ATARI® 7800™ VIDEO GAME CARTRIDGE

ATARI 7800

Manual Compendium



VideoGameManual.com

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Freeway Rabbit

The object of this game is to get the rabbit across the freeway without being hit by a car.

- 1–2 players; 8 game levels, increasing difficulty

- Move the joypad up or down to move the rabbit forward or back across the freeway lanes. Move the joypad left or right to make the rabbit stand still to avoid oncoming cars.

ATARI

7800

32 IN 1

GAMES CARTRIDGE DOCUMENTATION

Football

In this game your football team tries to beat your opponent's through the selection of game plays.

- 2 players.

- There are five offensive formations (split left, tight right, split right, tight left, and punt) and five defensive formations (wide left, tight right, wide right, tight left, and deep). For a punt formation, push the fire button. Games 1 & 2, players control players with their joypads. the offense controls the ball and can pass or punt by pressing the fire button. Control the path of a pass or kick by using the joypad. Defense controls the linemen. Game 3, offense program their plays and watch the computer run them out. Neither player can control the play movements, but the offense can pass or kick the ball using the fire button.

Fishing

The object of this game is to catch the crabs without letting the shark get them.

- 1–2 players

- Use the joystick to move the fishing line to catch the crabs and avoid the shark.

Blackjack

In this game, players compete against the computer dealer to get 21.

- 1–3 players. Requires Paddle Controllers

- Use the paddle controller to place your bet and to indicate whether you want to stay, double your bet, or take a hit. When a question mark appears below your total number of chips, place your bet by turning the controller knob to the number of chips you wish to bet and pressing the button. After the cards have been dealt, turn the knob to the action you want to take. If you choose HIT, press the button for each card you want. Turn the knob to STAY when you don't want any more cards.

ATARI

Selecting Games on the Atari 7800

1. Insert the 32 in 1 games cartridge.

2. Toggle the ON/OFF switch on the console between the ON and OFF positions. The 32 games will appear in sequential order.

3. Press the RESET button on the console to begin playing a game.

Miniature Golf

Hit the ball into the cup in each of the nine holes, using as few strokes as possible.

- 1–2 players.

- Use the joypad to position the club. Press the fire button to hit the ball. The goal is to match or beat the par for each hole.

Slot Racers

The object of this game is to maneuver through the course and shoot your opponent.

- 2 players, 9 game levels. The difficulty increase with each level.

- Use the joypad to maneuver through the course. Press the fire button to shoot.

Boxing

The object of this game is to out box your opponent.

- 1–2 players

- Use the fire button to cover up or to hit your opponent (press the button and move handle away from opponent to cover up, move handle toward opponent to jab, pull handle back to land a body blow, and push handle forward to land a payoff punch).
The boxer who knocks out or TKO's (12 punches without the opponent landing a punch or getting away) the opponent is the winner. If the fight goes the full seven rounds, the player with the most points is the winner.

Freeway Chicken

The object of this games is to get the chicken across the freeway without being hit by a car.

- 1–2 players. Eight game levels, increasing difficulty

- Move the joypad up or down to move the chicken forward or back across the freeway lanes. Move the joypad left or right to make the chicken stand still to avoid oncoming cars. Scoring: 1 point for each time the chicken makes it safely to the other side of the freeway.

Combat

This game offers 27 different game variations in which you try to outwit your opponent.

- 2 players.

- Tank (1–5): Hit your opponent as many times as you can. Tank-Pong (6–9): The missile can bounce off walls and barriers on the ploy field, score by hitting your opponent head-on or by bouncing your missile. Invisible Tank (10–11). You are invisible to each other until a missile is fired or a hit is made. The tanks become visible when they bump into a wall or barrier. Invisible Pong (12–14): combine the invisible piay feature with the missile action of Tank–Pong. Bi-Plane (15–20): bi-planes try to shoot each other out of the sky. Jet-Fighter (21–27): test your ability to outwit your opponent as a jet-fighter pilot. For all tank games, the joypad can be moved left, right, or forward to control the tank's movement. In bi-plane games, move the iopad from the left (slowest) to the right (fastest); to dive, move the joypad forward; to climb, move it back. In jet-fighter games, move the joypad forward (fastest) to backward (slowest); move it left or right to turn.

Skiing

The object of this game is to get the skier down the hill quickly, without hitting any of the obstacles.

- 1 player.

- In games 1–5, use the joypad to move the skier between the flags. In games 6–10, move the joypad to move the skier down the course without hitting any trees. The speed increases at each level.

Soccer

Play soccer against a friend or the computer.

- 1/2 players, levels 1–27 one player, increasing difficulty. Levels 28–54 two players, increasing speed.

- Control your team with the joypad, pressing the button to pass, shoot at goal or tackle the opposing team.

Sky Diver

The object of the game is to guide the Sky Diver to the landing pad.

- 2 players. Games 1 & 2 are the same, Games 3 & 4, the landing pad moves. Game 5, one landing pad; the first player to land on the pad scores points.

- Press the fire button to release the Sky Diver. Pull bock on the joypad to open the parachute. The wind sock at the bottom of the screen tells which way the wind is blowing and the wind's speed.

Basketball

The object of this game is to shoot the most baskets.

- 1/2 players.

- Press the fire button to position the player's arms for the shoot and release the button when you're ready to shoot. Press the fire button to make the defending player jump to block the shot. To steal the ball, place your player's feet even with your opponent's and take the ball during the dribble.

Bowling

The object of this game is get the highest bowling score by knocking down as many pins as you can.

- 1–2 players (games 1, 3, and 5 for 1 player; 2, 4, and 6 for 2 players)

- Press the fire button to release the ball. In games 1 & 2, move the joypad to set up a curveball. In games 3 & 4, move the joypad to steer the ball once it is in the alley. In games 5 & 6, you cannot move the ball once it has been thrown.

Human Cannonball

The object of the game is to shoot the person out of the cannon and into the water tower.

