

ATARI FLASHBACK 2

classic game console










OWNER'S MANUAL

MODEL CX-2600



ATARI™

Contents

Getting Started	
Main Menu Explanation.....	
Game Listing	
Bonus Online Content	
<hr/>	
Credits	
Technical Support	
Terms And Conditions	

Getting Started

Health Warnings and Precautions

- Video games may cause a small percentage of individuals to experience seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns on a television screen. Certain conditions may include epileptic symptoms even in persons with no prior history or seizures or epilepsy.
- If you or anyone in your family has an epileptic condition, consult your physician prior to game play.
- It is recommended that parents observe their children when their children play video games.
- If you or your child experiences any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, discontinue use immediately.
- Some people may experience fatigue or discomfort after playing for a long time. If your hands or arms become tired or uncomfortable during game play, stop playing immediately.
- If you continue to experience soreness or discomfort during or after play, stop playing and consult your physician.
- If your hands, wrists or arms have been injured or strained in other activities, use of your system could aggravate the condition. As necessary consult your physician before playing video games.
- Do not sit or stand too close to the television.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15- minute break, at least every hour, while playing.



Next 

Hardware Precautions and Maintenance

- Do not disassemble or try to repair your console or any of its components.
- Always switch Off the console before connecting it to your TV/VCR.
- Do not store your console in humid place, on the floor or in any location where it may collect dirt, dust and lint.
- Do not drop, hit or otherwise abuse your console or its components.
- Make sure all connections to the console are inserted in the correct locations.
- When disconnecting any plugs from the console, first turn the console Off, and then carefully pull out the plugs, rather than the cables, so as not to damage the cables.
- Do not step on, sharply pull or bend and cables connected to the console.
- Do not expose the console or any of the components to extreme heat or cold. Take care not to expose your console to direct sunlight for extended periods of time.
- Do not spill liquids on your console or its components.
- Do not rapidly turn the Power Button On and Off.

Warning To Projection Television Owners

To prevent potential permanent damage to your projection TV, do not connect your console to a projection TV without first reviewing your projection TV instruction manual.

 Previous



Next 

The ATARI® Flashback 2™ Game Console



Your game console packaging should contain the following components:

- ATARI® Flashback 2™ Classic Game Console unit with Instruction Manual
- Two Plug-in Joystick Controllers
- Power Supply

The ATARI® Flashback 2™ Classic Game Console comes with 40 built-in classic games. No game cartridges are required. The game console does not utilize a cartridge slot.

 [Previous](#)



[Next](#) 

Connecting to a TV/VCR/DVD



1. Locate the A/V IN connectors on your TV, VCR, or DVD and then connect the plugs on the supplied A/V cable to the corresponding (same color) connectors on your TV, VCR, or DVD.

2. Plug the power connector from the included Power Supply into the back of the console and then carefully plug the Power Supply into a wall outlet.

3. Consult your TV, VCR, or DVD manufacturer's instruction manual for details on how to select INPUT or SOURCE to display the signal to your TV from the A/V cable you have connected to the console.



 Previous



Next 

NOTE: Connecting your console via a VCR or DVD may also require the additional step of pressing the TV/VCR or TV/DVD button on your remote control to select the proper output to the TV screen.

Connecting the Joystick Controllers



For 1-Player Games: Connect a joystick controller to the left controller port.

For 2-Player Games: Connect a joystick controller to the left controller port for player one, and connect another joystick controller to the right controller port for player two.

Game Console Specifications:

Power Input:	120v AC, 60 Hz, 7W
Power Output:	9v DC, 200mA
Dimensions:	4.5"l x 2"w x 3"h
Controller Ports:	2

 Previous



Next 

Troubleshooting

PROBLEM	SOLUTION
No picture on the screen	Connect the AC adapter Connect the A/V cable Turn the console unit On Turn the TV On Set the TV to A/V input
Screen flickers or no color	Adjust TV color controls
No game sound	Increase or turn on the TV volume Connect the A/V cable
Picture on TV screen is unsteady	Adjust the vertical and horizontal hold controls on your TV until the picture becomes steady Connect the A/V cable
Picture is blinking or distorted	Power Off the console and then power On the console

 Previous



Main Menu Explanation

The ATARI® Flashback 2(TM) Classic Game Console comes with 40 virtual game cartridges to choose from!



Adventure Territory

Arcade Favorites

Space Station



Skill And Action Zone

The Hidden Paddle Games Menu!

To select and start a game, use the joystick controller to navigate the Main Menu and highlight one of 4 categories (Adventure Territory, Arcade Favorites, Space Station, Skill and Action Zone). Then, press the fire button to select the desired Category and list the available game titles.



Arcade Zone Game Listing



ATARI FLASHBACK 2

CLASSIC GAME CONSOLE



Arcade



Adventure



Skill



Space



Arcade Favorites





ARCADE ASTEROIDS(TM) (1 OR 2 PLAYERS)

Now for the first time, play a brand new spin on the old Atari 2600® classic! This version of Asteroids(TM) has been changed to look closer to the original arcade version. Same exciting action you remember, but now with a realistic new look!



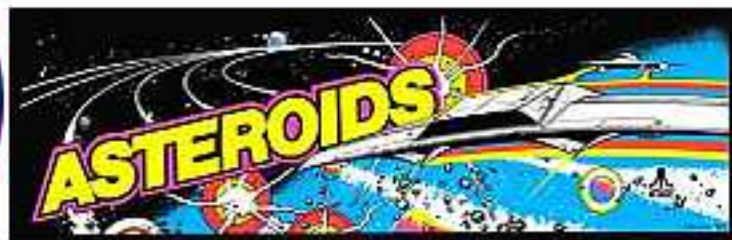
Asteroids crash towards you from all directions! Trapped in a gigantic cloud of asteroids, your struggling spaceship hurls towards its doom. You'll have to pulverize all the asteroids with your photon cannon to save your ship and your life!

The Sky's The Limit!

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.

With your space ship trapped in a deadly asteroid belt, your only chance is to destroy the drifting asteroid boulders before your spaceship is done in. Fire your photon torpedoes to blast them but be careful - when an asteroid is hit, it may just break up into smaller boulders! And watch out for other space hazards, like satellites and UFO's. If it gets to heavy for you, you can always engage your Hyperspace drive and Hyper through space in all directions.

Controls/Game Play

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.

When hit, small asteroids disintegrate, medium asteroids split into two asteroids, and large asteroids break into two medium asteroids. You have more than enough photon power to destroy all of the asteroids, but you can fire only four shots into the asteroid field at a time.





Asteroids come at your ship in waves from all corners of the screen. Once you empty the screen of asteroids, a new wave begins, and each wave you face is more difficult to destroy than the last. In some game variations, you'll face enemy UFOs, which fire photon lasers back at you. Both small and large UFOs explode when hit.

A reserve fleet of the ships stands ready in hyperspace. Each time an asteroid hits you, destroying your ship, a reserve ship appears in the starting position in the center of the screen. This continues until all of your ships are destroyed.

The high score of the game appears at the end of the game and is updated as higher scores are tallied in later games. The high score remains on the screen until you turn off your Atari®Flashback 2(TM) Classic Game Console.

Game Variations

Standard Play

This variation is for one player, or two players alternating.

Competition Asteroids

Two players appear on screen at the same time. Your ship is vulnerable to shots fired by the other player. You benefit by helping the other player stay alive.

Team Asteroids

Two players appear on screen at the same time and share reserve ships. Your photon torpedoes pass through the other player's ships without disabling them.





Special Features

Depending on the game variation you choose, you may be able to save your spacecraft from destruction by using one of your ship's special features.

Hyperspace

Hyperspace makes your spaceship disappear in space and reappear at some other location on the screen. This feature is helpful as a quick getaway, but it may also be a hindrance if your ship reappears in the path of an oncoming asteroid.

Shields

Shields protect your spacecraft from oncoming boulders and enemies. Don't use shields for more than two seconds though, or your ship will blow up!

Flip

Flip enables you to instantly rotate your spacecraft around 180-degrees and aim in the opposite direction.

Young Children's Versions

Games 33 through 66 are easy versions for young children. These games feature slow asteroids, hyperspace, and an extra ship each 5000 points.





Helpful Hints

After playing Asteroids(TM) 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.

Difficulty Switches

The Asteroids(TM) 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

Points are determined by the size of the asteroid boulders. Obviously, the smaller boulders are harder to hit and therefore worth more points. With each game or turn you have four spaceships. You can earn extra spaceships by scoring high.

Points are scored as follows:

Small Asteroids	100 POINTS
Medium Asteroids	50 POINTS
Large Asteroids	20 POINTS
Satellites	200 POINTS
Small UFO's	1000 POINTS
Large UFO's	200 POINTS
Other Player's Ship	500 POINTS





PONG



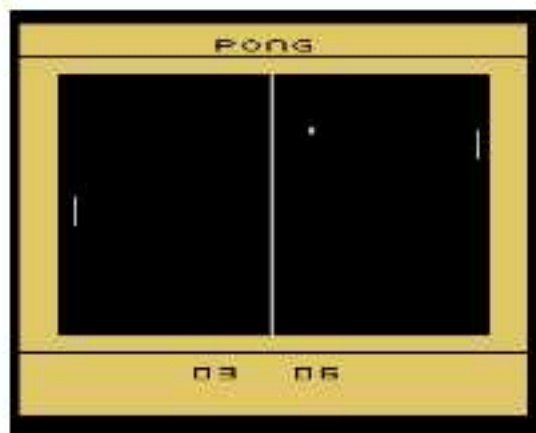
ARCADE PONG® (1 OR 2 PLAYERS)

The original 1972 arcade version of Pong® from Atari, the video game that started it all!

Controls

Press Select to select 1 player or 2 player version, and press your Joystick's fire button to start the game.

Move your Joystick up/down to control your bat.



Scoring

First player to reach 11 wins!

Special Note

Original Legacy Atari paddle controllers are compatible with Arcade Pong.





ASTEROIDS™ DELUXE



ASTEROIDS DELUXE(TM) (1 OR 2 PLAYERS)

Now for the first time, play the smash follow-up to ATARI's hit Asteroids(TM), Asteroids Deluxe(TM)!

Space Just Got A Bit Deadlier

You're on patrol with the Cosmic Space Patrol again, in the midst of a war against the deadly Zylors. Strange alien robotic life forms, these cybernetic creatures are out to destroy human kind. Now promoted to commander of the squadron, your crew has been scrambled to a nearby asteroid belt where Zylor ships have been spotted. Suddenly, you find yourselves surrounded by thousands of the deadly asteroids. Something's not right, there's a lot more than there should be.



Luckily, each of your ships is of course equipped with your trusty photon torpedoes, hyperspace, shields, and flip control.

But wait – what's that over there coming out from behind that large asteroid over there? It's the Zylor saucer you were sent in after. Dodging and weaving, you suddenly realize they've gotten a lot smarter. And what's that strange looking asteroid that seems to be following you? Wait a minute, that's no asteroid! It's a giant ship! This is an ambush!





ASTEROIDS™

DeLuxe



Zylon Ships

Saucer – Both large and small Zylon saucers shoot at your ship. The smaller saucers seem to do better at targeting you, so be careful!

Killer Satellite – A new “death-star” type Killer Satellite that chases after you relentlessly. Try and blast it and it breaks in to smaller crafts, making for an even deadlier surprise!

Controls/Game Play

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 engage its shields. 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.

When hit, small asteroids disintegrate, medium asteroids split into two asteroids, and large asteroids break into two medium asteroids. You have more than enough photon power to destroy all of the asteroids, but you can fire only four shots into the asteroid field at a time.





ASTEROIDS™

DELUXE



Asteroids come at your ship in waves from all corners of the screen. Once you empty the screen of asteroids, a new wave begins, and each wave you face is more difficult to destroy than the last. In some game variations, you'll face enemy UFOs, which fire photon lasers back at you. Both small and large UFOs explode when hit.

A reserve fleet of the ships stands ready in hyperspace. Each time an asteroid hits you, destroying your ship, a reserve ship appears in the starting position in the center of the screen. This continues until all of your ships are destroyed.

The high score of the game appears at the end of the game and is updated as higher scores are tallied in later games. The high score remains on the screen until you turn off your ATARI® Flashback II(TM) Classic Game Console.

Difficulty Switches

The Asteroids Deluxe(TM) 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.





ASTEROIDS™

DELUXE



Scoring

Points are determined by the size of the asteroid boulders. Obviously, the smaller boulders are harder to hit and therefore worth more points. With each game or turn you have four spaceships. You can earn extra spaceships by scoring high.

Points are scored as follows:

Small Asteroids	100 POINTS
Medium Asteroids	50 POINTS
Large Asteroids	20 POINTS
Small UFO's	1000 POINTS
Large UFO's	200 POINTS
Other Player's Ship	500 POINTS
Killer Satellites	50 POINTS
Shark Satellites	100 POINTS
Wedge Satellites	200 POINTS





Battlezone(TM) (1 OR 2 PLAYERS)

The original ATARI 2600 version of this 1980 arcade classic! The whole world is in trouble. From your combat tank, you must find and destroy the enemy tanks, aerial fighters, and flying saucers before they find you. Get ready for the futuristic fight to the finish.

You're Combat Ready!

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.





Controls/Game Play

You have five tanks to complete your mission. Your tank will be destroyed each time it is hit by enemy fire.

Use your Joystick to maneuver your tank. 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.

The enemies you'll encounter are:

Tanks

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

Super Tanks

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

Fighters

Fighters 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.

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 see the 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.

Game Variations

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 NUMBER	SKILL LEVEL
Game 1	Novice
Game 2	Intermediate
Game 3	Advanced





Helpful Hints

After playing Battlezone(TM) several times you'll discover which techniques work best for you. Here are some that tank commanders at ATARI found most helpful.

1. A good way to evade enemy shells is to rotate your tank 45 degrees, then immediately move the tank forward or backward.
2. 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.
3. Keep moving after you fire a shot -- don't want to see if the shot hit its mark.
4. 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.
5. 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.
6. 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.

Scoring

TARGET	POINTS
Tank	1000 POINTS
Fighter	2000 POINTS
Super Tank	3000 POINTS
Saucer	5000 POINTS

A bonus tank is awarded At 50,000 and 100,000 points.





CENTIPEDE® (1 OR 2 PLAYERS)

You're trapped in the perilous Enchanted Forest. Dark, dangerous mushrooms push up through the forest floor, snaring you on every side. Threatening thumps and evil buzzings fill the air. Something slippery flashes through the mushrooms, moving in on you. Suddenly, glaring eyes and quivering antennae jump right out at you! It's the Centipede — and it's attacking!



