end when the wabbits' score reaches 100 points.

VARIATIONS

Game	1	2	3	4	5	6	7	8
Players	1	2	1	2	1	2	1	2
Rabbits	2	2	1	1	3	3	1	1

Games 7 & 8 are for younger players.

WALL DEFENDER

You are the defender and you have only one chance.

The defender moves along the outer wall and the bridge only.

Alien with different appearances in different stages, the super alien appears in different shapes and large size.

The alien patterns at the bottom of the screen indicate the number of stages you have passed.

WALL BREAK

The outer wall can withstand 10 alien attacks before it is destroyed. The outer wall flashes on the seventh alien attack which serves a warning signal. Don't let the super alien collide with the wall, otherwise the outer wall will be completely destroyed.

Wall color deepens indicating the degree of attack by aliens. Before the outer wall is destroyed, the defender has to move to the inner wall by means of the bridge linking each wall in order to prepare for the next attack.

GAME OVER

Game is over when:

- The aliens break all layers of walls
- The defender is caught in the bridge or the outer wall when they vanish.

SCORE AND BONUS

The highest score and the last score display alternately when game is over

- Last score in green color
- Highest score in red color

During the game, your score is displayed. Highest score only registers score that is greater than 5,000. Maximum score is 999,999.

One bonus wall is given when you cross a stage without being hit by a single alien.

The maximum walls present is 4.

WARLORDS

Once long ago in a distant land lived a king named Frederick. He took very good care of his subjects and pretty much let the kingdom run itself. One day King Frederick and his wife, Queen Christina, decided to start a family. To their surprise, Queen Christina soon gave birth to quadruplets. Four healthy sons, all at once. The King and Queen were overwhelmed.

The years passed quickly and Frederick's sons(Dominick, Marcus, Felipe, and Restivo) grew to be strong young men. But they were nothing like their kind and peaceful father. They were just the opposite. The four sons of King Frederick fought constantly over anything and everything. Their fighting was so fierce that even the normally unconcerned Frederick became concerned. Left to his violent and competitive sons, his peaceful kingdom could very well be destroyed after he was gone, or perhaps even sooner.

The solution King Frederick decided upon was drastic, but he knew it had to be. Dominick, Marcus, Felipe, and Restivo were banished from their homeland and sent far away to a forbidden land. There they became warlords, dividing their newly acquired territory into four equal sectors, which incidentally, was the first and last thing they ever agreed upon. They then took to building their own castles, after which the battling resumed and never ended. They stopped catapulting fireballs and lightning balls at one another only long enough to rebuild their damaged and war torn castles. After repairs were made, the fighting always began again with renewed ferocity.

So King Frederick's warlords have been battling for many centuries and now it's up to you to carry on their long-standing feud. Dominick, Marcus, Felipe, and Restivo have been locked inside this Game Program. They've stored enough fireballs and lightning balls so that they'll never run out, and neither will you. They can hardly wait to do battle. So good luck, you're in for some fierce competition.

BATTLE OBJECTIVE

The object of the battle is to destroy the other three warlords before your warlord is destroyed. Use the Paddle Controller to protect your castle and your warlord. (Your warlord is located inside the castle. Turn the knob on the controller to move your shield around your castle and block the ball.

When you miss the ball, it knocks out the bricks of your castle. As your castle breaks down, it becomes possible for the ball to hit your warlord, at which time you're out of the battle. Each battle ends when only one warlord remains on the playfield. The first person or computer player to win five battles wins the war.

Note that a shield controlled by the computer will move slower than a shield controlled by a human player. To compensate for this fact, the computer player and shield have the power to throw the ball in unexpected directions.

Also, when a warlord has been killed, his ghost will haunt the battlefield. If the ball comes near, the ghost may actually hit the ball in a new direction. If you look closely, you may even catch a glimpse of the ghost and his shield.

Of the 23 games in WARLORDS, each game has fast (lightning), or slow (fireball) speed.

USING THE CONTROLLERS

Turn the knob on the controller to move your shield and to block the ball. To use the CATCH feature, press and hold the red controller button before the ball makes contact with your shield. Release the button to send the ball back toward your opponents at HIGH SPEED. Check the GAME SELECT MATRIX to see which games feature CATCH.

GAME VARIATIONS

Warlords has three main variations:

<u>Number of players</u> one, two, three, four, or Doubles. The GAMESELECT MATRIX will show you the number of players for each game. In Doubles (D) games, two players control two shields each. The computer operates any unused shields.

<u>Ball speed</u> fireball/lightning ball. Depending on the game number you play, the ball speed will either be slow (fireball), or fast (lightning ball). As noted before, when using the CATCH feature, the ball comes off your shield at high speed. Also, when hitting bricks, the darker the wall, the faster the ball will return.

<u>Shields</u> ricochet/CATCH. Your shields function either with ricochet or CATCH. Ricochet simply means that the ball rebounds off your shield whenever contact is made. The CATCH feature means that the ball sticks to your shield when you hold down the red controller button before contact is made. The ball comes off the shield at high speed when you release the button. Use the CATCH feature to aim the ball at your opponents or change the pace of the battle.

CHILDREN'S VERSIONS

GAMES 21, 22, and 23 are special versions for young children. The game play is slowed down considerably. All three games feature ricochet (rather than CATCH), and all three have fireballs (slow balls). The only difference in the three games is the number of players (4, 3, or 2).

HELPFUL HINTS

When you first start playing WARLORDS, choose games with slow ball speed (fireball). This will help you get the feel of the game faster. Also, there are certain positions in which the ball always comes off your shield at the same angle, or in the same direction. Learn these positions and use them to your advantage against your opponents.