- 1–2 players

- The joypad controls the cannon angle, position and the speed of the Human Cannonball, depending upon the game. The fire button shoots the Human Cannonball. Games 1–4, the water tower can be moved after the Cannonball is shot. In games 1–3 and 5–7, control the angle of the cannon with the joypad. Games 3 & 7, the speed of the Cannonball can be controlled by the joypad. Games 4 & 8 the cannon position can be controlled by the joypad. Games 5 & 8, a moving window appears in front of the water tower; shoot the Cannonball through the window.

3D Tic–Tac–Toe

This game is a three–dimensional version of Tic–Tac–Toe.

- 1/2 players; select games 1–8 for one player and game 9 for two players.

- Use the joypad to move your mark. Push the fire button to place the mark on a square.

Reversi

Capture as many of the 64 squares as you can. Outflank your opponent by capturing a square on both sides of your opponent's square, or row of squares.

- 1–2 players. Games 1–3, challenge the computer. Game 4, two players oppose each other.

- The joystick controls the position of the cursor. Push the fire button to take a square.

Surround

The object of this game is to out–manoeuver your opponent.

- 1–2 players.

- In games with the Erase feature, press the fire button to hide your tracks temporarily. Games 2 & 4 are for 1 player. The other games are for two players. Games 3, 4, 6, 7, and 9–12, the speed of the tracks increases as they move across the field. In games 5–7 and 10–12, you can move diagonally. In games 7 and 12, you can temporarily hide your tracks by holding the fire button. In games 9–12, you can move your leader block off the screen so that it appears on the opposite side.

Space War

The object of the game is to hit your opponents spaceship with missiles.

- 2 players

- Press the fire button to shoot. Games 1, 2, 4 and 6 have the galaxy boundary feature; your spaceship will bounce off the playfield's boundaries. Games 3, 5, and 7, when your ship moves off the edge of the boundary, it will go into warp drive and reappear on the opposite side. Games 4 & 5, you have to fight the sun's gravity to keep your spaceship from exploding. In games 2–7, you can make your spaceship go in and out of hyperspace by pulling the joypad toward you; the ship will become invisible, but you won't be able to fire missiles. Games 6 & 7, you can return to your starbase to refuel and resupply you missiles.

Air–Sea Battle

Score points by hitting moving objects such as planes, helicopters, ships and submarines.

- 1–2 players: games 3, 6, 9, 12, 15, 18, 21, 24, and 27 – 1 player, the others are for two players.

- Push the joypad forward and back to change the angle of the gun. Press the fire button to shoot. In games 7–12, push the joypad left or right to move the submarine. In games 13–15, push the joystick forward or back to change the angle of the gun and left or right to move the gun across the screen. Games 16–27, push the joypad forward to control the speed.

Tennis

The object of the game is to win the tennis match.

- 1–2 players

- Use the joypad to control the movement of the tennis player. Press the fire button to serve the ball.

Slot Machine

This game works like a slot machine. The object is to line up three of the same items in a row.

- 1–2 players (odd number games for 1 player, even number games for 2).

- Place your bet by pressing the fire button. Push the joystick to the right to spin.

Stampede

The object of this game is to stop the stampede by roping the cattle.

- 1 player: 8 levels, the speed of the stampede increases at each level.

- Use the joypad to move the cowboy up or down. Push the fire button to stop the cattle.

Fish Derby

The object of this game is to catch the fish without letting the shark get them.

- 1–2 players.

- Use the joypad to move the fishing line to catch the fish and avoid the shark.

Laser Blast

The object of the game is for your spaceship to destroy the enemy's firebases.

- 1 player, 4 levels of difficulty.

- Move the joypad to control the spaceship's movement. Push the fire button and move the joypad to control the angle of the gun to shoot the firebases. If your spaceship is hit, move the joypad to make the spaceship land on the firebase.

Ant Party

The object of this game is to destroy the ants and to avoid running into the stones.

- 1 player.

- Use the joypad to control your movement. Press the fire button to destroy the ants.

Homerun

The object of this game is to score the most runs.

- 1–2 players; games 1–4 for 1 player, 5–8 for 2 players.

- Move the joypad in the direction you wish to hit the ball. To stop your runnner, push the fire button before you reach the base. To pitch the ball, press the fire button, then move your joypad forward for the fastball, back for the slow pitch, and left or right for the curve. After the batter hits the ball, use the joypad to move the outfielders in the direction you want for them to catch the ball or make an out.

UFO

The object of the game is to destroy aircraft and tanks before they attack your spaceship.

- 1 player; 16 game levels increasing difficulty.

- The fire button activates the spaceship and fires shots. Move the joypad forward or back to move the spacecraft up or down.

Fun with Numbers

This game presents addition, subtraction, multiplication and division problems.

- 1 player; games 1 & 5 additions ; 2 & 6, subtraction; 3 & 7, multiplication; 4 & 8, division.

- Move the joypad forward or back to cycle through numbers 0–9. Move the joypad left or right to move the answer lines. Press the fire button to record your answer. Musical tunes indicate whether your answer is right or wrong.

Flag Capture

The object of this game is to find the square that contains the flag.

- 1–2 players

- Games 1–4, 2 players compete to see who can capture 15 flags first. Games 5–7, 2 players compete to see who captures the most flags in 75 seconds. Games 8–10, 1 player as per games 5–7. Use the joypad to move across the squares. Push the fire button to see if a square contains the flag, hints to the flags location (an arrow directing you to the flag or a number indicating how many squares away the flag is), or a bomb that returns you to the first square.

Golf

The object is to hit the ball into the cup on each hole, using as few strokes as possible.

- 1/2 players

- Use the joypad to move the player around the course and to position the club for the swing. The club always points toward the ball. Press the fire button to begin the backswing, release the button to hit the ball. The object is to complete the course with as few points as possible. (Par for the course is 36.)

Adventure

You are a daring adventurer, explore castles and mazes, find the treasure and return to home.