Controls

Move the joystick handle forward/back, or press Select to choose a game variation: One Player, Two Player Alternating, Dual Player Competition or Team Play. Move the joystick handle left/right to choose one of the four difficulty levels: Novice, Standard, Advanced, and Expert. Press either fire button to start the game.

Use the joystick handle to move your magic wand around the screen and press either fire button to fire a powerful spark at the Centipede. Press and hold either fire button to rapid-fire and shoot continuous sparks.

Sparking the Evil Insects

You start the game with three magic wands. Use each wand to spark the enemy and score points. If the insect bites you, you become temporarily paralyzed and lose a wand.

The Centipede attacks from the top of the screen and winds down toward you. When you spark any part of it with your wand, that segment becomes a mushroom, and the segment behind it becomes the head of a new insect.





Mushrooms act like shields but can also speed the Centipede in its attack. It takes four hits to destroy a mushroom entirely.

Trying to distract you from sparking the Centipede, the Spider jumps all over the Enchanted Forest, eliminating every mushroom in its path. The closer the Spider comes to you, the more points you score when you zap it.

The Flea starts bugging you after you shoot away most of the mushrooms near you at the bottom of the screen. It drops straight down, creating mushrooms as it falls. You must hit the Flea twice to make it disappear.

Beginning with the third wave, the Scorpion scurries across the middle of the Enchanted Forest, poisoning every mushroom it touches. Poison mushrooms are a different color than the other mushrooms. When the Centipede bumps into a poison mushroom, it goes crazy and plunges straight towards you.

Game Variations

Centipede® has 4 game variations:

- One Player
- Two Player Alternating
- Dual Player Competition: both players play at the same time, but score separately.
- Team Play: both players play at the same time and their scores are added together.

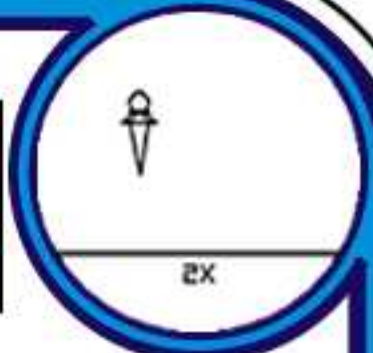




Scoring

Centipede:	head.....	100 points
	body segment.....	10 points
Spider:	close range.....	900 points
	medium range.....	600 points
	distant range.....	300 points
Flea:		200 points
Scorpion:		1000 Points
Mushroom:	shot 1 to 3 times.....	5 points when restored
	totally eliminated.....	1 point
Poison Mushroom:	not shot at all.....	5 points when restored
	shot 1 to 3 times.....	5 points when restored
	totally eliminated.....	1 point





LUNAR LANDER® (1 PLAYER)

Lunar Lander™ provides the thrills and realistic "feel" of controlled space flight! Players are challenged to control thrust and rotation of a lunar landing craft to counteract simulated gravitational pull, momentum and friction. Now for the first time, experience ATARI's 1979 arcade hit at home!



Can You Land Safely?

Lunar Lander™ is a one-player game that simulates landing a manned spaceship on the moon. Various video-display phrases indicate score, time elapsed during the mission, fuel units consumed, altitude above the moon, and horizontal and vertical speed. The fuel consumption and both speed readings are important for the player to determine how to land the craft. Realistic engine rumble and crash sounds accompany game play. Careful not to use up your fuel, or you'll crash! A high beep warns of an almost-depleted fuel supply. Depending on the quality of the landing or the crash, various messages are displayed on the screen.

Controls

Press the Joystick left or right to tilt the ship left or right respectively. Pushing forward on the Joystick ignites your engines. Hitting the fire button will cause your landing to abort if your spacecraft is hopelessly out of position or in danger of crashing. Remember, help is only 240,000 miles away.

Scoring

A crash awards 5 points, a "hard" landing 15. A "good" landing awards 50 points... plus 50 Fuel Units of game time!





MILLIPEDE(TM) (1 OR 2 PLAYERS)

Now for the first time, play this previously unreleased alternate version of the ATARI 2600's original 1984 release of Millipede™!

An army of menacing Millipedes 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!



Controls

Use the joystick controller to move around the screen and press the fire button to fire at the Millipede. Press and hold the fire button to rapid-fire and shoot continuously.

Rid Your Garden of those Bothersome Bugs!

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!

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.





Beetles crawl in when you least expect them. They also have a particular pattern they follow, so pay attention!

The Inchworm can't move too quickly, but he is quite 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.

Survival Tips

- Make sure you keep your eye on the Millipede while you're getting rid of the other pests. It 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 could be in for big trouble. 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. 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

Mushroom	1 point
Millipede Head	100 points
Millipede Segment	10 points
Spider	300, 600, 900 or 1200 points
Beetle	300 points
Mosquito	400 points
Bee	200 points
Inchworm	100 Points
DDT Bomb	800 points
Dragonfly	500 points
Earwig	1000 points

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.

Each time you lose a bug blaster, you receive 5 points for every flower and every three mushrooms left on the screen.

Bonus Life

You begin the game with three lives. For every 15,000 points you earn, you're awarded another life.





MISSILE COMMAND



MISSILE COMMAND® (1 OR 2 PLAYERS)

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.

Controls

Use the Joystick Controller as a target control for your ABMs. Move the Joystick up, down, right, left, or diagonally to move the cursor (blinking light) to the target where you wish your antiballistic missile to explode. Push the controller button to launch you ABM's.





MISSILE COMMAND



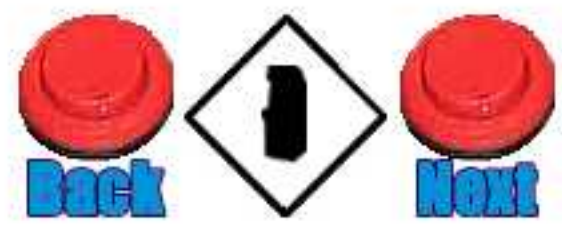
Consider the Joystick as a target control for your missiles. Wherever the target control is on the screen when the button is pressed will be the exact location that your ABM explodes. Once you have launched an ABM, you can move to a new target and launch again while the first ABM is in flight. The best way to destroy the enemy is to place the target control directly in the path of the interplanetary ballistic missiles. The ABM must make contact with the tip of the enemy's interplanetary ballistic missile.

Some game variations have a fast target control and some have a slow target control. The faster the target control moves, the harder it is to position below the enemy missiles.

Defend your Cities

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.





MISSILE COMMAND



With each wave you have 30 ABMs for defense (see Figure 1). Your launching missile base, (bottom, centre 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. The high score of the game appears at the end of the game and is updated as higher scores are tallied in later games.

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 you 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.





MOBILE COMMAND



Smart Enemy Cruise Missile/Dumb Enemy Cruise Missile

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.





MISSILE COMMAND



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. (See Table 1 for SCORING MULTIPLIER.)

Points are scored as follows:

Interplanetary Ballistic Missiles	25 points
Enemy Cruise Missiles	125 points
Unused Antiballistic Missiles	5 points
Saved Cities	100 points

Table 1 - Scoring Multiplier

Waves 1-2	Single Scoring
Waves 3-4	Double Scoring
Waves 5-6	Tripple Scoring
Waves 7-8	Four Times Scoring
Waves 9-10	Five Times Scoring
Waves 11 and Above	Six Times Scoring

Wave 13 is the most difficult in Missile Command®.





MISSILE COMMAND



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 (see Figure 4). 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.

Helpful Hints

- 1) 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.
- 2) 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.
- 3) 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.
- 4) Discover the hidden initials of the original programmer in Game Variation 13.





SPACE DUEL(TM) (1 OR 2 PLAYERS)

Space Duel™ is the ATARI classic that pits players in charge of fighters or space stations, locked in a duel to see how many asteroids and other space objects they hit!

How Good A Shot Are You?

Space Duel offers players a choice of two different game versions in single or 2 player versions for exciting space shootout game play!



Fighters

One or two players fly single ships in a competitive game.

One Player – One player fighter battles for high score, trying to survive each new wave of targets.

Two Player – Two players compete against each other in alternating turns of game play.

Space Stations

Two Player – Two players must compete against one another on the same screen to score.





Controls

Use the Joystick Controller to aim the spaceship and to fire photon torpedoes at the space objects. 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.)

After aiming the spaceship with your Joystick, press the fire button to shoot photon torpedoes at the opponent objects. Continue to press and release the fire button as fast as possible to quickly destroy all the space objects

Space Objects/Scoring

Spinner	20/50/100 points
Cube	20/50/100 points
Fuzzball	200 points
Mine	100 points
Saucer 1	300 points
Saucer 2	300 points



Adventure Territory



Adventure	Adventure II	Haunted House
Return To Haunted House	Secret Quest	Wizard



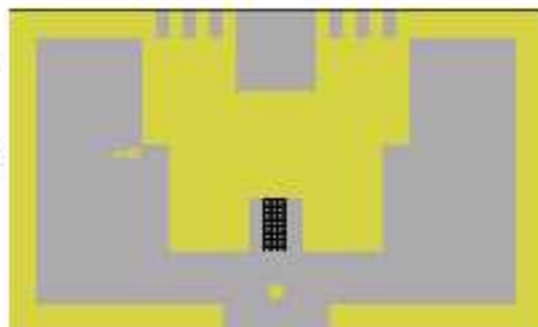
ADVENTURE



ADVENTURE(TM) (1 PLAYER)

An evil magician has stolen the Enchanted Chalice and has hidden it somewhere in the Kingdom. Now you must 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 chalice. There is Yorgle, the Yellow Dragon, who is just plain mean; there is Grundle, the Green Dragon, who is both mean and ferocious; and there is Rhindle, the Red Dragon, who is the meanest and most ferocious of all. Rhindle is also the fastest Dragon and the most difficult to outmaneuver.



Controls

Choose Skill Level 1, 2 or 3 you wish to play (Level 3 is the hardest) by pressing Select. Press either fire button to begin play.

You can move in any of eight directions by pushing the joystick handle in that direction. Each area shown on the screen has one or more barriers or walls, through which you cannot pass. To move from one area to an adjacent area, move through one of the openings, and the adjacent area appears on your screen.

Keys to the Kingdom!

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.





ADVENTURE



Rooms, pathways and labyrinths separate the Castles. Scattered throughout the Kingdom are certain objects to help you in your search for the Enchanted Chalice. To pick up an object, just touch it. You will hear a sound that will notify you that you have the object in tow. To drop the object, press either fire button.

Good Magic

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

- You have a sword that you can use to slay the dragons. To do this, you must touch a dragon with it.
- There is a bridge that you can use 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 pressing either fire button. The ends of the bridge must be visible on both sides of the wall for it to work. Be careful! 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. To release yourself, press either fire button.

- In all games, Yorgle, 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 it is in.





ADVENTURE



Rooms, pathways and labyrinths separate the Castles. Scattered throughout the Kingdom are certain objects to help you in your search for the Enchanted Chalice. To pick up an object, just touch it. You will hear a sound that will notify you that you have the object in tow. To drop the object, press either fire button.

Good Magic

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

- You have a sword that you can use to slay the dragons. To do this, you must touch a dragon with it.
- There is a bridge that you can use 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 pressing either fire button. The ends of the bridge must be visible on both sides of the wall for it to work. Be careful! 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. To release yourself, press either fire button.

- In all games, Yorgle, 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 it is in.



Back



Next



ADVENTURE



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 may or may not be found guarding the Enchanted Chalice, which is hidden with the Magnet inside the Black Castle.



Back



Next



ADVENTURE



SKILL LEVELS

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.



Back



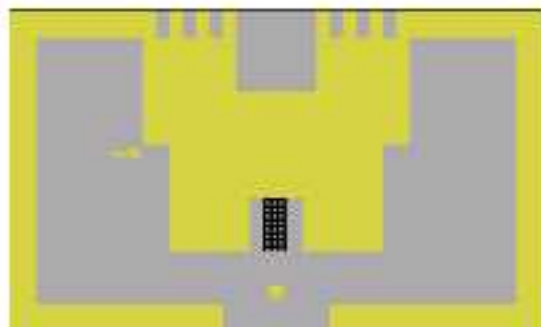


ADVENTURE II



ADVENTURE II(TM) (1 PLAYER)

The Evil Magician has once again stolen the cherished Enchanted Chalice! Only this time he's made it harder for you to find and hidden it in one of the neighboring Fire or Ice Kingdoms. Now you are being called on again to rescue the Enchanted Chalice and place it inside the Golden Castle where it belongs.



The Fire and Ice Kingdoms can only be reached by entering inside of the Hedge Kingdom castle, making your way through its maze to the main chamber. There you must decide your path, to the left you enter the fire pits of the Fire Kingdom, to the right you enter the chilled mazes of the Ice Kingdom.

The Evil Magician has brought back his three dragons to hinder you in your quest for the chalice. There is Yorgle, the Yellow Dragon, who is just plain mean; there is Grundle, the Green Dragon, who is both mean and ferocious; and there is Rhindle, the Red Dragon, who is the meanest and most ferocious of all. Rhindle is also the fastest Dragon and the most difficult to outmaneuver.

Controls

You can move in any of eight directions by pushing the joystick handle in that direction. Each area shown on the screen has one or more barriers or walls, through which you cannot pass. To move from one area to an adjacent area, move through one of the openings, and the adjacent area appears on your screen.





ADVENTURE II



Pressing RESET on the ATARI® Flashback 2(TM) will bring your player back to life in front of the Gold castle, all items stay where they were when player died, all dragons killed come back to life.

Turning the ATARI® Flashback 2(TM) unit's power off and on and selecting the Adventure II(TM) game again starts game completely over.

Keys to the Kingdoms

There are four kingdoms, each with their own castles: Water, Hedge, Fire, and Ice. Luckily, you've been provided with a map to help you through your journey through the kingdoms.

Your first task is to open the Gold Castle of the Water Kingdom. Somewhere in the Water Kingdom or the Hedge Kingdom lays the Gold Key to open the gate entrance of the Water Kingdom's castle.

From there you can retrieve the key to open the Hedge Kingdom's castle, and further onward to the mysteries of the Fire Castle and Ice Castle!

Rooms, pathways and labyrinths separate the Castles. Scattered throughout the Kingdom are certain objects to help you in your search for the Enchanted Chalice. To pick up an object, just touch it. You will hear a sound that will notify you that you have the object in tow. To drop the object, press either fire button.