Don't be too predictable. If you attempt to shoot from the same angle or from the same position too often, your opponents will know what to expect and will nearly always be able to block your shots. Vary your attacks to keep the others off guard.

Study your opponents' weaknesses. You can learn a lot by studying the habits of the enemy. You may find, for example, that one of your opponent moves very well in one direction when attempting to block shots, but has trouble moving in the opposite direction. Obviously then, you want to concentrate on the direction he or she has trouble moving to.

TEAM COMPETITION

You will find that four-player games are terrific because the action is fierce and extremely competitive. You may even want to create teams and battle for the best cumulative score.

GAME SELECT MATRIX

Game	Players	Shield	Ball Speed
1	4	C	F
2	3	C	F
3	2	C	F
4	1	C	F
5	D	C	F
6	4	C	S
7	3	C	S
8	2	C	S
9	1	C	S
10	D	C	S
11	4	R	F
12	3	R	F
13	2	R	F
14	1	R	F
15	D	R	F
16	4	R	S
17	3	R	S
18	2	R	S
19	1	R	S
20	D	R	S
21	4	R	S
22	3	R	S
23	2	R	S

Players: Number or **D**oubles.
Shield: **C**atch or **R**icochet.
Ball Speed: **F**ast or **S**low.

WARPLOCK

Piloting your space craft to the outer reaches of the galaxy, on the fringes of hyperspace and hypertime, you find you are trapped in a Space/Time Warp the immobilizes your ship. From nowhere comes a band of space pirates out to destroy you and your crew. Your Tachyon Launcher-- firing lethal particles that travel faster then light--is still operational, but even this space-age artillery can't save you unless your fighting reflexes are in top form.

MISSION OBJECTIVES

Taking aim at the tormenters swarming outside your space craft's main View Port, you must destroy the space bandits' ships before they get you. At the same time, you must avoid the Photon Bombs with which some of your attackers are equipped.

HOW TO FIGHT THE BATTLE

To begin game play, depress your "Game Reset" switch, then press the red Fire Button on your paddle controller. When Player 1's space craft is struck, his turn is over, and he must press the "Game Reset" switch to begin a new game. If there are two players, Player 2 must press his red Fire Button to start his turn. Once Player 2's turn is over, you depress either the "Game Reset" switch or Player 1's red Fire Button to begin a new game.

SCORING

You will score one point for each enemy ship that you hit. Move your Tachyon Launcher to the left or the right with your paddle controller, pressing your Fire Button to launch Tachyon Energy Rods on their deadly mission. Once your score has reached 99, your score block indicators will return to zero and begin again at 1 point.

The game will escalate in difficulty as the enemy ships increase in speed and number. Once you have scored sixteen hits (16 points) the enemy craft will begin dropping Photon Bombs--a potentially explosive situation!

WINTER GAMES

This is a series of seven exciting competitive events. Up to eight players can enter this international contest, each choosing a country for which to compete (no two players can choose the same nation to represent).

The object is to see your country come out on top. You'll compete in pure speed events like skating and in speed-and-control events like slalom, biathlon, bobsled and luge. You'll test your skill against competitors in distance and style events like ski jumping and hot dog skiing. You'll win by scoring the fastest time or by earning the most points. And the nation that wins the most events takes home the gold medal!

SWITCHES

The left difficulty switch controls the number of joysticks. Position A = two joysticks; B = one joystick. If you wish to play head-to-head with your opponent and have two joysticks, select position A otherwise flip the switch to B.

Holding SELECT down and pressing RESET returns you to the country-select menu.

The right DIFFICULTY and TV TYPE switches should be ignored.

STARTING PLAY

WINTER GAMES begins as the title screen appears. From the title screen you will move to the country-select menu by pressing the FIRE BUTTON or waiting for the music to end. The country-select menu is a list of eight eligible countries: the U.S.A., USSR, U.K., Japan, Canada, France, Norway, and Sweden.

Highlight the country of your choice by moving the cursor up and down with the joystick. Press the FIRE BUTTON to select the highlighted country. If you change your mind after you've made your selection, rehighlight the country you selected and press the FIRE BUTTON again. You will then be able to select a new country name from the list. When you have selected your roster of competing countries, move the cursor to "Done" and press the FIRE BUTTON. The first event's title will appear on the screen.

Events are announced on a screen showing the name of the competing countries and the event's name. Press the FIRE BUTTON to enter the event; press the FIRE BUTTON again to start the event. If you fault during play, the event will replay up to three times (you can only fault in certain events). When a country finishes an event, the event title screen returns with the name of the next nation to compete. When all competitors have completed an event, the next event begins. The order of competing nations stays the same throughout the series of events.

THE GAMES

SLALOM In SLALOM, the object is to make the best time down the course while skiing through the gates (marked by a pair of flags). The FIRE BUTTON sets your skier on his way. You control his motion by moving the joystick left or right. Turning will help you to slow down. There's a three-second penalty each time you miss one of the 36 gates on the course and a warning sound lets you know you missed. Avoid hitting any object or person on your way down the slope because they will slow you down considerably! Penalty seconds are added to your time when you complete the run.

BOBSLED In the two-man bobsled event, the object is to finish in record time. Press the FIRE BUTTON to start. Try to complete the winding course as quickly as you can -- keeping the sled under control on the banked turns. Push the joystick left or right to control the bobsled's direction. Steer into the turns (try to stay off the walls or you'll lose speed and control of the sled). And remember there aren't any brakes on your sled! To speed up the sled, 'bob' the joystick up and down in rhythm, keeping in mind that high speed makes banking on the turns a real challenge. You can monitor sled speed by the speed indicator at the bottom of the screen (the wider the bar, the faster you are going). Each team is allowed three tries to finish this event. Good Luck!