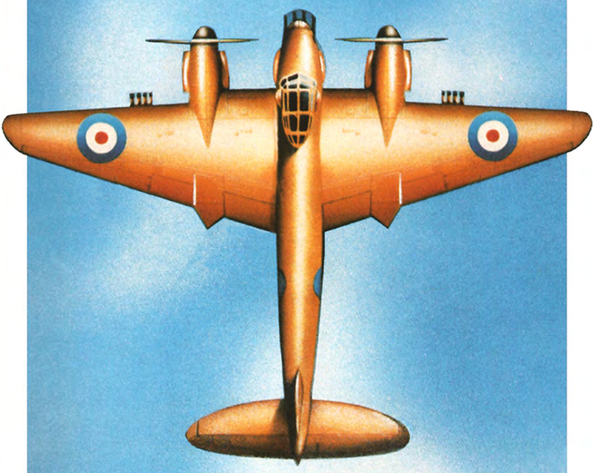
- 1 player, 3 levels, each level has more rooms and more items to use.

- The joypad controls the character. Move to object and they are automatically picked up (you can carry only one object at a time), press the button to drop an object. The colour of the keys indicate which colour castle they open, while in the maze, the "bridge" allows you to climb over walls.

ATARI® 7800™ Game Manual

ACE OF ACES®

by Accolade



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INTRODUCTION

Trump That Ace!

It's World War II and Britain's Royal Air Force is up to its neck in Axis attacks. As one of the RAF's most aggressive pilots, you're in on flying the most crucial missions to stall the enemy.

They attack by land, air, and sea. Your only allies are your DeHavilland Mosquito, your weapons, and your wits. Chase the Nazi bombers, sink the U-boats before they can dive, outrun the V-1 buzz bombs, and stop the POW trains from reaching the enemy lines.

Choose your ammunition and fuel wisely--once you're on a mission, there's no turning back. To be an Ace, you need four enemy defeats. To be Ace of Aces, you've got to be the best!

Getting Started

1. Insert the Ace of Aces cartridge into your Atari 7800 Video Game System as explained in your Owner's Manual.

2. Switch on your television; then press **[Power]** on your 7800 console. The title screen appears, followed by the first select screen.

3. From the title screen, press **[Select]** or a fire button. In a midnight session your Group Captain offers you the choice of a practice flight or a mission. Move the directional control of your game controller forward or back to mark your choice. Then select a type to begin.

4. Press **[Reset]** at any time to start a new game with the same mission.

5. Press **[Pause]** or the right fire button to pause the game and display a status screen. Press it again to resume play.

PLAYING THE GAME

Practice

If you choose a practice flight, the Group Captain offers you three alternatives:

- **Dog Fight** Go nose-to-nose with enemy ME109s and wax their tails.
- **Train** Practice bombing the enemy rail system.
- **U-Boat** Cruise over the North Atlantic for a dry run on a wet target.

Move the directional control forward or back to mark your choice, then press the fire button to begin.

Man your Mosquito--it's already loaded with the necessary ammunition and fuel. Now's the time to practice destroying the enemy. (See the other sections of this manual for instructions.) When your plane sustains damage or runs low on ammo or fuel, return to base.

Use the practice flight to learn your aircraft and its controls. Once you're back on base, you'll be called again into the Group Captain's pre-dawn session.

Mission

When you select a mission, the Group Captain gives you four alternatives.

- **V-1 Rocket** The enemy is tossing V-1 buzz bombs, accompanied by an unknown number of ME109 fighters.
- **Bomber** JU88 and ME109 bomber planes control the skies.
- **Train** Rail transport of Allied POWs to enemy camps is underway. ME109 air support is probable.
- **U-Boat** Enemy submarines are converging on Allied convoys.

Each one is a known enemy threat. The mission that's the most crucial at the moment depends on the enemy's total war effort. After a few missions, it'll be up to you to choose the best strategic attack area.

Move the controller's directional control forward or back to point to a choice, then press the fire button to mark it. You can choose more than one mission at a time. Then point to "Begin Game" and press the fire button to start.

Intelligence Report

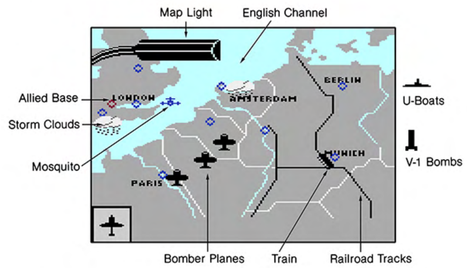
Intelligence agents, resistance groups, and aerial reconnaissance work ceaselessly to pinpoint exact enemy positions. Headquarters now makes you privy to their report. This report file contains information on weather conditions, recommended altitude, weapons, and target sequence. Memorize the report--this information could keep you alive.

Move the directional control forward or back to either accept or reject the mission. Then press the fire button or **[Select]**. Reject the mission when you want to choose another alternative. Accept the mission and there's no turning back. Your navigational map appears.

Navigational Map

The navigational map shows major European cities and enemy positions based on intelligence reports. Take a good long look. This information is vital to your success.

Navigational Map



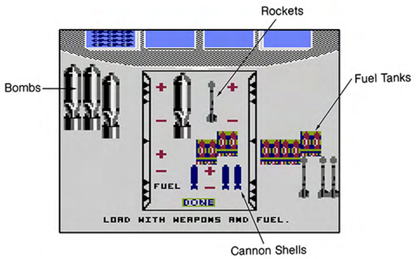
Review the map often during your mission (see **Views from the Mosquito** table). Intercept the air and ground enemy weapon carriers before they reach their destinations. Destroy the U-boat pen before the subs can set sail to attack Allied convoys in the North Atlantic. Avoid storm clouds--they spell trouble.

Now press the fire button to prepare your plane.

Selecting Ammunition and Fuel

You now load your ammunition and fuel in the weapons room. Your intelligence report recommended correct ammunition. You'll use cannon shells and rockets for dog fights and bombs for surface targets. If your targets are U-boats and trains, load up on bombs and add a few cannon shells and rockets for surprises (yours and theirs). If you're going for Ace of Aces status by choosing all four missions, select your ammunition based on your bombing and dog fight prowess and the intelligence report. Add fuel tanks for long-range missions. (You automatically have one fuel tank already loaded.)

Weapons Selection



Next to each offering are plus (+) and minus (-) signs. Move the directional control to mark a sign, then press the fire button. Plus signs load ammunition and fuel; minus signs offload them. When you've reached maximum load, you will not be able to load any more items.