Back



Next



ADVENTURE II



Good Magic

While the Evil Magician has created many more hazards to slow you in your quest to rescue the Enchanted Chalice again, fortunately you still have Good Magic on your side:

- You have a sword that you can use to slay the dragons. To do this, you must touch a dragon with it.
- There is a bridge that you can use 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 pressing either fire button. The ends of the bridge must be visible on both sides of the wall for it to work. Be careful! 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. To release yourself, press either fire button.

- To remove objects that are stuck in a wall and out of reach, there is a magnet that affects all objects, including the bridge. You can also use the magnet to move objects to an adjacent part of the kingdom by putting the magnet in front of you before entering that part of the Kingdom.



Back



Next



ADVENTURE II



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 Enchanted Chalice.
- When not guarding the Enchanted Chalice, Yorgle, 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 Bad Magic that you must overcome in order to rescue the Enchanted Chalice:
- You cannot pick up and carry a slain dragon.
- The Evil Magician has created a black bat that flies around and carries objects around throughout the Kingdom, often switching them with objects 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.



Back



Next



ADVENTURE II



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.



Back





HAUNTED HOUSE



HAUNTED HOUSE (1 PLAYER)

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!





HAUNTED HOUSE



It's Enough To Scare You To Death!

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.

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.



Back



Next



HAUNTED HOUSE



Objects

Urn

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 as shown in Figure 2. 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.

Scepter

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.

Master Key

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.

Doorways

As you travel through the mansion, you'll encounter several doorways. Some may be locked and some may not (See GAME VARIATIONS). To see the doorways in Games 2 through 9, use your matches.



Back



Next



HAUNTED HOUSE



Creatures

Tarantulas

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.

Vampire Bats

Vampire bats fly quickly around the mansion. If touched by a vampire bat, you lose a life, unless again you're carrying the scepter.

Ghost

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.





HAUNTED HOUSE



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.

Controls

Move the joystick handle up, down, left and right to move around the house. Press either fire button to light a match. When you light a match, a circular area around you becomes visible.

To pick up an object, use the joystick handle to guide your eyes and touch the object. To drop an object, just touch another object; the two objects will automatically change places. You can also drop an object by pressing either fire button (if a match is lighted).

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. Each floor is numbered and color-coded. 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.



Back



Next



HAUNTED HOUSE



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.

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 floorplan and use different stairways as a way to get around locked doors. Remember, there are several stairways on each floor.



Back



Next



HAUNTED HOUSE



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.



Back



Next



HAUNTED HOUSE



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 floorplan 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.



Back



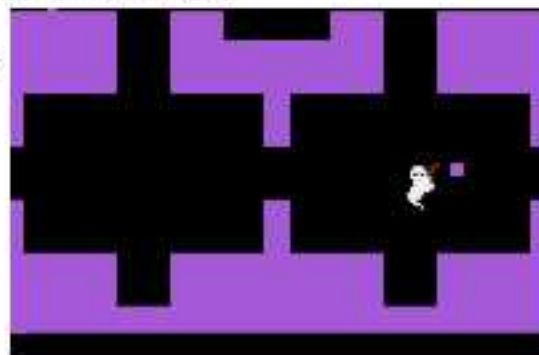


RETURN TO HAUNTED HOUSE



RETRUN TO HAUNTED HOUSE(TM) (1 PLAYER)

In 1981, the stories of a magical urn hidden away within the century old Graves' Manor in the town of Spirit Bay enticed foolhardy explorers to enter. Unsubstantiated reports of people disappearing were attributed to the mansion, but these reports were dismissed as pure fiction by the authorities. Rumors abounded that adventurers to the haunted house were being scared to death by supernatural forces. Eventually, a broken urn was recovered and restored by one brave adventurer. That individual recounted a tale of being pursued by giant tarantulas, vampire bats, and the ghost of old man Zachary Graves himself. The adventurer also claimed that a master key helped to open doors locked for years and an ancient scepter warded off most of the ghastly creatures of the mansion, but that both of these items were lost during the frantic escape from the house...



"I barely escaped with my life..." - The Adventurer

The urn sat on a trophy shelf for over two decades until it was spirited away one stormy night. Then the townsfolk of Spirit Bay claimed that mysterious events began occurring again around the condemned building of Graves' Manor. They blamed the spirit of Zachary Graves, and devised a plan to stop the unexplainable on goings. It was rumored that Graves was buried in a crypt under his own house.





RETURN TO HAUNTED HOUSE



The urn sat on a trophy shelf for over two decades until it was spirited away one stormy night. Then the townsfolk of Spirit Bay claimed that mysterious events began occurring again around the condemned building of Graves' Manor. They blamed the spirit of Zachary Graves, and devised a plan to stop the unexplainable on goings. It was rumored that Graves was buried in a crypt under his own house.

"Preposterous! One would not be buried under one's own home. His body would more likely be decaying in a nearby cemetery. The rumors are unfounded!" - Tony

Believing that he was in league with sinister forces, some people decided to break into the mansion, find the crypt, and desecrate the body by removing his head to destroy his powers. They would then cast his head into the deep caverns near the manor. Despite the warnings and common sense of many others, these people broke into the house but were never heard from again...

"People shouldn't be messing around with things that are none of their business!" - Jono Care

Unfortunately, after the break-in, the town of Spirit Bay has become enshrouded with an omnipresent darkness. The townsfolk believe that Zachary Graves' body was disturbed and now his spirit not only continues to haunt the house but the entire community as well. The people believe that their once idyllic town of Spirit Bay will be cursed until old man Graves' head is returned to his tomb. Some also say that the ghost of old man Graves has disturbed the slumber of other malevolent spirits...





RETURN TO HAUNTED HOUSE



"Old man Graves is very, very angry..." - Old man Johnson

It is now 2004 and you enter Graves Manor in order to return the skull of Zachary Graves to its proper resting place in the newly discovered crypt beneath the house.

"Nonsense! He would have been buried in a cemetery, I say!" - Tony

The closer you get to the mansion, the more you feel the powerful curse. As you enter the first floor of the house, you stumble through a previously unknown section and become trapped behind a hidden panel. Now the haunted adventure begins...

Prepare To Be Scared to Death..... Again!

The object of the game Return to Haunted House is to find the skull of old man Graves and return it to the crypt under the cemetery by utilizing various keys and tools to explore the house and avoid the ghosts.

Here is some information to help you understand the objects and characters on the screen, and the progressive levels of difficulty.



Back



Next



RETURN TO HAUNTED HOUSE



Objects

Skull - The skull of old man Graves is hidden secretly somewhere beneath the mansion in a vast, dark cavern. Return this wretched skull to the purple crypt to release the town of Spirit Bay from its curse!

Scepter - The scepter will protect you from ghosts. It has been broken by someone or something, altering its original powers. Now touching a ghost with the scepter banishes it to the nether realms, hopefully ceasing their haunting forever... If the right difficulty switch is in the "a" position, all ghosts will flee from the scepter.

If there are four or more objects (including doors) in your area of the house, the power of the scepter may or may not work. Sometimes you can banish a ghost, sometimes you cannot. However, it is easier to avoid being killed by a ghost.

Ladder - The ladder will help you climb over the walls into normally unreachable areas and perhaps some secrets... The ladder 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 door. Pick up the ladder the same way you would any other object. Place the ladder across the wall that you wish to pass over and release it by pushing the red controller button. One end of the ladder may need to be visible on the lower sides of the wall for it to work. After releasing the ladder, 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 ladder while you are passing over the wall, the ladder may cause you to be trapped.

To release yourself, press the red controller button. If, for some reason you should fail and you still cannot release yourself, press game reset. Use rest as a last resort, especially if you have banished one or more ghosts.





RETURN TO HAUNTED HOUSE



Dismembered Hand - It is rumored that this hand can mysteriously entice inanimate objects into its grasp. The hand may try to hinder you with its power. It can remove objects that are stuck in a wall and out of reach. The hand can also be used to move objects in an adjacent part of the house by putting it in front of you before entering next room or area.

Keys and Locked Doors - Use the colored keys to unlock the corresponding locked doors to enter areas deeper under the mansion. Doors can be found with small cross-like locks that can be opened when touched by the proper key. Old man Graves believed these crosses would keep evil spirits from passing through the doors. Too bad he neglected to have crosses on his walls, or floors, or ceilings...

The green key unlocks the Storage Area, and the dark key unlocks the Cavern Entrance.

Shovel - Use the shovel to dig up the grave to uncover the mysterious crypt beneath...

Old Man Graves' Eye (Transmolecular Micro Dot) - This eye can help you see the way into a previously inaccessible passageway. The use of several objects with the eye may assist in gaining entry...



Back



Next



RETURN TO HAUNTED HOUSE



Creatures

Ghosts - These restless, angry spirits will attempt to drain your life force. Avoid contact or use the scepter to protect yourself. The ghost of old man Graves has returned to haunt his manor and has awoken other spirits as well...

Ghosts may become attached to objects they held dear in life and guard them. Beware!

Green Bat - This bat has given up on its previous blood sucking ways and has turned to a life of thievery. Sometimes it will steal away an object it sees or that you are carrying and will replace it for another. Sometimes this is a good thing, but most of the time it is a bad thing. You can carry the bat like an object, even when it is carrying another object.

In Skill Levels 2 and 3 (see Skill Levels description), besides the ghosts, the vampire bat now carries objects around the house and trades them for an object that you may be carrying. The bat may trade a ghost for the scepter and leave you defenseless, or it may trade you something for the skull just as you are ready to put it into the crypt. Sometimes the vampire bat can be used to your advantage by getting it to swap for an object you need that may be stuck in a wall. You can catch the vampire bat and carry it and whatever the bat may be carrying. However, sometimes the bat will escape (usually at the most inopportune times).

Tarantulas - No way!!! I hate spiders!!! Especially giant, hairy ones.



Back



Next



RETURN TO HAUNTED HOUSE



Controls

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 house are certain objects to help you in your search for the skull. 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 locked door, touch it with that door's corresponding colored key. The door will slide open and you can enter by moving upward through the door. If you are leaving through the door with the key, it is advisable to push the key out first or you may inadvertently close the door behind you.

Note that pressing the red controller button will reset the game at the start and after the player dies if the screen has darkened.





RETURN TO HAUNTED HOUSE



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 ghosts will hesitate before they try to consume your life force. Therefore, when the left difficulty switch is in the "a" position, it is more difficult to escape them. If the right difficulty switch is in the "a" position, all ghosts will flee from the scepter.

TV-Type Switch

The tv-type switch acts as a PAUSE GAME feature. Positioning the tv-type switch to b/w will pause the creature and player movements. Changing the switch to color will resume game play.

Skill Levels – *Warning: Do not read if you want to figure out Return To Haunted House(TM) for yourself!*

Choose the Skill Level you wish to play by depressing the GAME SELECT switch. To begin play, depress the GAME RESET switch.

If you are killed by one of the ghosts, you can use the powerful force known only as reset. Just depress the game reset switch and your life force will be returned to you and you will materialize back on the first floor of the haunted house. Unfortunately, any ghosts you may have banished will also return to haunt the mansion. If you were carrying any object with you, it will remain where it was.





RETURN TO HAUNTED HOUSE



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.

Level 1 Floor Plan

This is the simplest Skill Level. When you depress the GAME RESET switch to begin play, you will be on the first floor and see the shovel that you can use to dig up the grave in the cemetery. Travel northward and west to find the Sub Basement and the Cemetery. Dig up the grave with the shovel and enter. You will find the scepter inside the crypt, but it is not immediately reachable. Travel westward to the tunnels under the house. Beware of ghosts haunting the house. You will need the ladder to retrieve the scepter. The key to the dark cavern under the house may be guarded in the tunnels by a ghost. Other ghosts are doomed to float about, haunting the mansion or guarding the cursed skull, which is hidden with the dismembered hand inside the dark cavern past the tunnels.

Level 2 Floor Plan

This house is much larger than Level 1.

First Floor

The game begins in a previously unexplored portion of the first floor. As you progress through the house, all new areas lead downward.

The Basement

The first new area you will encounter is the basement. The lights have long since gone out and you must rely on your own light source to traverse this area. Finding your way westward and down takes you to...



Back



Next



RETURN TO HAUNTED HOUSE



The Cellar

The damp walls of the cellar possess a greenish glow from bioluminescent moss. Behind a locked door are stairs leading down to...

The Storage Area

The storage area is dark inside and bats can be heard fluttering about. An object vital to your quest may be stored here.

The Sub Basement

Below the basement is a series of rooms with an unearthly hue that can be reached by traveling northwards and down while in the basement. Continuing westward and immediately northward will eventually take you to...

The Cemetery

The skull of old man Graves has been removed from the crypt under the cemetery. You will need to find an object to unearth and open the grave to gain access to the crypt. From some reason the grave and crypt have been resealed, but by whom? And what might you find lurking within a crypt?

Returning southwards, continuing west and heading downwards to the north will take you to ...

The Tunnels

This region is pitch black and full of twisting mazes. A dark key may be hidden here, which will enable you to open...



Back



Next



RETURN TO HAUNTED HOUSE



The Cavern Entrance

Guarded by another locked door leading downwards into...

The Unknown

The skull and eye of old man Graves are hidden in the depths of the unknown in the dark caverns, but something here will allow you to reach them... The eye can be found when your light source flickers unexpectedly... Beware of old man Graves!

Other Secret Rooms

The eye of old man Graves will lead you to enter previously inaccessible rooms at the end of the sub-basement, containing the storage key and... ???

The crypt is initially hidden. You will need something to help you reach it...

All objects, the ghosts, and the bat will start in the same place in the haunted house each time you play the game at Level 2.

Level 3

The haunted house is the same as Level 2, but is more difficult to play as the mysterious curse has placed all the objects and the ghosts randomly within the house. You will never know for sure what is in the next area of the house until you enter it, nor will you know for sure where the cursed skull may be hidden. The ghosts could be haunting anywhere, ready to drain your life force.



Back



Next



RETURN TO HAUNTED HOUSE



The Return To Haunted House Homebrew Team:

Anthony "Tony a.k.a. atwwong" W. Wong, Kurt "Nukey Shay" Howe, Brian "Whipcrack" Wong, James "Out_of_Gas" Francis, Philip R. "Rhindle The Red" Frey.

Thanks to the following for additional assistance -

Simon Cornwell, Joel D. Park, Steve "Atarius Maximus" Engelhardt, James Andreasen, Warren Robinett, Ronnie "StanJr." Dingman, Jack "The Atari Troll" Kortkamp, Pixellated Ghost, pmpddytim (Tim), Weston "Gateway" Hilton, Albert Yarusso, Jarett Waite.

Special thanks to JoJo Wong for her kindness, patience, understanding, and companionship!





SECRET QUEST



SECRET QUEST(TM) (1 PLAYER)

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.

