RUSH HOUR™

Instructions

One Player
Uses Left Joystick

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RUSH HOUR™

Blast your way through traffic!

You're in a hurry and you can't afford to be one minute late. You are driving along smoothly and then you're caught in a driver's nightmare - a traffic jam during rush hour. But you just won't creep along - you must blast, dodge, and weave your way through traffic until you reach your destination.

Caught in a driver's nightmare, a traffic jam during rush hour, you must blast, dodge, and weave your way through high-speed traffic. Your super auto is equipped with laser-blasting headlights; but you must avoid the debris cluttering the autobahn to reach your destination. This new concept in driving/racing video game will challenge the most sophisticated driver.

Rrush Hour™ is the latest in a series of video challenges brought to you by Commavid™.

GAME VARIATIONS

There are 9 different game variations, which range in difficulty from easiest (1 - slowest carriers) to hardest (9 - fastest carriers).

SCORING

Each car that you destroy is worth 20 points.

Each carrier is also worth 20 points.

Destroying all 5 carriers on level one is worth 600 bonus points. This increases by 600 for each level. At level 9, the carrier bonus is 5,400.

PLAY FEATURES

- The time you have in which to reach the carriers doesn't always correspond to their position on the radar reaching the left barrier. Instead you'll hear a tone when they reach their maximum distance from you (before you're destroyed). At that point, you must immediately accelerate and gain ground on them, as you would if the radar screen was flashing.

- Sometimes all 5 carriers will release their cars at once! You must carefully drive between the cars or wreckage to avoid this (it's very difficult, but it is possible).

- Destroy a car using the retro-rockets, and then immediately stop. The destroyed car will skid to a halt and may end up overlapping your car (in direct contact). When this happens, the screen will continually flash until you move your car off it.

- The screen will jump occasionally. The radar screen will may also jump slightly. This also happens right before reaching the carriers.

- When your car is at one of the three horizontal spots, the graphics for both your retro-rockets and your laser fire will be affected.

- If you press Select while a sound f/x if playing, it will keep playing it until you Reset.
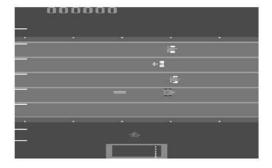
GETTING STARTED

- Turn **off** your game console.
- Inset the Rush Hour game cartridge.
- Be sure the **left** joystick controller is firmly connected to the console (this is the only controller used).
- Turn **on** your game console, you will see a nearly blank screen
- To play game variation #1, the basic game, start the game by pressing the **game reset** switch. Your car will appear on the highway. The fire button can also be used to start a game.
- To select any of the nine possible game variations, repeatedly press the **game select** switch until the desired game number appears in the score area at the top of the screen.
- Consult the appropriate sections of the booklet for a complete explanation of the game features and play variations.

you only have 1 car (1 chance, with no opportunity to earn more), so be careful!

USING THE JOYSTICK

- Pushing LEFT triggers the turbo/retro-rockets, increasing your speed.

- Pushing RIGHT applies the brakes. Change lanes by pushing either UP or DOWN.

- The FIRE button fires the headlight lasers, and also starts/restarts the game.

TV TYPE switch acts as a pause- set to B&W to pause; set to Color to resume.

OBJECTIVE

You must race along a crowded 5-lane freeway at rush hour in an effort to stop the 5 car carriers from losing any cars and causing a huge traffic jam. You must reach them before they get too far ahead, as denoted by the radar screen. You'll encounter various other cars before reaching the carriers, along with nails and other debris. You can choose to go around the vehicles, or destroy them by using either the headlight lasers or the retro-rockets.

Colliding with any vehicle will cause damage to your car and compromise your control of it - the severity of which varies based on how fast you were going when you hit them (note that you can also be hit from behind if you're traveling too slowly.). These factors also determine how many hits your car can take before being completely destroyed (between 1 to 5, and possibly more). Wreckage from shooting a car is just as deadly, and running into a carrier spells instant death! Minor damage will automatically be repaired after a few minutes; major damage takes much longer, and most likely will result in the carriers getting away.

Just before you reach the carriers, all traffic will suddenly come to a screeching halt! Once you catch up to them, you must destroy them one at a time. When they are about to release a car, they'll turn while - this is the only time they're vulnerable! After successfully eliminating all 5 carriers, the chase will start anew at the next highest level. Remember-

Live out those traffic jam fantasies as you smash and dodge your way thru RUSH HOUR™! You're in a hurry and you can't afford to be one minute late. You are driving along smoothly when you're caught in a driver's nightmare – a traffic jam during rush hour - but you won't just creep along! Blast, dodge, and weave your way through high-speed traffic until you reach your destination. Your super auto is equipped with laser-blasting headlights, but you must avoid the debris cluttering the Autobahn to reach your destination! This new concept in driving/racing video games will challenge the most sophisticated driver. RUSH HOUR™ is a video game cartridge for the ATARI® Model 2600 Video Computer System™, the Sears Tele-Game™ and other compatible video game consoles and adapters.

The next time you are shopping for fun and games, Remember to look for **Commavid.**

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