Once you're armed and fueled, move the directional control back to mark "Done" and press the fire button. A series of photos appear on screen showing your take-off. Go get 'em!

FLYING A MISSION

While airborne, you've got five views from which to carry on your attack. Use the directional control and the fire button to change views (follow the table). A double-press on the fire button means two quick clicks.

Views from the Mosquito

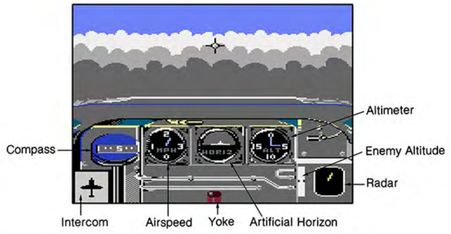
View	Controller Action
Cockpit	Double-press fire button, then push directional control forward.
Engine room, port (left) wing	Double-press fire button, then push directional control left.
Engine room, starboard (right) wing	Double-press fire button, then push directional control right.
Navigational map	Double-press fire button, then pull back on the directional control.
Bomb Bay	Double-press fire button with the directional control centered.

Cockpit

You'll look forward from the cockpit into the skies (or cloud cover). Use your controls to keep your Mosquito on course. Press the fire button to fire cannon and rockets. Crosshairs turn red when your target is in firing range.

Compass. The initial compass heading is south (S). Change course by pushing the directional control left or right. A dark line on the compass indicates the correct heading for the next target. When all targets are destroyed, the dark line heading shows you the way home.

Cockpit



Airspeed. Your airspeed is shown in miles per hour. Adjust this reading with the boosters, throttle, and flaps in the engine room.

Artificial Horizon. This indicator shows your altitude and the angle of your wings relative to the fixed horizon. Angling (moving the directional control left or right) turns your Mosquito in the direction of the lower wing.

Altimeter. This dial reads your altitude in thousands of feet, relative to the fixed horizon.

Intercom. The intercom monitors trouble spots in the Mosquito. When a section of the plane lights up, move to that view and take care of the problem. When the center of the plane lights up, the ground target is in sight or a fuel tank is empty. The intercom appears in all views.

Yoke. The yoke steers your aircraft. Move the yoke with the directional control--forward to dive, back to climb, left or right to turn in that direction.

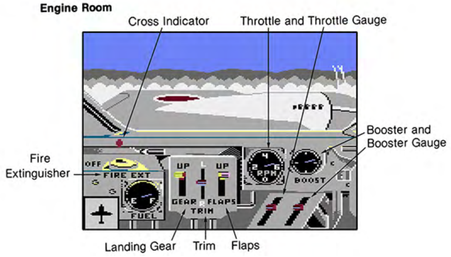
Enemy Altitude. This gauge monitors the altitude of oncoming enemy aircraft relative to your altitude.

Radar. This sweep dial tells you an enemy's distance relative to your position.

Engine Room

Control the mosquito's speed and flight position from the engine room, as well as contain damage. Move the cross indicator by pushing the directional control left or right. Then change a control panel setting by pressing the fire button and moving the directional control forward, back, left, or right.

Engine Room



Throttle and Throttle Gauge. The throttle controls your engine speed, measured in revolutions per minute (RPMs) on the throttle gauge. Move the lever up to increase speed. The engine is over-revving if the RPM needle is in the red zone. Decrease speed immediately. If you can't slow down, the engine is on fire and you will have to go for the fire extinguisher.

Booster and Booster Gauge. The booster controls the pitch of your propellers, measured in angles on the booster gauge. Move the lever forward to increase pitch. The booster must be at the same setting as your throttle for top fuel efficiency. If the throttle and booster aren't balanced, the engine will either over-rev or lug.

Landing Gear. Keep this control in the up position unless you want to reduce speed quickly--useful for evading enemy fighters.

Trim. Trim controls the tail rudder and determines your direction of flight.

Flaps. Wing flaps (ailerons) are your brakes. Move the lever down to brake but be careful--at high speeds the vibrations could damage the Mosquito.

Fire Extinguisher. Move the lever right to spray the fire extinguisher on engine fires. Once an engine is doused, it's out of commission until repaired.

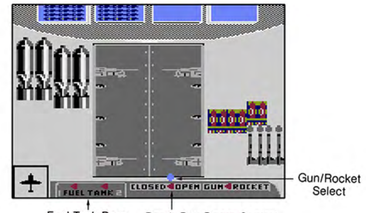
Fuel. Check your fuel condition frequently. When a tank is empty, switch to the bomb bay view and take care of the problem.

Bomb Bay

The bomb bay view tells how much ammunition you have left. Move the directional control left or right to position the cross indicator above a control, then hold down the fire button and move the directional control left or right to change a setting.

Bomb Bay Doors Control. Open the bomb bay doors to take aim on U-boats and trains. When a target is in sight, crosshairs appear. Move the directional control to position the target within the crosshairs. Press the fire button to drop bombs.

Bomb Bay



Fuel Tank Drop. Drop empty tanks to improve your fuel use or for a quick getaway. Be sure you have enough fuel to get home.

Gun/Rocket Select. Use this lever to choose either the gun (cannon) or rocket to fire on your target.

STRATEGY

Dog Fights

Enemy fighters attack randomly without warning. When an enemy aircraft turns up on your radar, your Mosquito position freezes on the navigational map. You must down the enemy before he gets you. And make it quick--you're burning up fuel.

Enemy aircraft attack in greater numbers once you have destroyed their trains and U-boats.

V-1s are slower than fighters. If they're too close to you when they explode, their shrapnel may damage your Mosquito.

Trains

You must stop the POW train en route to Berlin. Aim only at cars marked with the Iron Cross. Cars marked with the Red Cross carry captured Allied troops and will cost you points if destroyed. You get only one crack at the train so be precise about altitude and speed. Your best attack position is 1,000 feet at 100 mph.

U-Boats

The U-boats are preparing to attack Allied shipping in the North Atlantic. Stop them before they launch. Once you open your bomb bay doors, the U-boats will pick you up on instruments and begin diving. Once underwater, they will not resurface for the duration of your mission. You're in maximum attack position at 1,000 feet at 100 mph.