Save The Human Race!

Your Quest

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.

1. Search through the rooms and find the secret destruct code on each level.
2. Find the self-destruction mechanism and activate it by entering the secret destruct code(s).
3. Race to the teleporter room and escape the alien station before it explodes. The teleporter automatically sends you to the next station.





SECRET QUEST



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. When the game ends, the title screen appears with your total score.

Moving Around the Stations

Use the directional control to move around the stations. Each time you pass through a door the screen changes to show the next room.

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.



Back



Next



SECRET QUEST



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.

The following chart shows the strength and energy depletion value of each weapon type.

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.



Back



Next



SECRET QUEST



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.

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** The active object is 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. (See *Saving a Game* for more information.)

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.

1. 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).



Back



Next



SECRET QUEST



2. 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.

3. 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.

4. 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.

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.



Back



Next



SECRET QUEST



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





WIZARD



WIZARD(TM) (1 PLAYER)

You're the most powerful wizard in ancient Irata, but an important source of your power has been stolen! The magical Eternal Flame Of Strength has been taken by the evil wizard Rassakr and hoarded deep in his catacombs. Protected by his evil imps Nagromj and Leimartj, the catacombs will prove a challenge for even a great wizard like your self.....



It's Hunting Time.....

Both you and the imps have "damage points" that keep track of how good your health is, denoted by the counters at the far right and far left of the screen respectively. Get hit by an imp's magical bolt or touched by an imp and your damage goes up by 2 points. Hit an imp with your own magical bolt and their damage goes up by 2. If your counter goes up to a 100, it's game over! If the imp's counter goes up to a 100 its curtains for them. However, the Flame seems to have a mind of it's own and goes deeper in to the catacombs after each confrontation. So it's onward to a deeper and much harder level of the catacomb and deadlier imp for you.

The imps themselves are invisible until they get close enough to attack you. As if that wasn't enough, they can travel through the walls of the catacombs (but not shoot through them). They start the game with 63 damage points, but start with progressively lower points each level of the catacomb you go down.

Every time you shoot, you must take time to recharge your energy (denoted by the dimming of your character). Likewise every time you hit an imp, he must take time to recover - giving you time to flee or reposition your self. Each time you kill an imp your kill counter (next to the imp's damage point counter) will go up by one, and your damage points will go down significantly.





WIZARD



Wizard(TM) Variations

Wizard(TM) comes with a single player and 2 player competitive mode that can be selected by pressing your GAME SELECT switch.

In the two player feature one player will control the wizard while the other player controls the imp. To add to the challenge for the second player and level the playing field (since they can move through walls), they are invisible until in range of the wizard.

Difficulty Switches

There is a special feature involving the Eternal Flame Of Strength that can be unlocked with your ATARI® Flashback II(TM) Classic Game Console's difficult switches. If the left difficulty switch is set to difficult then your wizard has the added task of defending the Eternal Flame Of Strength. If the imp touches the Eternal Flame your wizard will slow down as his source of power has been captured and turned against him. On the easy setting the Eternal Flame is invulnerable to the imp and doesn't have any affect on the game.

Controls

Press your Joystick left, right, up, or down to move your wizard or imp accordingly and the fire button to shoot your magical bolts.



Back



Skill And Action Zone



3D Tic-Tac-Toe	Aquaventure	ATARI Climber	Combat
Combat 2	Dodge'em	Fatal Run	Frog Pond
Hangman	Human Cannonball	Maze Craze	Off The Wall
Outlaw	Pitfall!	Radar Lock	River Raid
Save Mary	Video Checkers	Video Chess	





3D Tic-Tac-Toe



3D TIC-TAC-TOE® (1 OR 2 PLAYERS)

You have to think in 3-D for this one. Examine the board. Plan your strategy. Then move your move. Place four X's or four O's in one horizontal, vertical or diagonal row, or through all the planes. Play against an opponent or against the computer. To win, complete your row first.



Play In A New Dimension

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.

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.





3D Tic-Tac-Toe



Controls

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.

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.



Back



Next



3D Tic-Tac-Toe



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.

Game Matrix

Difficulty Level	Number of Moves The Computer Looks Ahead	Computer's Aproximate Move Time
1	1	1/2 Second
2	2	3 Seconds Or Less
3	3	1 Minute Or Less
4	4	3 Minutes Or Less
5	5	10 Minutes Or Less
6	6	10 Minutes Or Less
7	9	10 Minutes Or Less
8	9	20 Minutes Or Less



Back





Aquaventure



AQUAVENTURE (TM) (1 PLAYER)

Enjoy this unreleased Prototype game from the Atari's Vault!

You're a world famous treasure hunter on the trail of Calico Blue's sunken pirate ship. Recently your salvage crew has discovered the location of what it thinks is Calico Blue's treasure based on his last known coordinates. Discover what the ocean depths hide as you dive to retrieve the hidden treasure.



Explore The Ocean Depths

You must dive to the ocean floor to retrieve one of Calico Blue's treasure chests, which is nestled at the bottom of a trench in the sharp coral reef. Your little buddy Trax the Sea Turtle is waiting for you back on the beach, hoping for your safe return and keeping track of your air. If Trax reaches the Air sign at the far end of the screen before you complete the level you loose your chance and pass out. You have 4 dives before your expedition runs out of money to continue the hunt, and your game is over.

Along the way you must avoid poisonous fish, sea horses, and other underwater creatures attempting to block your path. If any of them touch you, you'll go in to shock and have to start the dive over after getting rescued by your crew. You've come prepared however, armed with a spear gun which you can use to kill the creatures. Alas, it's only a temporary reprieve, because each enemy you kill is soon replaced by a faster and indestructible version of itself. Of course there's also the razor sharp walls of the coral reef to worry about as well!



Next



Aquaventure



Once you hit the bottom of the reef, retrieve the treasure and return it to the top of the cavern. The treasure chest is so heavy, and it's such a strain to get it all the way up. What will you do? Maybe that beautiful mermaid swimming your way can help? Or is it just a trick of the deep?

Controls

Use your Joystick's fire button to start the game.

Press your Joystick left, right, up, or down to move your diver accordingly and the fire button to shoot your spear gun.

Points

Each ocean depth	500 POINTS
Fish, Seahorses	500 POINTS
Reach the treasure	10,000 POINTS



Back



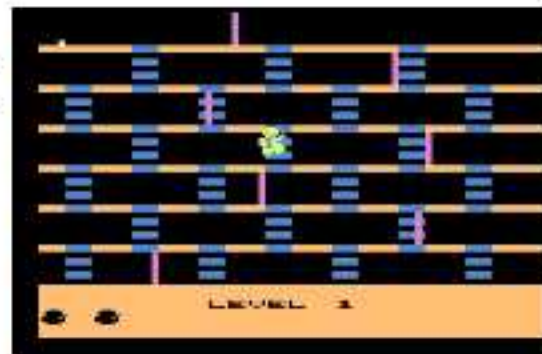


ATARI Climber



ATARI CLIMBER(TM) (1 PLAYER)

A sunny weekend afternoon of baseball behind Atari's corporate headquarters becomes an adventure through the halls of the great video game company. A home-run ball lands on top of the roof of the building and you'll need to sneak in and get it back. On your way up you'll need to avoid moving obstacles. Hurry, as time is of the essence!



"Play Ball" The Umpire Cries!

Your job is to retrieve the ball wherever it may land. You wear your uniform with pride, and you're an integral part of the team. Your friends can only afford one baseball, and your job is to retrieve stray balls and return them to the umpire. Whether running to get a foul or chasing the ball after it's been knocked out of the park, you're the best at what you do. And you better be, because the entire game grinds to a halt while a your friends wait for you to bring back the ball.

This time's different though – it's the bottom of the 9th and with 2 outs the opposing team's batter just hit a whopper of a homer to tie it. A homer that just happened to land all the way at the top of Atari's building.

The building consists of several horizontal levels, each connected by one or more ladders. You start on the lower right hand side of the screen, with the ball is all the way up at the upper left. You'll have to make your way up the building avoiding all the swinging girders coming your way. Every time you get hit, you have to start over. Get hit five times and you can kiss your job goodbye!



Combat



COMBAT® (1 OR 2 PLAYERS)

Arm yourself against the enemy with tanks, planes or jet fighters. Blast your opponent as many times as you can for the highest score. Heavy artillery includes missiles, rapid fire machine guns or single shots. Just keep in mind that the other guy has the same weapons you do. Good luck soldier!



Controls

Hold the controller with the red button to your upper left towards the TV screen. For all Tank variations, to move forward push the Joystick forward. To turn right, push the Joystick to the right. To move left, push the joystick to the left. The back positions have no effect on your tank.

To control your Bi-Plane for all Bi-Plane games, control the speed by moving your Joystick from the left (slowest) to the right (fastest). To dive, move the joystick forward, to climb, move it back.

In Jet-Fighter games, the speed of your Jet is controlled by moving your Joystick from the forward position (fastest) to the back position (slowest). Right and left turns are controlled by moving your Joystick from left to right.



Combat



Missile Action

Fire your missile by pushing the red button on your Joystick controller. In those games where the Missile action is described as "Straight," the missile travels in a straight line. In "Guided" missiles games, the missile can be turned to follow your opponent by moving the Joystick to right or left after firing. For Tank-Pong games only, the missile will bounce off the walls and barriers.

Difficulty

The player using "A" Difficulty in all games will have a shorter range missile than the player using the "B" Difficulty position. 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.

Game No.	Maze Type	Missile Type
1.	Open Field	Guided Missile
2.	Easy Maze	Guided Missile
3.	Easy Maze	Straight Missile
4.	Complex Maze	Guided Missile
5.	Complex Maze	Straight Missile



Back



Next

Combat



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.

Game No.	Maze Type	Missile Type
6.	Easy Maze	Direct Hit or Billiard
7.	Complex Maze	Direct Hit or Billiard
8.	Open Field	Billiard Hit
9.	Easy Maze	Billiard Hit

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.

Game No.	Maze Type	Missile Type
10.	Open Field	Guided Missiles
11.	Easy Maze	Guided Missiles



Combat



Jet-Fighter Games

Just how good a Jet Jockey are you? Here's a chance to find out.

Game No.	Sky Type	Missile Type
21.	Clouds	Guided Missiles
22.	Clouds	Straight Missiles
23.	Open Skies	Guided Missiles
24.	Open Skies	Straight Missiles

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 No.	Planes vs.	Maze Type	Missile Type
25.	2 vs. 2	Clouds	Guided Missiles
26.	1 vs. 3	Open	Guided Missiles
27.	2 vs. 2	Open	Straight Missiles



Back



Next



Combat



	TANK™					TANK-PONG™				INVISIBLE TANK™				INVISIBLE TANK-PONG™			Biplane		1 vs. 3			2 vs. 2		JET FIGHTER™						
Game No.	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			
Guided Missile	Orange	Orange	Orange	Orange						Orange	Orange				Orange				Orange	Orange	Orange	Orange	Orange	Orange	Orange	Orange	Orange	Orange	Orange	Orange
Machine Guns																		Dark Blue												
Direct Hit						Dark Red	Dark Red					Dark Red																		
Billiard Hit								Light Green	Light Green			Light Green	Light Green																	
Open Field	Red							Red		Red			Red						Red	Red			Red	Red	Red	Red	Red			
Easy Maze		Yellow	Yellow			Yellow			Yellow	Yellow		Yellow	Yellow																	
Complex Maze				Green	Green	Green																								
Clouds															Blue	Blue	Blue	Blue			Blue	Blue	Blue	Blue		Blue				



Combat II



COMBAT II(TM) (2 PLAYERS)

Take it up a notch with this previously unreleased sequel to Atari's original smash hit *Combat*(TM)! Compete against your partner for control of an expansive terrain, where strategy plays as big a part as pure guts. Think you've got what it takes to be the last one standing?



All Out Tank Warfare

Each player starts in their home base with three of their own Super Tank equipped with three layers of armor. You can tell how low your armor level is by the color of your tank and by the tank picture in the status bar located at the bottom of the screen.

Each player's tank fires standard tank shells as well as a special homing cruise missiles. While your cruise missiles are very powerful weapons, they also require lots of manpower to operate. Consequently you can only fire cruise missiles from your home base, and it takes time for home base crew to load a new one. Each tank shell will lower your enemy's armor level by one, and a cruise missile hit will lower it by two.

Your home base as well as the surrounding forests and brick walls provide minimal cover from enemy shells. However the forests are susceptible to tank fire and will begin to disappear as they're shot, so don't count on them to help you for long!

Controls

Use your Joystick to move your tank by pressing it right, left, up, or down. Your Joystick's fire button fires tank shells, or cruise missiles if located at your home base.





Dodge 'Em



DODGE 'EM(TM) (1 OR 2 PLAYERS)

It's you against the computer crash car. Accelerate. Change lanes. Each driver gets three heats. A crash ends the heat. If your score looks too good, another crash car comes on course. Different levels of difficulty keep the game a constant challenge.



Dodge To Win!

Each player controls a car (*colors may vary*):

Red car - left controller player

Green car - right controller player

Blue car - computer controlled (except in Game 3)

Steer your race car counterclockwise on the four lane track. Your objective is to score as many points as possible by running over the dots which appear on the lanes of the 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.

To avoid the computer car and to score points, your timing is important. Use your accelerator and your skill at steering from one lane to another to win.

You may change a maximum of two lanes at a time, except when accelerating. When accelerating, you may change one lane at a time.





Dodge 'Em



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.

Controls

In all games, your race car 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.

Games

Game 1 - One player

Game 2 - Two players/computer controls one car. (See A. -GAME PLAY)

Game 3 - Two players alternately control a point-scoring car and a crash car.



Back



Next



Dodge 'Em



Handicap Difficulty Switch

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 race car.

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.



Back



Fatal Run



FATAL RUN® (1 OR 2 PLAYERS)

The year is 2089. A collision with a comet has left the earth reeling from radiation poisoning. There's little hope for humanity's survival. It's up to you to help the few remaining people.

You must leave the protective fortress Albagon and deliver the newly developed radiation vaccine to the survivors. Your journey will not be an easy one, Nefarious henchmen are waiting to knock you off and steal the vaccine to ensure that they will survive to rule the planet. Every driver on the road is out to get you. Your only hope is to get them first.



You must find the rocket poised to launch a satellite that can nullify the effects of this cosmic accident that turned the world upside down. If you're sharp enough to learn the secret code words and tough enough to live to use them, you can launch the rocket and save the world!



Good luck! Humanity is in your hands.

Playing The Game

The object of the game is to drive through all 32 levels and release the life-saving satellite. Along the way you must distribute the radiation vaccine throughout the major cities, while collecting the pieces of the launch code. If you complete the code and all levels, the satellite launches and you win the game.