SKI JUMP This challenging distance event demands your fullest concentration. When you see your jumper at the gate, press the FIRE BUTTON and he'll begin his run down the slope. When he passes the yellow flag near the bottom of the take-off run, press the FIRE BUTTON to launch him. The longer you wait to press the FIRE BUTTON the farther you will go, but be careful not to press it too late!

A split-screen will show your jumper's position and the hill below. You'll get the most distance by maintaining a stable diagonal position throughout the "flight." During flight: move the joystick forward to raise his ski tips, back to drop them. Push the joystick left and right to maintain your jumper's body position. Maintain control of both jumper and his skis to extend his flight -- and to land him safely. Each jumper has three attempts to out-distance his opponents. Distance jumped will appear on the screen when he's landed safely.

BIATHLON This combination skiing-and-shooting event begins with cross-country skiing down a hill. Press the FIRE BUTTON to start and move the joystick left and right in rhythm. Keep pace with the red heart at the bottom of the screen for fastest skiing. When you finish the skiing course, a shooting range replaces the ski slope. There are five targets in each set. Cock your rifle by moving the joystick down, then up. Sight your target and press the FIRE BUTTON to shoot. Remember you're participating in an event where time is important so shoot quickly, but carefully (there is a 5-second penalty for each target missed).

When you are finished on the rifle range, the skiing screen returns and you must ski back up the course. At the top of the course you'll shoot again at the rifle range. Ski downhill again and return for a final try at the rifle range. Ski to the rifle range and shoot each target (three sets of five targets for a total of 15 targets) as quickly as possible. The competitor with the fewest number of misses wins the event.

SPEED SKATING In this event, the first skater to reach the finish line will earn the best score. At the start you will have the READY/SET/GO sequence. Move the joystick left and right in rhythm to gain speed. Your time will be displayed in the center of the screen on the time indicators. Notes: SKATING has a computer opponent when played alone. The left joystick controls the top player and the right joystick controls the bottom player.

HOT DOG In this ski acrobatics event, jumpers compete one at a time. The aim is to pile up points by performing as many tricks as possible in the time allotted. Press the FIRE BUTTON to start down the slope. Unlike the SKI JUMP event, you don't need to press the FIRE BUTTON again to jump. Choose your jumper's tricks by moving the joystick in one of the four possible directions: forward for a "daffy"; right for a forward flip; back for a "swan"; left for a backward flip. Press the FIRE BUTTON to turn your jumper around but remember to press the FIRE BUTTON again before landing. Each trick has its own point score, based on the degree of difficulty,* and the points accumulate as each trick is successfully performed. You also earn points, and a greater cumulative score, for each flip or turn (backward or forward) you perform while in flight. Scoring is as follows:

Trick	Unturned	Backward	Upside Down	Upside Down/Backward
Half Flip	0.6	0.9		
Daffy	1.0	1.5	2.0	3.5
Swan	0.6	0.9	1.2	2.1

Your jumper must land facing forward, right side up -- or he crashes and faults. After landing, you may press the FIRE BUTTON upon passing the yellow flag -- and get 1.0 for a standing daffy (but you might not want to take the risk!). Each jumper has three tries to earn the best score.

LUGE Similar to the BOBSLED event, the central difference is that you won't have a partner to help you steer your sled down the chute. One man takes the luge down a special luge chute designed for speed. Zip along the track, braking as you go by pressing the FIRE BUTTON. (The "bobbing" option doesn't exist in luge.) Use the same left-right motions on the joystick as in the bobsled event to choose the direction of your turn. You will have three tries to make it quickly, and safely down the chute.

SCORING

Awards Ceremony After every event, the countries of the top three competitors are listed in the order they placed. The country name of the Gold Medal winner appears at the top of the screen.

Champion Ceremony A Grand Champion of the games is selected based on the number of points awarded.

Gold Medal	5 points
Silver Medal	3 points
Bronze Medal	2 points

WIZARD OF WOR

Welcome to the mystical kingdom of Wor! You have been placed in command of an elite squadron of Worriors assigned the task of outwitting the sinister Wizard of Wor! As you descend into his diabolical dungeons, you will encounter deadly Worlings and maybe even the Wizard himself! Your only weapons are your trusty laser, your radar scanner, and your ability and cunning. You will need them all as you attempt to beat the Wizard and earn the title of Worlord! Prepare now, and then let the battle begin!

Set the DIFFICULTY switches to B for beginner level. Setting the switches to A will result in extra sneaky Worlings.

OBJECT OF THE GAME

The object of WIZARD OF WOR is to accumulate points by destroying the Worlings you encounter as you pass through numerous dungeon mazes. In the two-player version you can work with or compete against another Worrior commander.

WORRIORS & LASER BLASTERS

You begin each game with a squadron of three Worriors. Only one Worrior may enter and move about a dungeon at a time. Push up on your Joystick and a Worrior will move into the dungeon from the entrance below. You have an unlimited supply of ammunition. However, after a Worrior fires a shot, he cannot reshoot until that bullet makes contact with either a Worling or a wall.

At 10,000 points you will be awarded one extra Worrior.