Survival

Intelligence advises the following survival tactics:

- Check the intercom often for trouble spots. Your chances of survival are greater if you can contain damage early on.
- You'll need extra speed in order to climb when you have a full load of weapons and fuel.
- Speed increases as you drop bombs and fuel tanks.

SCORING

Rocket hits earn twice the points of cannon hits.

Destroying the Enemy

Fighter (rocket)	1000 points
Fighter (cannon)	500 points
V-1 (rocket)	300 points
V-1 (cannon)	150 points
Bomber (rocket)	200 points
Bomber (cannon)	100 points
Train Car	200 points
U-Boat	250 points
POW Car	- 200 points

Completing a Mission

Safe Return	2000 points
Bomb Intact	50 points
Rocket Intact	50 points
Cannon Shell Intact	10 points
Fuel Tank Intact	10 points

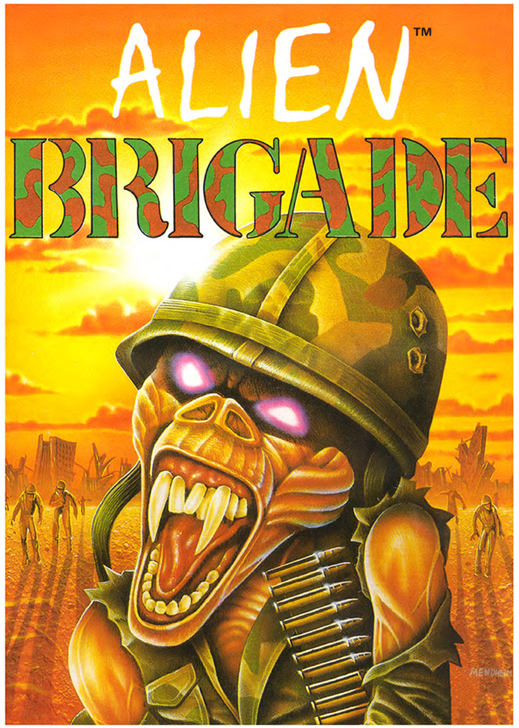
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ALIENS
BRAINWASH HUMANS

Some of the guys in the barracks have been acting a little odd lately. You were assigned to a special task force investigating the soldiers' strange, almost alien behavior.

The investigation revealed the astounding fact that aliens from another dimension have invaded the Earth. The aliens have brainwashed soldiers into M-16 toting zombies who will instantly obey their alien masters. (Sort of like boot camp.)

Worse yet, some aliens have actually taken over the bodies of soldiers and civilians. Every day more humans are being mysteriously possessed or brainwashed.

You also discovered that the aliens possess a deadly, secret weapon. If the aliens are not stopped, this weapon will brainwash the entire human population of Earth! Ok, so you realize that in most people the difference would go unnoticed; still, it is your job to try to save the people of Earth. Your task force must seek out all the alien fiends, destroy them, and save the Earth.

Think you can handle it? Your Alien Brigade quest leads you through five different scenarios of increasing difficulty. Your mission is to blast aliens, rescue hostages, collect weapons and other helpful items, and stay alive! The bloodthirsty alien nasties are on to you. If you fail in your quest, the Earth is doomed.

Now don't you wish you'd listened to your mother and enrolled in law school?

GETTING STARTED

1. With your 7800 game system switched off, insert the Alien Brigade cartridge into the cartridge slot as described in your owner's manual.
2. Connect a controller or light gun to controller port one. Press the **POWER** button on your console.
3. Switch on your TV.
4. The Alien Brigade title screen appears. The difficulty level displays near the bottom of the title screen. Press **SELECT** or move the controller to scroll through the various levels (Novice, Standard, Advanced, Expert). The more difficult the level, the more enemies appear on the screen and the faster those enemies move to attack. To choose the displayed difficulty level and begin play, press the left controller fire button or pull the light gun trigger.

Optional Game Controls

The following optional game controls allow you to pause and restart the game:

- To pause the game press **PAUSE**. Repeat to resume play
- To return to the title screen and restart the game, press **RESET**
- To return to the title screen and restart the game with the currently selected options, press **SELECT**

PLAYING THE GAME

Alien Brigade is an exciting arcade-style action shooter. You destroy alien invaders in five different scenarios. Each scenario is progressively more difficult as the aliens

increase in population, strength, and firepower. You gain points by destroying the aliens and successfully completing each scenario's unique objective. You lose points if you shoot innocent bystanders or hostages, so you must aim with care!

In each scenario of Alien Brigade, aliens, soldiers, and civilians move from right to left across your screen. Aim your light gun or position the target sight with your controller and fire to blast the ugly, hunchbacked aliens and aliens disguised as human soldiers or civilians. (Aliens in human form move more slowly than normal humans.) You also earn points for destroying tanks, helicopters, and other enemy vehicles. Vehicles explode and living targets fall to the ground when hit.

The transceiver box in the far left section of the Status bar flashes to alert you of an incoming communication. (See **Transceiver**.) You can use your transceiver to communicate with your commanding officer and receive your mission objective at the beginning of each scenario.

At the beginning of the game you receive a single shot, semi-automatic pistol, a five-burst automatic machine gun, one hundred 48-round clips of ammunition, eight grenades, and six extra lives. In every scenario you can find more powerful weapons, ammunition, grenades, and canisters of military food rations to increase your health rating. The weapons may be hidden, so search the area by shooting at small objects to reveal items hidden beneath them. (See **Items**.)

Each scenario of Alien Brigade ends when you successfully complete the scenario's objective. The game ends with a final battle in the alien's main camp where your mission is to destroy all the aliens, the alien base, and the egg-laying alien queen.

Weapons

You can carry up to four weapons at a time. The left and right Weapons boxes each contain two weapon slots. The empty slots are filled when you pick up additional weapons. Each box displays only one icon at a time.

Use the left or right Weapons boxes on the Status bar to select the weapon in your arsenal that would be the most effective in each combat situation (see **Items**). Follow these instructions to select a weapon/grenade, fire a weapon, or toss a grenade:

Controller

To select a weapon or grenade, move the target sight under the left or right Weapons box. Press the left fire button until the desired weapon (or grenade) displays.