Fatal Run



Use the controller to maneuver your vehicle. Move the directional control forward to accelerate and back to brake. Move the directional control left or right to move the car in that direction. When the directional control is in the center position, the car will coast.

Your car is also equipped with a machine gun. Press the fire button to fire at the enemy.

The Status Display at the bottom of the screen gives the information you need to plan your strategy and complete your run. The Status Display shows your current score and the speed at which your car is traveling. In addition, you can see the status of your car's engine, tires, and armor, the number of shots you have left, and the amount of fuel remaining in your car.

Also, you receive a 10-point reward for each road segment you pass over. There are 180 segments in each level, so completing a level results in 1800 bonus points. The Status Display shows the percentage of points which you have not yet received.

As you move from city to city, you will encounter various obstacles. The black patches on the screen are oil slicks, which can damage your tires. Yellow and white striped roadblocks should be avoided at all costs; if you hit one of these, it can damage your car severely. Roadside obstacles include houses, trees, and other hazards. Hitting obstacles will damage your car and slow you down.

You must also be on the lookout for henchmen. They will try to run you off the road, often banding together to stop your progress. Press the fire button to destroy the enemy vehicles with machinegun fire.

If you run out of ammo, you can destroy the car in front of you with a power surge. To power surge, hold down the fire button and move the directional control forward. If you fail to power surge the car in front, you may crash, damaging your vehicle.



Back



Next



Fatal Run



If an enemy car comes up behind you, you can destroy it by pulling back quickly on the directional control to brake. To survive a side attack, you must smash into the vehicle and destroy it. If the enemy car gets you first, you will receive damage.

You can also receive 20 bonus points for permanently passing an enemy car. To do this, you must stay ahead of him until he disappears off the bottom of the radar. If he comes up from behind and passes you again, you receive no bonus points.

Look for yellow diamonds alongside the road. You will see the diamonds after you destroy enemy vehicles. Grab one of these to restore your car's engine and armor. In addition, you can replace your fuel and ammunition by running over dots along the way. Green dots replace bullets and blue dots replace fuel. If you still have fuel remaining when you run over a blue dot, you will receive 20 bonus points. If you have run out of fuel, you receive no bonus points.

Once you reach a city, the screen will display the city's status. If you reach the city in time to save any of its inhabitants, the survivors appear on the screen. You receive bonus points for each person you save. You can use your bonus points to upgrade the condition of your vehicle or purchase fuel.

If you arrive too late to save the city, fewer survivors appear and you receive fewer bonus points.

After you receive your bonus points, press the fire button. A message from headquarters appears on your screen. Read the message, then press the fire button. The Vehicle Upgrade screen appears. To upgrade your vehicle or purchase fuel, move the controller up or down until your selection highlights. Then move your controller right to purchase the highlighted item. After purchasing upgrades, highlight the word Go and press the fire button.

If you arrive safely at the rocket base, the rocket will launch the world-saving satellite and you will win the game.



Back



Next

Fatal Run



Strategy

Learn which store items you need to purchase at the cities. If you are really good at acquiring the off-road yellow diamonds, you may only need to purchase better tires and fuel at most stops.

Watch out for cars behind you! Quick braking will destroy them without damage to your car.

Learn to power surge. Head-on collisions hurt more than just your car's expensive paint job.

Go off the right side of the road immediately after destroying an enemy vehicle and you might get a valuable diamond.

Scoring

Ramming Enemy Car	10 points
Shooting Enemy Car	10 points
Completing Road Segment	10 points
Running Over Blue Fuel Dot With Fuel Remaining	20 points
Permanently Passing Enemy Car	20 points
Destroying Enemy Car	200 points
Picking Up Yellow Diamond	500 points

After you have finished each level, you will have accumulated 1800 points for the road segments completed within that level.



Back



Frog Pond



FROG POND(TM) (2 PLAYERS)

Enjoy this previously unreleased prototype ATARI game.

It's a Frog's life for you, hanging out at the pond and using your super frog tongue to catch dinner. Play with 2 players for a more manic pace and see who's the true king of the Frog Pond(TM).



Ribbit, Ribbit.

The object is to leap and catch as many insects as you can with your frog's tongue, trying not to miss any of the insects. Depending on the game variation, you have 4 to 9 misses before the sun sets on the pond and you go to bed hungry!

Controls

Press your Joystick's fire button to start.

Press your Joystick left or right to move left or right, and press your Joystick's fire button to shoot out your tongue and catch an insect.

Difficulty Switches

The difficulty switches control the length of your frog's tongue.



Frog Pond



Game Variations

Use the SELECT button on your *ATARI® Flashback 2.0 (TM) Classic Game Console* to select the following game variations:

- Game 1 1 player, 6 misses
- Game 2 Game 2: 2 players, 4 misses
- Game 3 Game 3: 1 player, 9 misses
- Game 4 Game 4: 2 players, 6 misses

Scoring

For each insect your Frog's tongue catches, you score points and your frog gets a pleasant snack. There are several different insects to catch, which are worth varying amounts of points:

- | | |
|------------|-----------|
| Fly | 1 Point |
| Moth | 2 Points |
| Mosquito | 4 Points |
| Gnat | 8 Points |
| Bee | 16 Points |
| Dragon Fly | 32 Points |



Back





Hangman



HANGMAN (1 OR 2 PLAYERS)

H _NGM _N. You have just one guess left. And two blank spaces. Could it be the same letter? Could it be "A"? Guess right and win. Guess wrong, and it's curtains for you. Nine game variations make it challenging for all. In Games 1 through 8 the computer chooses the words. In Game 9 you and a human opponent choose words for each other. Pick a hard one to hang him up!



Guess Correctly To Avoid the Hangman's Noose

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.



Next

Hangman



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.

Use your Joystick to select the alphabet letters that appear on the right of the screen. (See Controller Action) Enter the letter into the computer with the red Controller button.

- 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.



Back



Next

Hangman



In two-player games, a player scores one point for completing the Hangman Word. The first player to score five points is 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.

Controls

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.

Hangman 1-Player Games

Games 1, 2, 3 and 4 are one-player games. You compete against the computer. You score one point for every Hangman Word you complete; the computer scores one point for each Hangman Word you can't complete.

Game 1

One player competes against the computer that uses words from a first through third grade vocabulary.





Hangman



Game 2

One player competes against the computer that uses words from a first through sixth grade vocabulary.

Game 3

Playing with words from a first through ninth grade level, one player competes against the computer.

Game 4

Words from a first through high school vocabulary are used for competition between one player and the computer.

Hangman 2-Player Computer Games

Games 5, 6, 7 and 8 are two-player games against the computer. After you select the game vocabulary you want to use, you and your opponent take turns selecting alphabet letters to find the word generated by the computer. Both players together are allowed 11 incorrect selections. When you make a correct letter guess, you receive a consecutive turn. The first player to complete the Hangman Word scores one point and starts the next word. The first player to score five points wins the game.

Game 5

Two players compete to complete the Hangman Word from a first through third grade vocabulary.



Back



Next

Hangman



Game 6

Two players test their word skill with Hangman Words from a first through sixth grade vocabulary.

Game 7

Words from a first through ninth grade vocabulary are used for competition between two players.

Game 8

Two players compete using words from a first through high school vocabulary

Hangman 2-Player Opponent Games

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.



Back



Next

Hangman



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.

Handicap Difficulty Switch

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.



Back



Human Cannonball



HUMAN CANNONBALL(TM) (1 OR 2 PLAYERS)

Shoot your man out of the cannon and into the water tower. Calculate the position of the cannon. The speed (in miles per hour) and the degree of the angle are indicated on our screen. It's all part of Human Cannonball™ with 8 different games to choose from. Watch it! Any miscalculation and your man will miss. Ouch!



Be a daredevil!

Careful now, the Human Cannonball™ is counting on you to make your calculations accurately. Otherwise he'll end up flat as a pancake and you'll end up with 0 points or a miss to show for it! The objective of this game is to shoot the man out of the cannon and into the water tower. To accomplish this, you must consider the following variables:

- The angle of the cannon (establishes the line or arc of trajectory the man follows after being shot from the cannon).
- The speed (MPH) at which the man travels after being shot from the cannon.
- The distance between the cannon and the water tower.

These variables are set by you and/or the computer, depending on the game you're playing. In some games, the cannon position remains fixed throughout the game. There are 8 game variations in all. Each game variation contains a one- and a two-player version.





Human Cannonball



Controls

Use your Joystick Controller to adjust and set the game variables. Press the red button on your Controller to shoot the man out of the cannon.

In games where the cannon angle can be adjusted, pressing the Joystick up or down increases or decreases the angle by 1 degree. Pressing up and to the left increases the angle by 10 degrees, and pressing down and to the left decreases the angle by 10 degrees.

The minimum cannon angle for all games is 20 degrees. The maximum angle is 80degrees. The cannon angle is shown near the top, middle of the screen. The cannon itself only approximately shows the angle.

In games where the speed (MPH) can be adjusted, the Joystick works as follow:

The maximum speed for all games is 45 MPH. It is possible, (but not practical for scoring) to adjust the speed down to 0 MPH. The speed is displayed near the top of the screen, just above the cannon angle. (Example: MPH = 38). Pressing the Joystick to the right will increase the speed by 1 MPH while moving to the left will decrease it by 1 MPH.

In games where the cannon's position can be adjusted, pressing the Joystick up moves right slowly while pressing down moves left slowly. Press the joystick to the right or left to move right or left in a fast pace.

In Games 1, 2, 3, and 4 the water tower can be moved back and forth after the man is shot from the cannon. In these games, pressing the Joystick left or right moves the tower left or right.

Games 5, 6, 7, and 8 have a moving "window" which is positioned in front of the water tower on the screen. Time your shot so that the man travels through the window en route to the water tower. The water tower cannot be moved in Games 5, 6, 7, and 8.



Back



Next



Human Cannonball



Scoring

In one-player games, you score one point for each successful shot. The computer records one point against you for each miss. Your score is shown at the top, left side of the screen. The number of misses is displayed at the top, right side of the screen.

The game ends after seven successful "shots" or seven misses. In two-player games, each player scores one point for a successful "shot". Misses have no effect on scoring. The first player to score seven points is the winner.

Note: After a player scores 7 points, the second player gets one more turn before the game ends.

The left player's score is shown at the top, left side of the screen; the right player's score is shown at the top right side of the screen.



Back



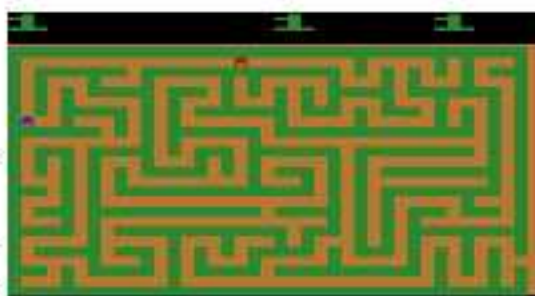


Maze Craze



MAZE CRAZE(TM) (1 OR 2 PLAYERS)

You're a cop on a tough beat. Your job is to get through your beat safely, in the least possible time. But danger and obstacles surround you! There are robbers who can wound you and your opponent can place blockades in your path. You'll walk blacked out streets with nothing but a streetwise scout to guide you. And with 16 levels of play, you won't soon tire of the challenge.



Maze Craze is a tough game. But then, you're a tough cop.

Your beat is the mean streets of Atari Central....

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.

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 a maze. You'll also experience the unique sound that occurs when a robber captures a cop!





Maze Craze



Controls

To move your cop, push the Joystick forward, backward, left or right.

Press the red controller button to:

- Select a new maze for the game you've just completed.
- Use the features offered in some games.

Game Selection

Game Select Switch

Use this switch to select the number of the game, visibility and speed you wish to play.

Game Reset Switch

Use this switch to start game play, to choose a different maze for the game you've selected, or to see an invisible maze before you exit.

The upper portion of your screen contains 3 numbers. From left to right they represent the current settings for Speed, Game Number, and Maze Visibility.

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.



Back



Next



Maze Craze



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 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.

Variations

Capture. 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 encoded bars appear for each player at the top of the screen. Each time you capture a robber, the appropriate bar disappears.

Robbers. Two to five robbers lurk in your path. If one touches you, you're out of play.

Wounds. If a robber touches you, you're briefly paralyzed while your opponent proceeds through the maze. Only after a few moments will you regain strength, and then you can gradually move at your normal speed.

Terror. Your cop cannot exit the maze until your opponent is knocked out by robbers.



Back



Next



Maze Craze



Blockade. Confuse your opponent by blockading his route and leaving a blockade resembling a dead end in the maze. He can go through it, of course, but blockades can be useful strategy. When you set up a new blockade, the previous one disappears.

Automatic Peek. 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.

Player Peek. During invisible games, a player can peek at the complete maze by pressing the red controller button. The maze remains on the screen momentarily.

Scouts. 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.



Back



Next



Maze Craze



Viability 1
 Viability 2, 3, 4
 Viability 1
 Viability 2, 3, 4

No Game Variations

GAME NO.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
2 ROBBERS		Yellow							Yellow	Yellow			Yellow			
CAPTURE				Green				Green				Green		Green		
3 ROBBERS			Orange		Orange						Orange					Orange
5 ROBBERS						Red	Red									
AUTO PEEK	Blue			Blue								Blue				Blue
PLAYER PEEK		Yellow	Yellow				Yellow		Yellow				Yellow	Yellow		
WOUNDS					Green								Green			
BLOCKADE								Orange			Orange					
TERROR							Red			Red	Red					Red
SCOUTS								Blue								



Back



Off The Wall



OFF THE WALL(TM) (1 OR 2 PLAYERS)

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.



Blazing Brickbats and Blackbirds!

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.





Off The Wall



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.

Two-Player Game

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.

Zig Zag (Z)

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.



Back



Next



Off The Wall



Mystery Token (?)

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.

Magnetic Paddle (M)

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.

Nuke Ball (bomb)

This token causes the ball to break out a much larger chunk of bricks when the ball hits the wall.

Mega Paddle (flame)

With this token Lu carries a much larger staff. The larger staff makes it easier to hit the ball.



Back



Next



Off The Wall



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.



Back



Next



Off The Wall



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
Catching Mystery token, Student level	75 points
Catching Mystery token, Master level	100 points
Hitting The Dragon	100 points



Back





Outlaw



OUTLAW™ (1 OR 2 PLAYERS)

Squeeze the trigger and your gunfighter draws, kneels, and aims. Release the trigger and the lead starts flying. Blow away walls, stage coaches and cacti. If your opponent won't give you a clean shot, nail him with a clever ricochet. Build up notches on your gun with 16 games and variations.