DUNGEONS & WORLINGS

Each dungeon is filled with different kinds of Worlings. The Worlings' one purpose in life is to destroy your Worrior. They will try to shoot him down or devour him. As each dungeon is cleared, a new dungeon takes its place, filled with faster, nastier and craftier Worlings. The species of Worlings are:

BURWORS Six of these blue meanies appear at the beginning of each dungeon.

GARWORS These yellow beasties are invisible, but will materialize for a few seconds from time to time.

THORWORS These red devils are particularly nasty. They're not invisible most of the time, but they're extra fast and tricky.

In the first dungeon, Garwors and Thorwors will appear only after all six Burwors are destroyed. In following dungeons, Garwors and Thorwors appear earlier on. As you advance into more and more dungeons, you may be faced with any combination of Worlings scampering about the maze at the same time.

WORLUK Starting in the second dungeon, Worluck - the Wizard's winged beast - appears after the last Worling is shot. Worluk will try to devour you before he escapes from the dungeon. Shooting Worluk doubles the point values for all Worlings shot in the next dungeon.

THE WIZARD OF WOR After Worluk escapes or is shot, the Wizard himself may engage you in battle. This is a fight to the finish, with the Wizard teleporting from one position to another, hurling lightning bolts in your direction. If you're sharp enough to stay alive, consider yourself a Worlord!

SPECIAL FEATURES

RADAR SCANNER The radar scanner located below each dungeon depicts the location and movement of all beings in that dungeon except for your Worrior. This holds true for both visible and invisible Worlings, as well as Worluk and the Wizard. The radar scanner is invaluable in keeping track of fast moving Worlings.

ESCAPE DOORS There are escape doors located on opposite sides of each dungeon. Simply stepping into one will automatically beam your Worrior to the other side. The doors open and close every three seconds. Be careful, though. Worlings have a habit of using them, too, especially when they're invisible.

WORLING CLUSTERS Occasionally, two Worlings will travel together as a cluster, giving the appearance of only one Worling. They might randomly split up and reunite throughout a particular dungeon. When they travel in this manner, a single shot will destroy both of them. But don't get too confident. Depending on how advanced the dungeon is, a cluster might be replaced by two separately traveling Garwors or Thorwors.

TWO-PLAYER VERSION

Two players may travel through each dungeon at the same time. Both Joystick Controllers are used in this version. The right one controls the Yellow Worriors and the left one controls the Blue Worriors. Players may work together to destroy Worlings or they may fight against each other. Each Worrior destroyed by an opposing Worrior is worth 1,000 points to the survivor.

SCORING

Your score is displayed at the top of the screen throughout the battle.

Blue Burwors	100 points
Yellow Garwors	200 points
Red Thorwors	500 points
Worluk	1000 points + double score in next dungeon
Wizard of Wor	2500 points
Worriors(Two-player version)	1000 points

WORD ZAPPER

The Joystick Controller links you with a most profound vehicle of amusement, the rotary wing Word Zapper. It is armed with vertical and horizontal firing lasers and capable of incredible maneuverability.

Opposing you is the Scroll -- a diabolic device designed to wear out the wrist an boggle the mind. The Scroll parades the alphabet across the screen, taunting you to duplicate a word or scrambled letters flashed at the bottom of the screen.

You must shoot each letter in perfect order, and you must match three words or letter combinations within 99 seconds. Sounds easy? Wait until you meet the Scroll's friend, the Asteroids.

GAME SELECTION

Select one or two player game with the TV TYPE switch:

- COLOR = 1 PLAYER GAME
- B&W = 2 PLAYER GAME

The left difficulty switch is the SCROLLER meteor control:

- A (Expert) = ON
- B (Novice) = OFF

The right difficulty switch is the DOOMSDAY meteor control:

- A (Expert) = ON
- B (Novice) = OFF

NOTE: If the ATARI Video Computer System is not used for four minutes, then the screen will go blank to protect your TV set. To restore the game, just move the Joystick.

GAME VARIATIONS

METEOR DENSITY
    SPARSE--Fewer meteors on screen
    DENSE --Many meteors on screen
METEOR SPEED
    SINGLE--All meteors travel at slow speeds.
    MULTIPLE--Meteors travel at fast and slow speeds.
MATCH
    WORDS --Try to spell English words.
    LETTERS --Try to spell scrambled letters (This must be an alien language.)
SCROLL SPEED
    SLOW--For beginners.
    MEDIUM--Good for people with Honorary Rank of Zapper.
    FAST--Don't blink your eyes!

SCORING

The game ends when:

- you shoot down all three words
- you are struck by a Doomsday asteroid
- you run out of time

When any of these occurs, the Zapper will land and your score will be displayed. The level you obtain will be based on how many words you shoot down.

Rookie	0
Champ	1
Ace	2
Zapper	3 (Honorary Rank)

Of course, the time remaining will be zero unless you are able to get all three words in less than 99 seconds (thus obtaining the Honorary Rank of Zapper).

PLAYING THE GAME

When the game begins, a word or scrambled letters appear at the bottom of the screen. You MUST remember them! They will disappear in four seconds. When they disappear, the Zapper will be activated and the alphabet will begin to scroll across the top of the screen. You must shoot scrolling letters in the exact order found in the word or scrambled letters.

To shoot the scrolling letters, depress the Red Fire Button on the Joystick. This fires the letter laser. There are four different types of asteroids that may hit the Zapper. When the power is turned on, all four will parade across the screen. From top to bottom, these are:

<u>DOOMSDAY</u> If a Doomsday asteroid hits the Zapper, the game is all over. You can identify this asteroid by the distinctively dangerous noise it makes as it approaches the Zapper. For an easier game, this asteroid may be turned off with the Right Difficulty Switch.