To fire a weapon position the target sight over the desired target on the Action screen and press the appropriate fire button. The left button fires the weapon displayed in the left Weapons box, and the right button fires the weapon displayed in the right Weapons box.

To toss a grenade position the target sight over the grenade's destination. With the grenade icon displaying in the left Weapons box, press the right fire button.

Light Gun

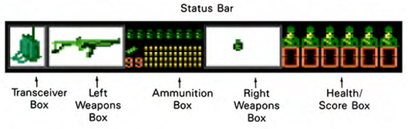
To select a weapon or grenade, aim the light gun at the Weapons box. Pull the trigger until the desired weapon (or grenade) displays.

To fire a weapon aim the light gun at the desired target on the Action screen and pull the trigger.

To toss a grenade aim the light gun at the grenade's destination on the Action screen and pull the trigger.

SCREEN

The Action screen is where game play takes place. The Status bar displays game information.



To select the transceiver, use the controller to move the target sight under the Transceiver box (or aim at the box with your light gun). Press the left fire button (or pull the light gun trigger) to activate the transceiver. (These shots do not deplete your ammo supply.)

The Transceiver box flashes at the beginning of each scenario. Activate the transceiver to receive your mission objective. If you have played the scenario before and you already know the objective, you do not need to activate the transceiver.

Weapons Box

Use the Weapons box to select a weapon. You can display the desired icon by moving the target site under the Weapons box and pressing the left fire button (or aiming the light gun at the box and pulling the trigger).

Ammunition Box

The top section of the Ammunition box displays the number of grenades or bazooka rockets you have in your arsenal. Each grenade or rocket icon represents a single grenade or rocket. You can carry up to eight grenades or nine rockets at one time. You cannot carry grenades and

rockets at the same time. Once you pick up a bazooka, you no longer have the grenade option.

The numeral displayed below the Ammunition Clip icon represents the number of full ammunition clips you have in your arsenal. The rows of small icons to the right of the clip icon represent the number of rounds remaining in the current clip.

Weapons Boxes

Use the Weapons boxes to select a weapon or grenade. You can display the desired icon by moving the target site under the appropriate Weapons box and pressing the left fire button (or aiming the light gun at the box and pulling the trigger).

Health/Score

The soldier icons in the Health/Score box represent the number of lives remaining. Each soldier represents one life. Your current score displays below the soldier icons.

ITEMS

To pick up an item, move the target sight over the item and fire your weapon (or aim your light gun at the item and pull the trigger). If your shot is successful, the item is added to your inventory.

The following items can be picked up and added to your inventory:

Food Canisters



Retrieving a Food Canister increases your health rating by providing additional lives.

Grenade/ Rockets Box



Each retrieved Grenade/Rockets box replenishes your grenade/rocket supply to maximum capacity. For example, if you have thrown two grenades or fired two rockets, a Grenade/Rockets box will increase your inventory by two grenades/ rockets. If you have thrown all your grenades or fired all your rockets, a Grenade/Rockets box will increase your inventory by eight grenades or nine rockets.

Ammunition Clips



Each Ammunition Clip icon represents a single clip and contains 48 rounds of ammunition.

Weapons

Finding more powerful weapons increases your range and firepower.

The following weapons are more powerful than semi-automatic pistols, but they also use ammunition at a faster rate.



Five-Burst Automatic Machine Gun shoots five bullets at the target.



Flamethrower ignites everything in the immediate vicinity of the target. The area covered by the flamethrower is no greater than the area covered by the 5-burst automatic machine gun, but the damage caused by the flamethrower is much greater.



Laser fire instantly vaporizes nearly everything it hits. The exception is alien leaders. To kill them requires multiple hits from laser fire. You automatically receive this weapon when you enter the final scenario.



Dart Gun is the only weapon that is effective against underwater foes. Because you are firing underwater, darts move more slowly than the ammunition from regular weapons. You automatically receive this weapon when you enter the underwater scenario. Your other weapons will be automatically returned to you at the end of this scenario.

SCENARIOS

The five Alien Brigade scenarios are briefly described below.

Deep Jungle Camp

You'll wish you were Rambo in this enemy-infested jungle. Aliens have established a hidden camp deep in this steamy tropical rain forest. Soldiers and civilians are held captive in huts deep within the well-protected camp. Without the help of your squad, all of the prisoners will perish (or worse). To rescue the prisoners, blow off the door of the captive's hut. Cover the prisoners as they run for the waiting helicopter.

South American River Resort

A popular resort has been overrun with aliens and brainwashed humans. Your squad must go in and show the aliens that their Club Earth vacation is over!

Underwater

Aliens have besieged your government's underwater research lab. You must destroy the alien frogmen to prevent them from taking over the lab. Some peculiar deep-sea denizens will also try to impede your progress, so be careful!

Alien Cave Base

The alien cave base is where you will find the evil machines used by the aliens to brainwash and merge with humans. Eerie geological formations provide perfect hiding places for the scores of deadly aliens in the cave. Some humans become fused with aliens as you watch in horror! To rescue the humans, destroy the fusing machines.

Main Alien Mountain Base

The final challenge. You must destroy the alien spacecraft and the Queen-Mother alien. If you fail, all mankind will be brainwashed or possessed by evil aliens. You think TV sitcoms are stupid now? Just think how bad they will be if your mission fails!

STRATEGY

Watch out for the real humans you are supposed to protect. Humans that have been taken over by aliens move more slowly.

When your squad is hit by alien fire, your screen's border flashes red. Try to avoid this! Getting shot is bad for your health.

Watch out for small mine-laying subs in the underwater scenario.

Picking up items as you move through each scenario is vitally important. Shoot small objects to reveal items hidden beneath.

Don't ignore your transceiver! Understanding your mission is critical.

SCORING

You receive points for destroying enemy aliens and their vehicles. You lose points for shooting innocent bystanders, animals, and friendly vehicles.