Got An Itchy Trigger Finger?

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.





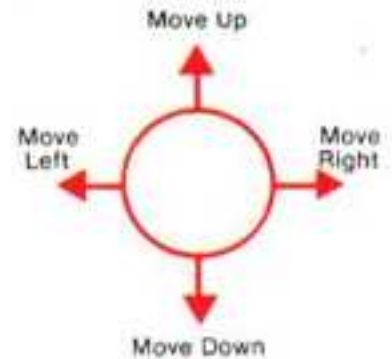
Outlaw



Controls

Use the Joystick Controller to:

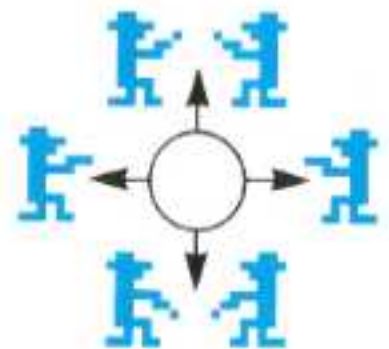
- Move your gunslinger on the screen
- Aim and shoot bullets from the gunslinger's gun



Push the Joystick forward to move the gunslinger up the screen. Pull the Joystick towards you to move the gunslinger down the screen. To move the gunslinger to the left, move the Joystick to the left; move the Joystick to the right to move the gunslinger to the right.

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.

- Push the Joystick forward to move UP the gunslinger's arm holding the gun.
- Pull the Joystick towards you to move DOWN the gunslinger arm that is holding the gun.



After you have aimed the gunslinger's arm that holds the gun, release the button to fire bullets.

NOTE: The player using the left Joystick Controller controls the gunslinger on the left side of the screen; the right controller player controls the right gunslinger.



Back



Next



Outlaw



Handicap

In "A" position: Your bullets will disappear in flight if your gunslinger is shot before your bullets hit a target.

In "B" position: Your bullets will continue in flight even if your gunslinger is hit before your bullet hits a target.

Gunslinger's Code

There are 16 gunslinger and target shooting games in this Game Program. Each one resents different variations. For a description of each variation, refer to the following code:

Blowaway: Your bullets are more powerful during gunfights with Blowaway. You can shoot away pieces of the protective center object--a Stage Coach, Wall or Cactus-- until it completely disappears.

Cactus: 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 pass through 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 opponents.

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.



Back



Next



Outlaw



Getaway: During a gunfight with Getaway, each gunslinger can move immediately after shooting the gun. Without Getaway, gunslingers must wait until their bullets disappear 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.

Game 2

Two players use the Cactus and Getaway to plan their gunfight strategy.

Game 3

A Cactus and Blowaway characterize this two-player gunfight.

Game 4

Two gunslingers use six Shooters during this gunfight which features a center Cactus and Blowaway.



Back



Next



Outlaw



Game 5

A center Stage Coach stands between the two gunslingers during this game.

Game 6

Players must take special aim as a series of Stage Coaches MOVE between the two gunslingers.

Game 7

This gunfight features a Stage Coach and Blowaway.

Game 8

A series of Stage Coaches MOVE between the two gunslingers as they use Blowaway in their playing strategy.

Game 9

Two gunslingers play with Six Shooters, Blowaway and a series of MOVING Stage Coaches between them.

Game 10

The two gunslingers use Six Shooters during this gunfight which features Blowaway and a center Wall.



Back



Next



Outlaw



Game 11

Players use Getaway, Blowaway, and a center Wall in their gun fighting strategy.

Game 12

The center wall MOVES between the two gunslingers as they play with Getaway and Blowaway.

Target Shoot One-Player Games

Game 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.

Game 14

This target shooting game features a Target Shoot, a center Cactus and Blowaway.

Game 15

This game features the Target Shoot and a center Stage Coach.

Game 16

A series of Stage Coaches MOVE between the gunslinger and the Target Shoot. This game also features Blowaway.



Back



Next



Outlaw



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.



Back



Pitfall!



PITFALL!(TM) (1 PLAYER)

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!(TM) Basics

The object of Pitfall!(TM) 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.

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.



Next

Pitfall!



The Hazards Of Pitfall!(TM)

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 (See "Scoring"). 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!(TM)

You cannot excel at Pitfall!(TM) 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.

Time

You have 20 minutes to complete each adventure. Harry has 3 lives in each game (See "The Hazards of Pitfall!") Game is over when Harry is "lost" for the third time or when time runs out.



Back



Next

Pitfall!



Controls

- To run left or right...move joystick left or right.
- To jump over dangers...press the red button while running to the right or the left.
- To climb up or down ladders...push Joystick up to climb, pull down to descend.
- To grab a swinging vine...press the red button while running to the right or to the left.
- To let go of the vine...pull down on Joystick at the end of a swing.
- To collect a Treasure...just run right to it.

How To Seek Your Fortune With Pitfall Harry

Tips from David Crane, designer of Pitfall!(TM)

"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.



Back



Next

Pitfall!



"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 jaws 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.

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	5000 Points
Gold Bar	4000 Points
Silver Bar	3000 Points
Money Bag	2000 Points

Pitfall!(TM) Is a registered trademark of Activision®.



Back





Radar lock



RADAR LOCK(TM) (1 OR 2 PLAYERS)

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 Escorts, 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.

Enemy Jet at 12 o' clock!

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.



Radar lock



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.

Controls

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.

Left Controller

- Press up to dive
- Press down to climb
- Press right to to bank right
- Press left to bank left

Right Controller

- Press up to select machine gun
- Press left to select guided missiles
- Press right to select proximity missiles



Back



Next



Radar lock



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.



Back



Next



Radar lock



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 2550 rounds 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.

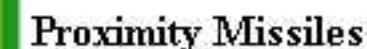
Machine Guns

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.





Radar lock



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.
- Escorts 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.





Radar lock



- 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.

The Missions

There are five missions in this game.

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.





Radar lock



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.



Back



Next

Radar lock



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 Escorts.

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	2000 points



Back



Next

Radar lock



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.



Back



River Raid



RIVER RAID® (1 OR 2 PLAYERS)

Your mission is to destroy enemy bridges, ships, aircraft and fuel depots along a heavily fortified inland waterway. And it won't be pretty because you'll be coming in low, through a narrowing valley and the enemy will everything they have at you. You'll really have to earn your wings with River Raid®!



River Raid® Basics

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.

Special Features Of River Raid®

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.



River Raid



The River of No Return. 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.

Fuel Gauge. Always keep an eye on your fuel gauge, as you have a limited amount of fuel. 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 by flying over a fuel depot! 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.

Losing a Jet. 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.

Controls

- Fire missiles by depressing red button. Hold the red button down for continuous fire.
- Move the Joystick to the left to bank left. Move the Joystick to the right to bank right.
- Move the Joystick forward to accelerate your jet.
- Pull Joystick back to slow your jet.



Back



Next



River Raid



Game Select and Difficulty

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.

There are only two game versions to select:

Game 1: One player

Game 2: Two players taking turns

How To Become a River Raider©

Tips from Carol Shaw, designer of River Raid©

"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."



Back



Next



River Raid



"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!"

Scoring

Each time you destroy an enemy object, you score points. The point values for each object are listed below:

River Raid® Point System

Tanker	30 Points
Helicopter	60 Points
Fuel Depot	80 Points
Jet	100 Points
Bridge	500 Points

*River Raid® 1982 Activision Publishing, Inc.
River Raid is a registered trademark of Activision Publishing, Inc.*



Back



Save Mary

SAVE MARY(TM) (1 PLAYER)

The dastardly Barnaby the Black has taken your beloved Mary and put her at the bottom of a steep canyon. Distracted over her affection for you instead of him, he's decided no one shall be with her if can't. With a twist of his handlebar moustache, Barnaby just blew up the nearby damn causing the canyon to rapidly fill with water.

Hurry, The Water Is Rising!

Use your crane to pick up various odd shaped concrete blocks that you must fit together to build a platform by dropping them in to the water below. Take special care when dropping blocks not to hit Mary or it's game over.

Further complicating things is that Mary appears to have started panicking is running back and forth around the platform begging you to help her. Also, be sure to watch out for low flying airplanes. If the plane hits your crane you will automatically drop the block you're carrying (possibly squishing Mary).

Thankfully there are several power-ups to help you accomplish your task. Power-ups appear on the cliff sides and require that you pick them up and drop them off at the top of the canyon to activate them. These power-ups do a wide variety of things:



Save Mary



- | | |
|-------------|---|
| The Plug | Stops the water from rising for a few seconds |
| Stop Sign | Makes Mary stop moving around |
| Oil Can | Makes your crane move faster |
| Gold Block | Makes Mary invincible to being squished by falling blocks |
| Number | Gives you bonus points |
| Mary Figure | Gives you extra life |

Controls

Your Joysticks is used to select all skill levels and start the game. At the title screen, press your joystick up or down to highlight the desired skill level and press your fire button to start.

During the game, press your Joystick right or left to move the crane right or left along its rails. Press your joystick up or down to lower the crane.

To pick up an object (including Mary) make sure your crane's hook is at the same level as the desired object. Moving the crane on the object and pressing the fire button picks up the object, keeping the fire button pressed allows you to hold on to the object and move it, and releasing the fire button drops the object.



Back



Next

Save Mary

Slabs	50 points
Pylons	100 points
Multi-Pylons	150 points

Points awarded increase by 50 points by each level.



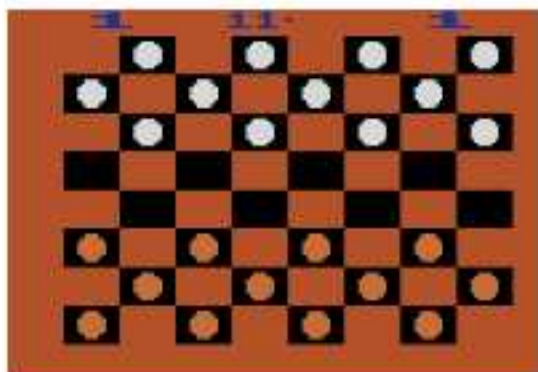


Video Checkers



VIDEO CHECKERS(TM) (1 PLAYER)

Learn winning checkers. ATARI Video Checkers(TM) offers you nine levels of difficulty in a game that has challenged young and old for centuries. At level 1, the computer plays beginning checkers. At level 9, you're playing a master of the game!



The Sport Of Kings

1. The checkerboard is composed of 64 squares, alternately light and dark, arranged in a square array of 8 rows and 8 columns.
2. The official checkerboard of the American Checker Federation (ACF), consists of green and buff colors for the dark and light squares.
3. 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."
4. 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.
5. Players take turns making a move with their pieces.





Video Checkers



6. 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.

7. A capturing move or a jump is the transfer of a piece from one green square over another green square (diagonally forward), occupied by a piece (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.

8. 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.

9. 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.

10. Upon reaching the farthest forward row of the board by either an ordinary move or a capture, a piece becomes a "king."

11. 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.

12. 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.



Back



Next



Video Checkers



13. 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.

14. 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:

1. The player claiming the draw concedes that there has been some strengthening of the attacker's position.
2. Any uncrowned piece of either side makes any advance towards the king row, or --
3. 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.



Back



Next



Video Checkers



15. 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.

NOTE: These rules were taken from the ARTICLES of the official rules of CHECKERS, written by the American Checker Federation.

Beginning The Game

Use the Game Select switch to change the game and the game number (displayed at the upper left corner of the screen). 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 (grey).

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.



Back



Next



Video Checkers



Computer Move - The length of time the computer takes to move depends on the difficulty level and the number of possible moves.

While the next move is being computed, the board will disappear from the television screen and different colors will flash on the screen (different shades of grey on black-and-white televisions). This is done to speed up the computer since it takes time for the computer to do the display. Also, the design of the *The ATARI® Flashback 2 (TM) Classic Game Console* 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.



Back



Next



Video Checkers



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.

Difficulty Switches

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.

Left Difficulty Switch: Use the "B" position for normal game play. Use the "A" position to setup 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.



Back



Next



Video Checkers



Controls

The Joystick is used to move the cursor and/or the checkers around the board. The cursor is a red or white "X" (dark grey or white on a black-and-white television). The color of the cursor indicates whose turn it is. The cursor can only be moved diagonally on the black squares.

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 your 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.



Back



Next



Video Checkers



Strategy

Here are some important points to remember when playing:

1. Try to control the center of the board.
2. Protect your king by keeping pieces in squares 1 & 3 or 30 & 32.
3. Try to obtain the first king and then make good use of it.
4. Set up series of jumps that leave you one or two men ahead (called 2-for-1 shots, 3-for-2 shots, etc.).
5. When you are ahead, trade down, since two kings can win against one. When you are behind, avoid even trades.





Video Chess



VIDEO CHESS(TM) (1 PLAYER)

It's your 22nd move of the game. Your defense is set with a tight King positioning. You move in your Queen and capture the opponent's Rook – his only defense – "checkmate."

Sharpen your wits and get ready to become a "master" with Video Chess(TM). It's you against the computer in one of the most sophisticated approaches to the classical thinking man's game.



Checkmate!

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 particular to itself.





Video Chess



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 shown in the diagram. 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.





Video Chess



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(TM) 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.

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(TM) computer may use either or both during the course of a game, and you can also:



Back



Next



Video Chess



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.



Back



Next



Video Chess



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.

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.

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.

Difficulty Switches

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.



Back



Next



Video Chess



Controls

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.

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.



Back



Next



Video Chess



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 1 - 15 seconds	Level 5 - 3 min., 15 sec.
Level 2 - 30 seconds	Level 6 - 12 minutes
Level 3 - 45 seconds	Level 7 - 10 hours
Level 4 - 2 min., 45 sec.	Level 8 - 10 seconds

NOTE: Length of time on some of the above Skill Levels may vary.

As a closing note it should be pointed out that there are various books which give more detailed descriptions of the game of chess. Such books may give you more insight into the game's wide range of strategies. We suggest going to your local library or book store if you wish to study the game further.