<u>SCROLLER</u> If a Scroller asteroid hits the Zapper, the scrolling letters are mixed up for five seconds. For an easier game, this asteroid may be turned off with the Left Difficulty Switch.

<u>BONKER</u> If a Bonker asteroid hits the Zapper, it BONKS it to the side.

<u>ZONKER</u> If a Zonker asteroid hits the Zapper, it ZONKS it to the side.

The Zapper can also shoot asteroids. Holding down the Red Fire Button while moving the Joystick to either side causes the Zapper to fire in that direction. 5.If you shoot down five asteroids, you get a "Freebie." A Freebie can substitute for any letter, but if you use it you must shoot five more asteroids. A "Freebie" MUST be shot to complete a word and advance to a new word.

WORD ZAPPER GAME VARIATIONS

Game	Scroll Speed	Match	Meteor Speed	Meteor Density	1st Freebie
1	S	W	S	S	🟥
2	S	W	S	D	
3	S	W	M	S	
4	S	W	M	D	
5	S	L	S	S	
6	S	L	S	D	
7	S	L	M	S	
8	S	L	M	D	
9	M	W	S	S	🟥
10	M	W	S	D	
11	M	W	M	S	
12	M	W	M	D	
13	M	L	S	S	
14	M	L	S	D	
15	M	L	M	S	
16	M	L	M	D	
17	F	W	S	S	🟥
18	F	W	S	D	
19	F	W	M	S	
20	F	W	M	D	
21	F	L	S	S	
22	F	L	S	D	
23	F	L	M	S	
24	F	L	M	D	

Scroll Speed is either **S**low, **M**edium, or **F**ast.
Match is either **W**ord or **L**etter.
Meteor Speed is either **S**ingle or **M**ultiple.
Meteor Density is either **S**parse or **D**ense.

WORM WAR I

Your mission, as a master tank commander, is to drive through the city of Teriyaki and blast away as many Worms and Blocks as possible without running out of fuel

SINGLE PLAYER OPTIONS

- OPTION 1: The "Obstacle Course" begins with side Wall Segments and a clear playing screen. Obstacles appear after the first group of Worms are demolished and grow denser each round.
- OPTION 2: The "Straightaway" maintains a clear playing screen.
- OPTION 3: "Invisible Worms" uses the Option 1 playing screen, but Worms are only visible during brief flashes that light up the screen.

2 PLAYER COOPERATIVE OPTIONS

In the cooperative options, the two tanks drivers SHARE fuel and points.

- OPTION 4 uses the same screen as in Option 1.
- OPTION 5 uses the same screen as in Option 2.
- OPTION 6 uses the same screen as in Option 3.

2 PLAYER COMPETITIVE OPTIONS

In the competitive options, each tank driver has a separate fuel and score tally.

- OPTION 7 uses the same screen as in Option 1.
- OPTION 8 uses the same screen as in Option 2.
- OPTION 9 uses the same screen as in Option 3.

DIFFICULTY SWITCHES

The LEFT Difficulty Switch controls the Worm MOVEMENT.

- A (or up) = Random Worm Movement
- B (or down) = Fixed Worm Movement

The RIGHT Difficulty Switch control the Tank movement RESPONSE.

- A (or up) = Slower Brake Response
- B (or down) = Faster Brake Response

FUEL

As each battle begins you tank is filled with 99 fuel units. You lose fuel by moving forward and by crashing into obstacle Blocks or giant Worms. You can refuel by driving through Pagoda Gas Station. The faster you drive through, the more fuel you get, though your tank can carry no more than 99 units. The fuel gauge is located at the top of the screen. Worm War I ends when you run out of fuel, or, in option 7, 8 and 9 when both players' tanks are empty.

FUEL CHART

Running into a Worm = 10 fuel points lost
Running into a Block = 5 fuel points lost
Moving forward one Wall Segment = 1 fuel point lost
Driving through a Gas Station = 1 to 12 gained

SCORING

The more Worms you rack up, the higher your score. The Worms will always attack in groups. Each group begins with the appearance of one Worm on the screen, the two Worms and then three on up to six Worms at once! You earn 20 points for each Worm shot in the first attack group. The Worm point value increases AND bonus points are awarded after each group is destroyed. You can also get points for blasting down obstacle Blocks. Blocks are always worth 5 points a piece. Be sure to record your high scores on the back of this folder!

HINTS FROM THE DESIGNER

To avoid being totally clobbered by hordes of Worms, pull back on the stick whenever a new group is appearing. If a fuel Pagoda appears on top of a Block, carefully shoot away the Block, or try just to nick the Pagoda. When you are refueling, you are safe from collisions. Use this to move over inconvenient Blocks. The far left and right sides of the screen are safe spots, but don't hang there too long. If you don't shoot Worms, you won't bring on any Pagodas. Have a good time and show those Worms who's boss.

XENOPHOBE

Hostile aliens--Xenophobes--are infesting space stations vital to your planet's security. These aliens threaten to overrun the stations, rendering the space stations useless.

You are part of an elite team which is ready to speed to these endangered space stations. Your mission is clear: destroy the aliens regain control of the space stations, and pick up any valuable hardware you might discover as you sweep the stations for aliens.

The aliens are a swarming band of uglies straight out of your worst nightmare. You'll need to use your talent just to stay alive as you rid each space station of these pests. You don't want to let them catch you. It's them or you.

The message has come. It's up to you and your teammates to cleanse each space station of aliens. Your Mother Ship brings you to the vicinity of each overrun space station. You then enter the space station via a transfer disk, which beams you aboard.