Photographer	0
Large Soldier	50
Soldier	100
Parachute	100
Alien Civilian	100
Small Fish	100
Snake Alien	100
Small Soldier	150
Jeep	150
Flame Thrower Soldier	200
Bazooka Soldier	200
Large Alien	300
Kid Alien	500
Alien	500
Small Alien	700
Tank	1000
Helicopter	1000
Rambo Alien	1000
Bomb	1000
Plane	1000
Super Soldier	1000
Large Spaceship	1500
Bat	2000
Space Ship	3000
Satellite Dish	5000
Mind Bender	5000
Door in Scenario 1	5000
Mother Alien	10000
Marine Life	-100
Civilian	-500
Fire Engine	-500
Mermaid	-1000
Panther	-1000

Blast Your Way Through the Asteroid Avalanche!

Asteroids plunge at you! 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!

Rubble from an exploding asteroid bounces off your ship's hull. A glowing blur flashes across your viewing screen. So that's where the rubble came from! The asteroid was blasted by an Alien Robot Saucer!

Alien Robot Saucers are also trapped in the asteroid cloud. And they fire at random! You know that the metal in your ship's hull will register on their target finders before the asteroids do. The saucers could be a worse danger than the asteroids!

More rubble strikes your ship. Its hull rings like a bell. If you don't get busy, that could be your death knell!

Getting Started

1. Insert the Asteroids™ cartridge into your ATARI® 7800™ ProSystem as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Move the controller handle forward or backward, or press **(Select)** to choose a one-player game, two-player Competition game, or two-player Team game. Move the controller handle to the left or right to choose one of four difficulty levels: Novice, Intermediate, Advanced, or Expert.
4. Press **(Reset)** or the left controller button to start the game.
5. Press a controller button to fire. Shots are fired in the direction the ship on screen is pointing.
6. Move the controller handle forward to move the ship forward. Move it left or right to turn the ship. Move it back to warp into hyperspace at a random location on screen.
7. Press **(Pause)** to pause the game; press it again to resume play.

Playing the Game

Facing the Asteroid Avalanche

Asteroids crowd in on your ship in waves from all corners of the screen. When you empty the screen of asteroids, a new wave crowds in. Each wave you face is more difficult to destroy than the last.

You have more than enough photon power to destroy all the asteroids, but you can fire only four shots into the asteroid field at a time. When hit, small asteroids disintegrate; medium asteroids split into two small asteroids; and large asteroids break into two medium asteroids. (In the Novice level, medium and large asteroids get smaller when hit.)

Watch out for Alien Robot Saucers! They are armed with special photon lasers that destroy anything they hit under all battle conditions. Both small and large saucers explode when hit. (There are no saucers in the Novice level.)

A reserve fleet of three ships stands ready in hyperspace. Each time an asteroid hits you, destroying your ship, a reserve ship appears in the starting position. When the screen is clear of passing asteroids, your new ship begins play. This continues until all your ships are destroyed.

To escape from the asteroid cloud, pull back on the controller handle to warp into hyperspace—but watch out! You can be warped back at any time, or the warp could destroy your ship.

The highest score of the game is displayed on the ending screen and updated as higher scores are tallied in later games. The highest score remains on screen until you turn off your console.

Strategy

You can shoot at anything on screen, but you will score more points with a target priority. The following tips can help you preserve your ship and score high:

- Fire first at the asteroids closest to your ship.
- Then fire at the fastest moving target approaching you.
- Fire at the saucers last.

You don't need to move your ship forward to play. You can stay in one place and fire, turning on HYPERSPACE to protect yourself from asteroid collisions. However, learning to move your ship can extend your playing time by three or four ships per game.

In a two-player Team game, get together with the other player in the center of the screen and divide the battle zone into equal sectors. Protect the other player from a rear approach. The asteroids will almost never be able to approach a player until the final waves.

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. Both players are supplied with ships as long as either player has ships in reserve. 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 shots pass through the other player's ships without disabling them.



Scoring

Use your photon cannon to destroy the foe and gain points. Player 1's score is displayed in the upper left corner of the screen; Player 2's in the upper right corner. The number of ships you have remaining is listed next to your score.

You gain a bonus ship for every 10,000 points you score. Points are scored in the following way:

Small saucer	1000 points
Other player's ship	500 points
Large saucer	200 points
Small asteroid	100 points
Medium asteroid	50 points
Large asteroid	20 points

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B.T. 5.1988

Three Minutes, Two Players, One Victor!

Ballblazer: the simplest, fastest, and most competitive sport in the known universe. It grew from dark roots in ancient space wars to become king of all games among every lifeform within range of Interstellar Ethercast. In exactly three minutes, Ballblazer can make you a hero—or destroy a lifetime of dreams.

The year is 3097, and the place is a null-gravity nexus mid-space in the binary star system of Kalaxon and Kalamar. Minutes from now, on the luminous surface of an artificial asteroid, the final round of the Interstellar Ballblazer Championship—the greatest tournament of all time and space—will begin, and history will be made. For the first time a creature from the planet Earth has battled through the countless qualifying rounds and eliminations, enduring and then triumphing, across vast parsecs, to win the right to compete for Earth's honor and the ultimate title any being can possess: Masterblazer.

The final round is about to begin and the competitor from Earth is YOU.

Getting Started

As a young tyro, you were required to master the Ballblazer prep procedure before you were allowed to go into competition. You perform this procedure now, readying your equipment, setting the game length, and sizing up your opponent.

1. Connect your controls. For one player, plug a joystick into the left controller port. For two players, plug a second joystick into the right controller port. Player 1 (left joystick) plays the upper screen; player 2 (right joystick) plays the lower screen.
2. Ready the Rotofoil. Insert the Ballblazer cartridge into the cartridge slot.
3. Turn on all systems. Switch on your TV, then press the **[Power]** key to turn on the console. Demonstration play automatically begins. Each player combination of humans and droids is demonstrated at random for one minute.
4. To play the regulation two-player (two-human), three-minute game, press the left joystick's fire button. To select other player and game length combinations, press **[Select]**. The designation for player 1 will flash. Move your joystick up and down to choose the HUMAN or a DROID level. Droid9 is the most skilled of the computer-controlled opponents, and Droid1 is the least skilled. Typically you would leave player 1 at HUMAN, for yourself.