Back



Space Station



Caverns Of Mars

Quadrun

Saboteur

Space War

Yars' Revenge

Yars' Return





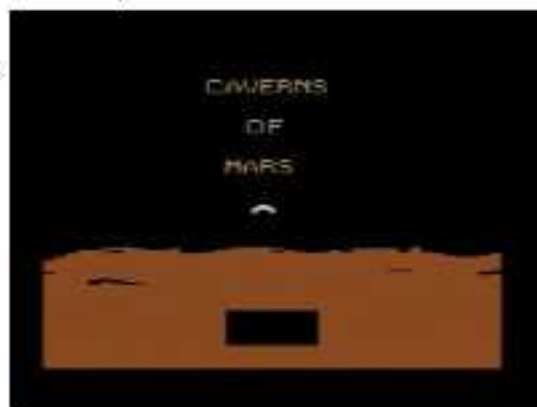
Caverns Of Mars



CAVERNS OF MARS(TM) (1 OR 2 PLAYERS)

MARS HAS DECLARED WAR ON TERRA IV! Martian galactic fleets surround the planet and are demanding its surrender! Luckily, one space fighter has escaped to challenge Mars.

The Terra IV High Command knows that your fighter, the HELICON VII, is the only space fighter equipped to invade the Martian Headquarters deep within the Caverns of Mars(TM). You have therefore been assigned the dangerous mission of sabotaging the Martian defense system by activating their deadly fusion bomb. This bomb, once activated, will level Martian Headquarters within a matter of seconds. Unless you have reached the surface before time runs out, you will be destroyed with their headquarters.



Your orders: **ACTIVATE THE FUSION BOMB IN THE MARTIAN HEADQUARTERS AND GET OUT!**

Martian Defense System

Before starting your mission, you need to know about the Martian cavern defense system. According to interplanetary intelligence, it is extremely difficult to reach Martian Headquarters. You must get through different levels, each with its own obstacles. Scouts have spotted the following defenses that you may have to destroy.





Caverns Of Mars



Fuel Tanks

Stationary tanks designed to hold precious rocket fuel. You must take time to destroy them to refuel your ship.

Transmitters

Stationary objects that signal Martian Headquarters of intruders.

Creon Rockets

High speed rockets designed for cavern defense.

Pyxilas Rockets

Fuel tankers designed to refuel Creon rockets.

Laser Gates

Energy gates designed to prevent your further descent. Your laser torpedoes have no effect on them at all and any contact will instantly disintegrate your fighter. Intelligence reports indicate that some are predictable, but others open and close at random.

Space Mines

Groups of deadly mines that crisscross the narrow cavern passageways. Their movements are unpredictable and you must destroy or dodge them. Any contact with a space mine destroys your fighter.



Back



Next



Caverns Of Mars



Fusion Bomb

The ultimate Martian weapon hidden deep within the caverns. You will be able to land on it to arm it without being destroyed. Its timer, once set, cannot be deactivated.

Refueling

Caverns 1 Through 5

At the beginning of each life, you are given 99 units of fuel. Your fuel amount is shown at the bottom of the television screen. As you travel through the caverns, you use up units of fuel. If you run out of fuel, you lose one life.

Your ship is equipped to absorb the dissipated fuel from any Martian fuel tank or Pyxias rocket you destroy. As you are cut off from any friendly bases, this is the only way you can get fuel.

Note: The maximum fuel load your spaceship can carry is 99 units.

The Base Level

There are no objects to destroy in the Base level. Depending on your skill level, you are allocated a certain amount of fuel for your escape. You will use one unit of fuel every second during your escape with no way to accumulate more.

<u>Skill Level</u>	<u>Fuel Allocated For Escape</u>
Novice	30 Units
Pilot	55 Units
Warrior	75 Units
Commander	98 Units



Back



Next



Caverns Of Mars



Controls/Game Play

Use your Joystick's fire button to start the game.

Your Joystick is used to move your spaceship through the caverns by pressing your Joystick up, down, left or right accordingly.

Press the fire button to launch your laser torpedoes.

Understanding The Screen And Your Mission

Your spaceship is positioned at the cavern entrance near the top of the screen. The score counter, cavern level, fuel counter, and the number of remaining lives are displayed across the bottom of the screen.

SCORE counts points during an invasion, and "1 2 3 4 5 BASE" shows the different cavern levels (of which the rightmost black number designates the current cavern level). The ship icons show your number of lives, and FUEL shows the amount of fuel left to complete your mission. You are allocated 99 units of fuel at the beginning of each life.

There are from two to five caverns to invade before reaching the Martian Headquarters. The number of caverns depends upon the skill level at which you are playing. Once you reach headquarters (also called the Base), you must activate the fusion bomb and retrace your path to the surface. If you reach the surface before the bomb explodes, you are placed at the cavern entrance to begin another invasion. You can invade the headquarters and escape to the surface a maximum of five times. However, if the bomb explodes before you reach the top of the caverns, your mission is over.



Back



Next



Caverns Of Mars



Your mission is not as easy as it may look; there are limits imposed on your spaceship. You are given a limited amount of fuel for each life. You lose one life whenever your fuel supply runs out. Crashing into a cavern wall or a Martian object will also cost you one life. If you are invading a cavern when you lose a life, your spaceship is placed at the beginning of the cavern where you lost that life. If, on your descent, you lose all your lives, the GAME OVER display appears on the screen.

Selecting A Skill Level

Before beginning a game, choose a skill level. Press the SELECT button on your *ATARI® Flashback II (TM) Classic Game Console* one or more times until the desired skill level is displayed at the bottom of the screen.

There are four skill levels from which to choose: NOVICE, PILOT, WARRIOR, and COMMANDER. Each successive level increases in difficulty by adding a new cavern:

NOVICE	Caverns 1, 2, Base
PILOT	Caverns 1, 2, 3, Base
WARRIOR	Caverns 1, 2, 3, 4, Base
COMMANDER	Caverns 1, 2, 3, 4, 5, Base

Begin with the NOVICE level to acquaint yourself with the game and get used to maneuvering your spaceship. Once you have mastered the NOVICE level, go on to the more difficult levels.

On successive escapes, the cavern display moves faster making it more difficult for you to maneuver your space fighter. This is true at all skill levels.



Back



Next



Caverns Of Mars



Scoring

You score points for every Martian object destroyed and for the distance you travel through each cavern. At the end of the game both your score and the high score are shown.

The Martian objects in Caverns 1 through 5 are divided into two color groups: red and white. Each color group has a different value as shown below:

<u>White Objects</u>	<i>Worth 200 Points</i>
Creon Rocket	
Radar Transmitter	
Space Mine	

<u>Red Objects</u>	<i>Worth 150 Points</i>
Fuel Tank	
Pyxias Rocket	

POINTS FOR DISTANCE TRAVELED

You also score points for the distance you travel through each cavern. The deeper the cavern, the more points you score. Listed below are the points earned for traveling through each cavern in a single life:

Cavern 1	1280 points
Cavern 2	4000 points
Cavern 3	3840 points
Cavern 4	5120 points
Cavern 5	6400 points



Back



Next



Caverns Of Mars



You don't score points for flying in or out of the Base level.

Once you leave the Base level on your escape to the surface, you begin scoring points again.

Note: The scores for each skill level will differ greatly because the number of caverns differs for each skill level.



Back





Quadrun



QUADRUN(TM) (1 PLAYER)

An ATARI original! Atari's first 2600 video game to have Voice Synthesis.

Long ago, the peaceful land of Quad was invaded by cruel Captors who rounded up all the helpless inhabitants and imprisoned them in cages. The Captors called their prisoners "Runts". And the name has stuck. Now you've come to Quad to rescue the Runts and destroy their Captors with your special weapon: phaser balls.



Defend the Quad!

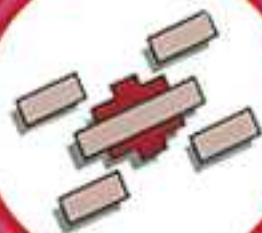
Your weapon: phaser balls - Shoot the Captors with a phaser ball, then run to the opposite sector and catch the phaser ball so that you can reuse it. Be quick and accurate: you have only three phaser balls with which to destroy the Captors. The game ends when you lose all three phaser balls.

Running around the quad - The Quad consists of four sectors, with a Runt cage in the center. You can run to any sector on the screen. But to switch from a vertical sector to a horizontal sector, or vice versa, you must touch one of the side walls.

The bad guys: the captors - There are five Captors per wave. Each wave begins with the Quadrun(TM) voice, and each wave features a different type of Captor. Captors patrol the quad vertically. You can shoot at Captors only while you're in the vertical sectors. If a Captor crashes into you, you lose a phaser ball.



Next



Quadrun



The good guys: the Runts - Runts escape from the center cage and race madly left or right toward their doom: an electrified toaster grid. Catch each Runt before it runs into the grid or it will fry. You can catch Runts only while you're in the horizontal sectors.

Don't let the critter counter disappear! - The white line located at the top of the screen is the Critter Counter. Every time you fail to destroy a Captor or fail to catch a Runt, the Critter Counter decreases in length. When it disappears, the game ends.

Crazy Crazy Wave - After you complete five waves, you begin the CRAZED WAVE. At the start of the CRAZED WAVE, the Critter Counter returns to its full length and you receive bonus points for all remaining phaser balls. During the CRAZED WAVE, you face constant attacks from a random assortment of the five types of Captors.

Hints

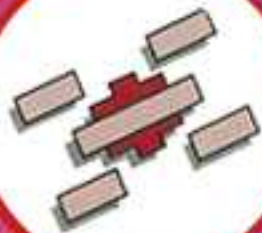
- When a Brat Captor attacks, run to the opposite side of the screen and "lead it on" in order to destroy it.
- When a Yo-Yo rushes out, go to the spot where it first appeared and wait for it to return - like a yo-yo, it always comes back to where it started. Then hit it with your phaser ball.
- If you're not in a horizontal sector when a Runt escapes from its cage, hit the closest wall in order to move quickly into the horizontal channel and catch the Runt.
- If you have only one phaser ball left and a Captor is about to crash into you, fire the phaser ball (then go catch it!) so that you won't automatically lose it.



Back



Next



Quadrun



Scoring

Goons	10 points
Snags	50 points
Yo-Yos	200 points
Nods	500 points
Brats	1000 points
Each completed wave	1000 points
Each saved Runt	100 points
1 Phaser ball at beginning	2500 points
2 Phaser balls at the beginning	5000 points
3 Phaser balls at the beginning	10000 points
Destroy every 5th	1000 points



Back



Saboteur



SABOTEUR(TM) (1 PLAYER)

Saboteur(TM) was developed as a prototype by ATARI and never released to the public until now!

You are Hotot, a cybernetic life form from a serene planet in a distant galaxy. Unfortunately, even in a galaxy far far away not everything is as peaceful as it first seems, for Hotot has discovered an alien missile base hidden on his planet. Manned by strange blue aliens, these evil intruders are using your planet as a launching site for their deadly warhead which is posed to destroy the galaxy's power source. With the help of the birdlike Gorfons, you must destroy the warhead, and prevent the destruction of the galaxy! Good luck Hotot. You are the Saboteur.



Hotot To The Rescue

You have three missions to successfully defeat the strange blue aliens and their plans, each one representing different stages of rocket construction.

Rocket Construction Site – Your first mission takes place on catwalks high above the rocket launch site. Here Hotot must prevent the launch rocket from being completed by shooting the construction robots. There are three different types of aliens that come across each catwalk, learn to identify them so you can quickly tell friend from foe.





Saboteur



Qotile Construction Robots - Qotile Construction Robots run left to right across the screen, carrying parts to help build the rocket. If a Construction Robot reaches the rocket at the far right of the screen, it will be raised one step.

Yars Flies - Also manning the catwalks are Yar Flies from Planet III, these poor aliens have been enslaved by the Qotile to help build the rocket. These giant insects act exactly like the Construction Robots, so take them out as well.

Master Robot - The Master Robot slowly moves along the top catwalk. This robotic overseer will shoot bullets at both you and the Gorfons, so try to take it out as quickly as possible. Unfortunately the Master Robot can never be permanently destroyed, and will appear again after a few seconds.

Gorfons - These squat yellow birdlike creatures are your only friends in the alien complex. Gorfons run back and forth along the catwalks just like the Qotile Construction Robots, only instead of adding pieces to the rocket, they steal them. Each time a Gorfon successfully reaches the rocket, it will be lowered one step. Try and protect the Gorfons from the deadly Master Robot.

Warhead Factory - After successfully sabotaging the launch rocket, Hotot must now attempt to disarm the warhead. The warhead pieces are being carried on the conveyer belt at the bottom of the screen, but Hotot cannot shoot them directly. The Qotile have installed Photo-Phasic shielding over the conveyer belt to protect the pieces from Hotot's laser blasts. To make matters worse, the Master Robot from the Launch Site has followed Hotot and is now attempting to eliminate the security threat (i.e. you).



Back



Next

Saboteur



Although all seems hopeless, Hotot has one chance to destroy the warhead pieces. Scans indicate that the Master Robot's shielding is modulated at the same frequency as the shielding over the conveyer belt. If Hotot can deflect his lasers off the Master Robot, they should be able to penetrate the conveyer belt's shielding and destroy the warhead pieces. Not content to just let you use him as a ricochet target, the Master Robot has released security drones that will bounce around the chamber until they collide with Hotot.

Hotot only has a limited amount of time before the warhead is assembled. If all the pieces are successfully eliminated the warhead will self-destruct and Cytonia will be saved. However if Hotot fails to destroy all the warhead pieces before the timer runs out, he be forced to destroy the warhead in a one on one battle.

Warhead Showdown - If Hotot was unsuccessful in preventing the warhead's construction, he'll have one last chance to destroy it before it detonates. Thankfully the warhead only has minimal shielding and can be destroyed in one shot. Unfortunately the warhead comes armed with an advanced defensive matrix that will attempt to hold off Hotot at all costs. If Hotot takes too long to destroy the warhead it will escape into space and destroy the galaxy. Don't let this happen!

Each time Hotot successfully destroys the warhead or the warhead escapes he will go back to the launch site, and the game play will continue at a more difficult level.

Launch Site - The Construction Robots, Yar Flies, and Gorfons move much faster, making them harder to hit (or avoid). The Master Robot shoots more accurately, and his bullets will begin bouncing back up once they reach the bottom of the screen. At the higher levels small bullets will begin to appear on the left and right sides of the screen and chase Hotot down.



Back



Next



Saboteur



Warhead Assembly - The Master Robot shoots more bullets. The warhead pieces move faster.

Warhead Battle - The warhead moves faster and shoots more bullets.

Game Variations

Use the SELECT button on your *ATARI® Flashback 2 (TM) Classic Game Console* to select one of the four following game variations:

1 - Normal: This is the default difficulty.

2 - Hard: The Master Robot's bullets will begin reflecting off the bottom of the screen. Speed increases a bit.

3 - Difficult: Side bullets appear. Overall speed increases a little.

4 - Insane: Side bullets appear and move faster, Master Robot's bullets begin reflecting, speed increased greatly.