Another member of your elite squad can work stations too, and you may compete for high score, or work on your own to clear the aliens from an infested space station. Just be careful as you enter a space station. The aliens are everywhere!

GETTING STARTED

Each player is independent. The death of one player does not affect game play for the other player.

An awards ceremony occurs after each space station adventure. If you die there is no ceremony. During this ceremony point value data is displayed on the aliens you destroyed. The valuable hardware you retrieved displays as the point value is added to your score.

SPLIT-SCREEN PLAY

Xenophobe's split-screen lets two players move independently. You view each player's game action on a separate half of the screen. The left controller (player 1) corresponds to the top-screen view while the right controller (player 2) corresponds to the bottom. Players alternate their play. Player 1 competes and when done, Player 2 begins playing.

The size of a player's viewing screen is the same whether you are playing a one-player or two-player game.

PLAYING THE GAME

The game begins with you leaving the Mother Ship for one of the eighth alien-infested space stations. Once you finish the eight space station, you return to the first space station which the aliens have reinfested. Each base has a different number of levels as follows:

Space Station	1	2	3	4	5	6	7	8
Levels	1	2	3	4	1	2	3	4

Each space station has eight rooms on each level. To move from room to room, move to the edge of the screen. You automatically move into the next room.

To reach a different level, you must use the elevator found on each level. Stand in front of the level number and push up on the controller. When the elevator arrives, step in and move the controller forward or backward to move up or down a level. There are no stairs between levels.

FINISHING A MISSION

There are two ways in which you can finish a mission at a space station. Each of the two mission endings offer an increasing number of points.

If you take too long in clearing a space station, the aliens overrun the station. The amount of time you have to clear a space station depends upon the space station and the number of floors. If you wait too long, the screen flashes and you are automatically transported back to the Mother Ship as the aliens overrun the space station and the station explodes.

If the aliens overrun a space station, you earn 100 bonus points for each alien you destroy at that space station. Then it's back to the Mother Ship and on to the next infested space station.

The best ending for a mission is your destroying or driving off all aliens on a space station. You receive a 300-point bonus for each alien you destroyed at the station and a percentage increase equivalent to a 200-point health bonus. Then you return to the Mother Ship and prepare to board the next infested space station.

DESTROYING THE ALIENS

Your first objective is to destroy or drive off all aliens in a space station within the allowed time. Destroying an alien isn't easy. Unless you use the minimum amount of force to destroy a particular type of alien, the alien lives and continues to threaten you and your mission.

The minimum amount of force needed to destroy a particular type of alien is as follows:

Critter	1 unit of force
Pod	2 units of force
Tentacle	4 units of force
Rollerbaby	4 units of force
Snotterpillar	15 units of force

COLLECTING HARDWARE

Pick up any valuable hardware you find strewn around a station you are sweeping for aliens. You can gain extra points or restore lost health points with what you find.

WEAPONS

You begin play with a Phaser. In addition to hardware, you will also find weapons scattered throughout a space station. (See point values in SCORING.)

Pick up these weapons for extra points, then use the weapons to destroy aliens. But remember you can only have one weapon at a time. Switch weapons if the weapon you find is more powerful than the one you are carrying.

When you pick up the new weapon, you drop your current weapon. But be careful, sometimes a weapon will explode when you are knocked down by an alien.

Each weapon has a different power level. Plus your weapon won't run out of ammunition. The weapons you can use and their strength are as follows:

Fists	1 unit
Phaser	1 unit/shot
Laser Pistol	2 units/shot
Electric Rifle	3 units/shot
Poofer Gun	9 units/shot
Grenade	10 units/shot

DANGER TO THE PLAYER

While you're sweeping the aliens from your planet's space stations, those same aliens are after you and can destroy you. Injuries to your player are measured in units, or units/second of contact with an alien. So watch your health bar in the middle of your screen. The health bar is the same color as your uniform. You begin with 100 percent, equivalent to 1000 health units.

You can lose units of health through the following injuries or attacks:

Attack by a Critter	2 units/second
Hit by a Tentacles	4 units/second
Attack by a Rollerbaby	8 units/second
Hit by a rolling alien	50 units
Hit by spit (phlegm)	75 units
Hit by a leaping alien	150 units

STRATEGY

Your primary mission is to locate and eliminate the aliens as quickly as possible. Don't spend too much time searching for valuable objects.

The aliens are clumsier and easier to kill at the lower levels of a space station. Save your best firepower for the scariest aliens, and remember that your biggest challenges await at the higher levels.

Be ever alert for the aliens' varied means of attack.

Shoot tentacles by jumping and quickly firing.

Use grenades to destroy aliens rolled into balls.

SCORING

You receive points for destroying aliens, picking up valuable hardware during your mission in each space station, and for finding and picking up health objects which increase your life.

Killing Aliens:

Tentacle	125 points
Snotterpillar	100 points
Rollerbaby	75 points
Critter	50 points
Pod	25 points.

Picking Up Weapons:

Grenade	500 points
Poofer Gun	400 points
Lightning Rifle	300 points
Laser Pistol	200 points
Phaser	10 points

Picking Up Valuable Hardware:

Clipboard	500 points
Transmltter	500 points
Skull	500 points
Can	500 points
Knife	500 points
Rope	250 points

Health Points:

Burger	50 units
Flask	50 units

YAR'S REVENGE

TERMINOLOGY

YAR Fly simulator under direct user control.
ENERGY MISSILE Missile shot by Yar, removes cells.
QOTILE Laser-base like object on right side of the screen, behind the shield.
SHIELD Energy shield protecting the Qotile, composed of cells.
CELLS Elements of which shield is composed.
DESTROYER MISSILE Guided missiles put out by Qotile to destroy Yars.
ZORLON CANNON Pulsing, scintillating fireball, appears on left side of screen and traversing the screen horizontally.
SWIRL Whirling pinwheel fired by the Qotile to destroy Yars.
NEUTRAL ZONE Colorful and glittering path down the center of the playfield. When in the zone, a Yar cannot operate fire commands, and cannot be harmed by Destroyer Missiles. However, the Yar can be destroyed by a Swirl in the zone.