Back



Next

Saboteur



Controls

Use your Joystick's fire button to start the game.

At the Rocket Construction Site, press your Joystick left or right to move either left or right. To fire, press your Joystick's fire button while simultaneously pressing the Joystick up or down to shoot up or down.

At the Warhead Factory and Warhead Showdown, press your Joystick up, down, left or right to move in the same direction. Press your fire button while aiming the Joystick up, down, left or right to fire in those directions.



Space War



SPACE WAR (1 OR 2 PLAYERS)

Take the controls of a sleek starship. Trek for light years with a flick of the joystick. Penetrate the boundaries of strange galaxies. Beware the gravity of a strange sun. Drive invisibly through hyperspace.

Blast through 17 games and variations as you make the universe a better place to live in!



Controls

Just like learning to drive a car, it takes a bit of practice to learn how to control your Star Ship during Space War and Space Shuttle games. Pushing up on your Joystick will engage your ship's thrust, while pushing down will send you in to hyperspace! Pushing left or right on your joystick will move your ship left or right accordingly.

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 Boundry

In some galaxies your Star Ship cannot penetrate the playfield boundaries and will instead bounce off the edges.



Space War



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 opponent's 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.



Back



Next



Space War



May the force be with you!

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.



Back



Next



Space War



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.



Back



Next



Space War



SPACE SHUTTLE GAMES

If you have mastered the early games, 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.

2-PLAYER SPACE MODULE GAMES

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.



Back



Next



Space War



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.

1-PLAYER SPACE MODULE GAMES

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.



Back



Next



Space War



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

After you master controlling your Star Ship, you're ready to develop game strategy. The following tips should help you begin your competitive strategy for Space Shuttle and Space War games.

SPACE WAR

- 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.



Space War



- 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

The easiest way to match you Star Ship's speed with the Space Module speed it to first, stop your ship. Point it in the DIRECTION the module is travelling. 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.



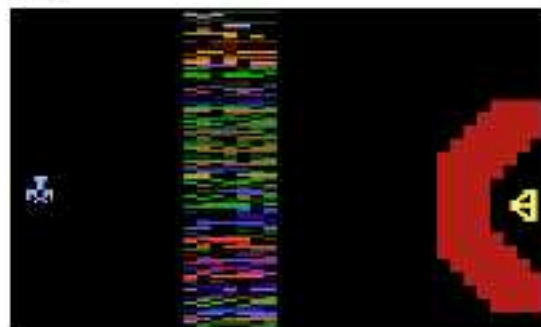


Yar's Revenge



YARS' REVENGE(TM) (1 OR 2 PLAYERS)

Journey to the RAZAK solar system, where the Yars – mutant house flies – are getting swatted by an evil Qotile. This relentless enemy, hidden behind a protective shield, fires deadly Drones and Swirls at the Yars. Help the Yars avenge their community! Send a Yar scout out to break a path through the shield by eating the bricks or exploding them with energy pulses. Then bring out the Zorlon Cannon and destroy the Qotile with a well-placed blast.



Playing the game

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. See Figure 1 for an explanation of the objects on the playfield.

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.





Yar's Revenge



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.

Controls

The Yar will move in whatever direction the Joystick is pushed. The screen "wraps" from top to bottom, bottom to top. This means that if you fly the Yar off the top of the screen, it will appear at the bottom, and vice versa.

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.



Back



Next



Yar's Revenge



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!

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.



Back



Next



Yar's Revenge



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 travelling 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:



Back



Next



Yar's Revenge



1. Eat a cell from the shield: 1 TRON
2. Touch the Qotile: 2 TRONS
3. 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

ACTIVITY	POINTS	BONUS
Cell, hit by Missile	69	
Cell, devoured by Yar	69	100 points
Qotile, destroyed	1000	
Swirl, destroyed in place	2000	
Swirl, destroyed in mid-air	6000	additional life



Back



Next



Yari's Revenge



HIGH SCORE GAME FEATURES:

POINTS	ACTIVITY
70,000	Swirl triples in frequency and sometimes fires instantly. Shield turns blue.
150,000	Swirl returns to normal frequency but will remain in mid-air to hit you. Shield turns grey.
230,000	Swirl again triples in frequency and sometimes fires instantly. Shield turns pink.

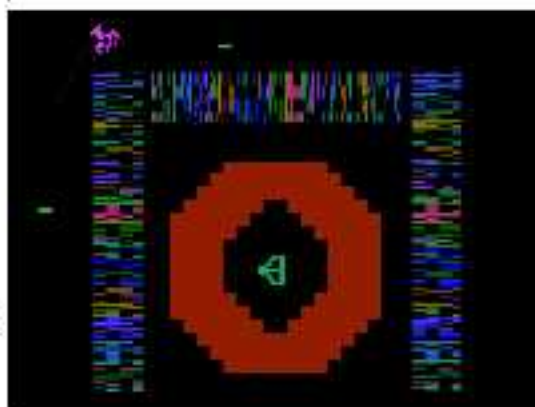


Yar's Return

YARS' RETURN(TM) (1 OR 2 PLAYERS)

The brand new groundbreaking sequel to the original Yar's Revenge(TM)!

After enduring countless centuries of tyranny under the rule of the Qotile Empire, the Yarians plan an assault deep within the hive of the Qotile Homeworld. Three brave Yarians are sent to venture deep within the heavily guarded underground complex of the Qotiles. Their ultimate objective – the Master Qotile chambers and to do battle head to head against the Master Qotiles. Once defeated, move your Yarian quickly into the next complex and seek out another Master Qotile. The Yarians don't know how many of these ruthless rulers exist, but the fate of all the Yarians rests in them defeating the Qotile Empire once and for all.



Playing the game

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. See Figure 1 for an explanation of the objects on the playfield.

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.)



Yar's Return



An inhibiting Ion Zone is on each side of the Qotile. The Yar scout cannot fire within the Ion zone or on the inside of the Ion zone. It must attack the shield since it can't fire unless it flies through the Ion Zone and stays on the outside of it.

Once a path has been cleared through the shield, the Zorlon Cannon must be used to destroy the Qotile. The Yar scout can only obtain a Zorlon cannon if it eats its way to the inner row of the shield surrounding the Qotile or by touching the Qotile (when it is not a spiral and preparing to fire at the Yar scout).

The Zorlon cannon follows at the outer edge of the screen with the Yar fly and can be fired when the Yar is anywhere on the screen. The cannon will only fire in a straight down or straight horizontal motion, it does not fire at angles.

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 rectangular path that surrounds the Qotile and his shield 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.



Back



Next

Yar's Return



Controls

The Yar will move in whatever direction the Joystick is pushed. Unlike Yars' Revenge(TM), the screen does not wrap. This means that if you try to fly the Yar off the top of the screen, it will be stopped at the top edge of your screen. This goes for the sides and bottom of the screen as well.

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.

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!



Back



Next



Yar's Return



For Level 3 and above – The speed of the Qotile's color rotation and sound effects increases as it begins to increase the amount of times it fires at your Yar scout. Qotile will also begin sending 3 Destroyer Missiles out to vanquish you. Each level after that will also increase in overall speed, so be ready to demonstrate some fast reflexes!

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.



Back



Next

Yar's Return



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 travelling 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:

1. Eat a cell from the shield: 1 TRON
2. Touch the Qotile: 2 TRONS
3. Catch a Zorlon Cannon shot after it bounces off the shield: 4 TRONS



Back



Next

Yar's Return



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

ACTIVITY	POINTS	BONUS
Cell, hit by Missile	69	
Cell, devoured by Yar	69	100 points
Qotile, destroyed	1000	
Swirl, destroyed in place	2000	
Swirl, destroyed in mid-air	6000	additional life

HIGH SCORE GAME FEATURES:

POINTS	ACTIVITY
70,000	Swirl triples in frequency and sometimes fires instantly. Shield turns blue.
150,000	Swirl returns to normal frequency but will remain in mid-air to hit you. Shield turns grey.
230,000	Swirl again triples in frequency and sometimes fires instantly. Shield turns pink.



Bonus Material

Don't watch TV tonight.
Play it!

Watch the game back on TV tonight with the Atari Flashback 2™. The Atari Flashback 2™ is the only Atari console that can be used with a TV. It's the only Atari console that can be used with a TV. It's the only Atari console that can be used with a TV.



ATARI® Flashback 2™ Retro
Style Advertisement

ATARI® Flashback 2™
Wallpaper (1024 x 768)



Don't watch TV tonight. Play it!

We're the games you play on your own TV set.

We're the ATARI® Flashback 2™. (Remember "Pong®?" The Atari 2600™? Great games like Combat™ and Asteroids®? Well, they're back again!)



Atari is bringing back the fun you remember, with a sophisticated unit that hooks up to your television in a matter of seconds.

The ATARI® Flashback 2™ features a greater selection (40 different games, over 300 game variations and options!)

It's adventure games. It's action games. It's mind games. It educates. It entertains.

It can be played by one player (against the computer), two players, 3 or 4.

It's the system that's especially designed to provide a quick and easy, no hassle setup on any television.

Immerse your self in the original colors and sounds with a vibrancy and clarity never experienced before.

We pride ourselves in bringing you games that are just as fun to play now as they were almost 30 years ago. Easy to learn, yet hard to master.

It's the ATARI® Flashback 2™. And if someone in your family hasn't asked for us yet, get ready. They're going to.

MORE GAMES.



MORE FUN.

ATARI™

ATARI®



Credits

ATARI

Wim Stocks

Executive VP Sales & Marketing - North America

Marc Metis

Sr. VP Marketing

Patricia Steele

Sr. VP Corporate Communications

Ryan Masterson

Sr. VP Sales

Steve Meyers

Category Marketing Director

Bob Spellerberg

Director of Operations Accounting

Steve Martin

Director of Creative Services

Kristen Keller

Legal & Business Affairs

Maureen Hagan

Events Marketing Manager

Kristen Sharbaugh

Corporate Communications Manager

ACTIVISION

Justin Berenbaum

Director of Licensing at Activision

AOMG

"Galactic" Keith Chung

Raymond Yueng

HIGHWATER

Karen Schildkraut

Tara Bruno

Dan Harnett

IMAGE FACTORY

Jeff Smaul

Alan Mankovitz

LEGACY ENGINEERING

Curt Vendel

Lead Hardware Engineer

Martin "Retro Rogue" Goldberg

Mike Stulir

Technical Writers

Marin "Retro Rogue" Goldberg

Online Manual Design and

Implementation

HOME BREW AUTHOR

SUBMISSIONS

Dennis Debro

Keith Erickson

Joe Grand

Ron Lloyd

Tony Wong

SPECIAL THANKS

Albert Yarusso

Joe Decuir

Matt "Tempest" Reichert

Sellam Ismail



TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about ATARI products is generally available 24 hours a day, 7 days a week via the Internet at:

www.atarisupport.com

Through this site you'll have access to our FAQ (Frequently Asked Questions) documents, our Hints/Cheat Codes if they're available, and an E-Mail area where you can get help and ask questions if you do not find your answers within the FAQ.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call ATARI Technical Support at (425) 951-7170. Our Interactive Voice Response system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as game play tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). Note: We may be closed on major holidays.



Terms And Conditions

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the terms and conditions described in this agreement between you and ATARI, Inc. and its affiliated companies (“Company”). By using the ATARI®Flashback 2(TM) Classic Game Console and the software games included therein (the “Product”), you agree to be bound by the terms and conditions of this agreement. If you do not agree to the terms and conditions of this agreement you may not use the Product and you must return the Product within 15 days of purchase.

COPYRIGHT

The Product is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Product (including but not limited to any images, photographs, animations, video, music, text and “applets” incorporated into the Product) and any printed materials accompanying the Product are owned by the Company or its licensors.

GRANT OF LICENSE

The Company grants you a limited, personal, non-exclusive license to use the Product in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this agreement.

PERMITTED USES

You may permanently transfer all your rights under this agreement, provided you retain no copies, you transfer all of the Product (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this agreement.



Next 

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Product or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Product.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Product, create derivative works based on the Product or otherwise commercially exploit the Product.
4. You may not electronically transmit the Product from one console or other platform to another or over a network.

TERMINATION

This agreement is effective until terminated. You may terminate this agreement at any time by destroying the Product. This agreement will terminate automatically without notice from the Company if you fail to comply with any provisions of this agreement. All provisions of this agreement as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY

The Company warrants to the original purchaser that the hardware for the ATARI®Flashback 2TMCClassic Game Console shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase (the "Warranty Period"). If this product is determined to be defective during the Warranty Period, your remedy shall be limited to either repair or replacement, at the Company's option, of the Product. You must call 1-425-951-7170 to receive instructions to obtain repair/replacement services.

 Previous



Next 

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD WITH THE ATARI®FLASHBACK 2™ CLASSIC GAME CONSOLE OR OTHERWISE AUTHORIZED BY ATARI FOR USE THEREWITH (INCLUDING BUT NOT LIMITED TO NON-LICENSED HARDWARE DEVICES AND POWER SUPPLY SOURCES) OR OTHERWISE NOT COMPATIBLE WITH THIS PRODUCT (INCLUDING LEGACY HARDWARE DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY ACTS OF GOD, MISUSE, ABUSE, NEGLIGENCE, ACCIDENT, WEAR AND TEAR, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED; OR (e) HAS HAD THE WARRANTY SEAL ON THE CONSOLE REMOVED.

THIS WARRANTY DOES NOT COVER PRODUCTS SOLD AS IS OR WITH ALL FAULTS, OR CONSUMABLES (SUCH AS BATTERIES).

PROOF OF PURCHASE IN THE FORM OF A BILL OF SALE OR RECEIPTED INVOICE WHICH IS EVIDENCE THAT THE UNIT IS WITHIN THE WARRANTY PERIOD MUST BE PRESENTED TO OBTAIN WARRANTY SERVICE. REPAIR OR REPLACEMENT AS PROVIDED UNDER THIS WARRANTY IS THE EXCLUSIVE REMEDY OF THE CONSUMER.

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state or province to province. This warranty is only valid in the United States and Canada.

TO THE FULLEST EXTENT PERMISSABLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE PRODUCT IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

 Previous



Next 

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE PRODUCT, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE PRODUCT EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE PRODUCT.

CHOICE OF LAW AND VENUE

This agreement is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this agreement is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this agreement is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the agreement.

This agreement constitutes the entire agreement between you and the Company regarding the Product and its use.

 Previous



Next 

Note: This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesirable operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with these instructions, may cause harmful interference to radio communications. There is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or replace the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that receiver is connected.
- Consult the dealer or an experienced radio / TV technician for help.

Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits.

 Previous