GAME PLAY

The primary objective of the game is to break a path through the shield, and destroy the Qotile with a blast from the Zorlon Cannon. The secondary objective is to score as many points as possible.

The shield is the red area in front of the Qotile base. It appears in one of two shapes, as an arch, or a shifting rectangle. The shield is made up of cells. The Yar scout can destroy these cells by firing at them with energy missiles, from any location on the playfield, or by devouring them on direct contact. (The Zorlon Cannon can also be used to destroy the cells, but this is a waste of a powerful weapon.)

Once a path has been cleared through the shield, the Zorlon Cannon must be used to destroy the Qotile. To call up the cannon, the Yar can either eat a cell, or run over the Qotile.

The Zorlon Cannon appears on the left side of the playfield, and moves in a direct line with the Yar. This means the Yar is in its line of fire. It is important therefore, to aim the cannon at the Qotile, fire it, and fly out of the way fast!

The Qotile shoots off two weapons: Destroyer Missiles and Swirls. The Destroyer Missiles come in a more or less constant stream, one at a time. The Yar must do his best to dodge them. Periodically, the Qotile transforms into a Swirl. This Swirl winds up and rushes off after the Yar. A Swirl can be destroyed with the Zorlon Cannon by hitting it either at its base location, or in mid-air.As a player's score increases, the Swirl becomes increasingly dangerous.

The glittering path down the center of the screen is the Neutral Zone. This area will protect a Yar from Destroyer Missiles but not from Swirls. While in the Neutral Zone, a Yar cannot fire any energy missiles of his own.

When a Yar is hit by a Destroyer Missile, a Swirl, or his own Zorlon Cannon, he dies. Each player has four Yars (turns) to play in a game. Additional Yars can be earned.

CONTROLLING THE YAR

The Yar will move in whatever direction the Joystick is pushed. The screen "wraps" from top to bottom, bottom to top.

The red "fire" button has two separate firing functions: it will fire an energy missile in the direction the Yar is pointed, or operate the Zorlon Cannon when it is on the screen.

The red button is also used to restart turns and games. Press it after each turn to start a new "life", or continue a successful one. Press it at the end of the game if you want to play that same game version again.

DIFFICULTY SWITCHES

YARS' REVENGE has two difficulty levels - A and B. The B level is for normal game play. Level A is for the skilled player. When the difficulty switch is moved to A, the Swirl will be propelled faster, making it harder for the Yar to dodge it. Also, if the Zorlon Cannon and the Destroyer Missile touch, they will destroy each other.

GAME VARIATIONS

GAME 0 This is the simplest version, a good choice for young children to play. It features a slow Destroyer Missile.

GAME 1 This is the two-player version of Game 0.

GAME 2 This is the "normal" game, with two alternating Shield configurations, plus a Destroyer Missile, and a Swirl traveling at normal speed.

GAME 3 This is the two-player version of Game 2.

GAME 4 This game features a Zorlon Cannon that bounces off the shield. (Watch out! It can destroy you on its return flight.) There are two alternating Shield configurations, plus a Destroyer Missile and a Swirl traveling at normal speeds.

GAME 5 This is the two-player version of Game 4.

ULTIMATE YARS: Games 6 and 7. Ultimate Yars features a bouncing Zorlon Cannon, plus some unusual twists that distinguish it from the other Yar games.

First, you must bounce the Yar against the left side of the screen to make the Zorlon Cannon appear. Also, to make the cannon appear, you need five TRONS. TRONS are units of energy which you can collect at the following rate:

Eat a cell from the shield: 1 TRON
Touch the Qotile: 2 TRONS
Catch a Zorlon Cannon shot after it bounces off the shield: 4 TRONS

If a Yar bounces of the left side with less than five TRONS, it will not get a shot, but it won't lose the TRONS it has, either. (Each time a Yar is destroyed, it loses its TRONS). Each Yar has a capacity of 255 TRONS. If a Yar tries to take on more than that, it will short out and the Yar will lose all its TRONS. The count of TRONS is not displayed on the screen. Yar scouts understand the count instinctively.

Game 6 is the one-player version of ULTIMATE YARS. Game 7 is the two-player version.

SCORING

Cell, hit by Missile	69
Cell, devoured by Yar	69 (+100 bonus points)
Qotile, destroyed	1,000
Swirl, destroyed in place	2,000
Swirl, destroyed in mid-air	6,000 (+ additional life)

At 70,000 points the Swirl triples in frequency and sometimes fires instantly. Shield turns blue.

At 150,000 points the Swirl returns to normal frequency but will remain in mid-air to hit you. Shield turns gray.

At 230,000 points the Swirl again triples in frequency and sometimes fires instantly. Shield turns pink.

HELPFUL HINTS

When you destroy the Qotile, or a Swirl, there will be an explosion, during which the Yar stays on the screen. Use this opportunity to make up your own victory dance. And watch out for the Ghost of Yars! You'll see his mean streak, so stay off it!

The Qotile continually changes colors. The color sequence is your cue to the appearance of a Swirl, and gives you warning to plan your attack and defense.

If you fly over the Qotile as it changes to a Swirl, it will destroy you, so be careful.

When you think you are a tough avenger, switch the difficulty to A, and then try Ultimate Yars!

Z-TACK

GAME SELECTION

There are 4 games:

- Game 1: one player (beginner)
- Game 2: two players (beginner)
- Game 3: one player (advanced)
- Game 4: two players (advanced)

INSTRUCTION

Player controls the jet in the sky level to destroy enemy's bases below at ground level. The jet can move up, down, left or right by maneuvering the joystick to the respective positions. The jet will fire to any of the above four directions if both the push button is depressed and the joystick is maneuvered to the corresponding direction.

If a missile ejected from the jet is not activated, no further missile can be emitted. The bases at ground level fire missile randomly into the sky for defensive purpose. Some missiles from the base may take the form of a floating ball which will become a heat-seeking missile and attack the jet. If the jet is shot by the missiles or if it collides with the floating ball, it will explode and player loose one of his three chances. If the bases are shot by the jet, they will explode and vanish from the screen.

Difficulty is enhanced when level is advanced with increasing number of bases, balls and the speed of missiles. There are 6 distinct levels in one complete cycle and game pattern will recycle upon completion of all 6 level.

The maximum score is 999,999.

ZAXXON

Coleco's ZAXXON is a stunning 3-D space game that takes you across alien asteroid fortresses on a special mission. The evil robot ZAXXON and its fierce armies have conquered an asteroid belt. You must stop them before they enslave the entire galaxy! Pass the barrier on the first asteroid, then dive to the enemy surface. Evade fire from gun turrets and robots as you search for the Robot Warrior. Once you successfully cross the asteroid fortress, you must fly through deep space. Avoid the enemy squadron combing the galaxy in search of your fighter! Can you defeat the evil Zaxxon?

Note: The left and right Difficulty Switches are not used for ZAXXON.

HERE'S HOW TO PLAY

Press Game Select until the Game Option number you want appears at the top of the screen, according to the following:

1 = Skill 1 / One Player
2 = Skill 2 / One Player
3 = Skill 3 / One Player
4 = Skill 4 / One Player
5 = Skill 1 / Two Players
6 = Skill 2 / Two Players
7 = Skill 3 / Two Players
8 = Skill 4 / Two Players

Then press Game Reset to begin the first phase.

To battle! Your fighter approaches Zaxxon's first asteroid base. Fly high to avoid crashing into the first wall! Then swoop down to attack enemy targets. Watch out for return fire from turrets and dodger guns.

Running out of fuel Careful! Your fighter guzzles fuel as you zoom over Zaxxon's territory. Keep an eye on your fuel gauge. Fire at fuel tanks to fill up. Then slip over the gap in the wall at the end of the asteroid base and prepare for a battle in space.

Attack in space You've made it past Zaxxon's first ground force. Now try your skill against Zaxxon's planes in space. They can dive at you from above, below or hit you head on. Eliminate as many planes as you can in this sudden attack.

More asteroid action You're heading toward another asteroid. In games played at skills 2-4, some targets are protected by electronic barriers. Slip through gaps in the barriers to avoid the deadly electronic beams.

Meet the robot Zaxxon Pass the final barrier and your fighter no longer moves forward. A deadly force holds it back! But fortunately, you can still move up, down and sideways. Suddenly, the robot Zaxxon approaches. Only one spot on Zaxxon is vulnerable - the missile under its arm. To eliminate Zaxxon, you must shoot its missile repeatedly before it fires. If you fail, you still have a chance to hit the speeding missile and proceed to the next round of play. If you don't eliminate the missile, your fighter will be eliminated.

It takes several hits to eliminate Zaxxon's missile:

Skill Level 1.....3 hits
Skill Level 2.....4 hits
Skill Level 3.....5 hits
Skill Level 4.....6 hits

Onward through the galaxy! Once you've gone past the robot Zaxxon, another asteroid challenges your skill and coordination. Then it's back into deep space to confront another wave of enemy fighters.

Starting over Keep defending the universe until you run out of fighters. To replay the Game Option that you have been playing, press Reset. To select another Game Option, press Game Select, then press Reset.

SCORING

Enemy Plane	200 points
Fuel Tank	300 points
Gun Turret	400 points
Robot	400 points
Dodger Gun	500 points
Radar Tower	1,000 points
Robot Zaxxon's Missile	1,000 points
Robot Zaxxon	5,000 points

Each player receives five fighters per game. You receive a bonus fighter if your score reaches 10,000 points.

CODA

This document was complied and edited by me as a convenient way to check out how to play old Atari games using my old 6-switch Woody, or any of the emulators currently floating around the Internet.

Thanks to the unnamed masses who typed (or OCR'd) all the old manuals found here. It was a lengthy process to meld them into one text file, then convert into Word and format as you see here. All copyrights are beholden to their respective parties. Basically – this is for ease of use, don't sue me! I only put it up on the net for you to enjoy as well.

If you find any typos, inconsistencies, errors, or mistakes, please email me and I'll update the document as I see fit. You will notice I omitted a lot of the "Hold the joystick with the red button in the upper left hand corner" and "Be sure to turn off your Atari when not in use" text as we should all know this by now! Or it doesn't even apply if you use an emulator, anyway.

Hopefully this document will come in handy for you, and you can relive some of the glory days. Reading the manuals for some of these games sure brought back memories.

Enjoy!

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The Atari Manual Tome Repository:
http://www.westg8.com/atari/