   Move your joystick to the right to select game length. The numbers at the center of the band will flash. Move your joystick up and down to choose from one- to nine-minute games.

   Move your joystick to the right again to designate player 2. Your opponent will be HUMAN if you have a second player. Or move your joystick up and down to choose a DROID level.
5. Press **[Select]** again to watch random demonstrations for one minute.
6. Press the left joystick's fire button to start the game.
7. Press **[Reset]** at any time to restart the game with the same options you previously selected.
8. During play, press **[Pause]** to pause a game; press it again to resume play.

Playing the Game

Before boarding your Rotofoil, you take a moment to look over one of the most beautiful and exciting sights in the universe: the Grid (the Ballblazer playing field). Ah, the Grid—1155 squares surrounded by an Electroboundary that keeps players and ball within bounds. Soon it'll be you out there racing after the Plasmorb, Ethercast for all the universe to see. Right now the pairs of Goalbeams at the ends of the Grid look like an easy shot, but when the game starts they begin moving at 5 meters per second and the distance between them shrinks.

You tense for action as the "Song of the Grid" plays through the headphones in your helmet. This song, created from the musical contributions of Masterblazers of old, sets the pace for the game by capturing the urgency and thrill of the action. Meditating on it sharpens your competitive edge and excites the fans to a frenzy.

As you strap yourself into your Rotofoil you recite to yourself the basic rules of the game as you learned them from the official Interstellar Ballblazer Competition Handbook:

"Each player must compete in a regulation Rotofoil. These Rotofoils, designed after cruisers used in ancient deep space dogfights, travel at speeds of up to 50 meters per second. Each Rotofoil must be outfitted with the following:

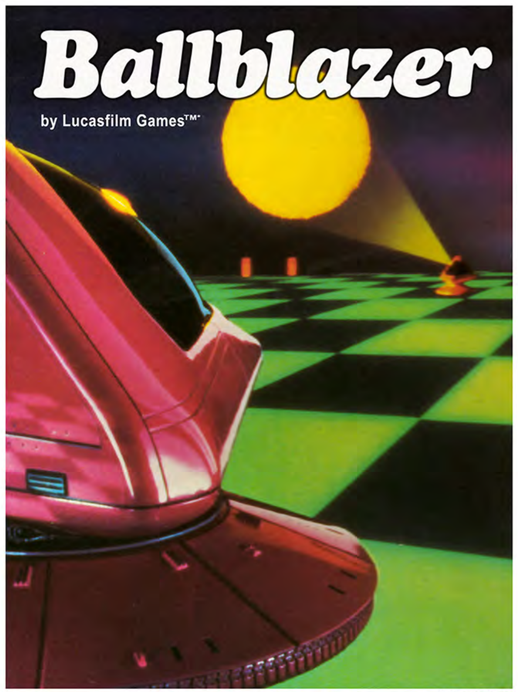
- A joystick control for navigating the Grid and blasting the Plasmorb. To navigate, the player moves the handle in the direction of intended travel. If in possession of the Plasmorb, the player presses the fire button to activate the Pushfield and launch the Plasmorb.
- A Rotosnap computer that automatically rotates (or Rotosnaps) the Rotofoil 90 degrees to face the Plasmorb (or the Goalbeams if the player already has the Plasmorb).
- A forcefield that completely surrounds the Rotofoil. When traveling without the Plasmorb the forcefield is a Bumpfield that withstands collisions with other objects. When a player is within a few meters of the Plasmorb, the forcefield becomes a Pullfield that automatically captures the ball and centers it towards the goal. When a player in possession of the Plasmorb presses the fire button, the forcefield becomes a Pushfield that launches the ball.

"The game officially begins when the timer starts. Players begin by moving downfield until they locate the Plasmorb and attempt to capture it.

"Players score points each time they blast the Plasmorb between the Goalbeams. To score maximum points, players blast the Plasmorb between Goalbeams that have disappeared over the horizon on the opposite end of the Grid. This is called an Over-the-Horizon (OTH) Shot.

"A player may attempt to steal the Plasmorb by rushing up beside the opponent, blasting the Plasmorb away, and going after it."

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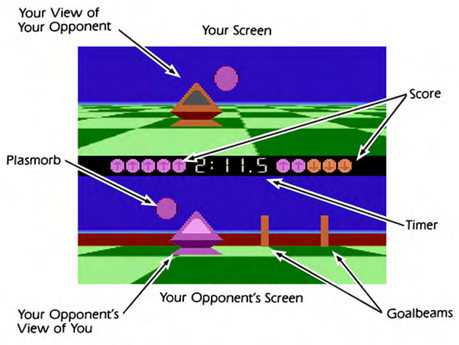
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Viewing Game Action

New fans sometimes ask for pointers on viewing the action. The Interstellar Ballblazer Competition Program includes the following information on viewing the game:

"In the following illustration, two players in Rotofoils are facing each other. In the top screen, you are looking out of the cockpit window at your opponent's Rotofoil and the ball.

"In the bottom screen, your opponent is looking out at your Rotofoil, the Plasmorb, and the Goalbeams. Your opponent has the ball and is heading towards the goal, but you are blocking the line of fire. Your opponent has three points, and you have seven . There are two minutes and 11.5 seconds left in the game."



Strategy

As you moved up through the elimination games you caught the attention of the famous Masterblazer Arboster Kipling. Arboster was so impressed with your steady nerves, timing, and devotion to the game he decided to personally supervise your advanced training. In the last training session before the Championship he gave you his most valuable tips:

"Listen kid, you're pretty good for a human. You've got a real shot at the title if you keep in mind a few little tricks.

"First, try to make your goals early in the game before the distance between the Goalbeams begins to shrink.

"Your OTH Shots will be more successful if you take aim and blast the ball just before the Goalbeams disappear over the horizon.

"Sometimes you might find yourself too close to the Electroboundary for a high-scoring OTH Shot. If you do, just blast yourself backwards and catch the ball on the rebound.

"To shake off an opponent who's tailing you closely for the ball, make sure the opponent's Rotofoil is directly behind you, then blast the Plasmorb. The force will send your opponent backwards and the ball ahead so you can get to it first.

"Here's a real classic—the block. Simply position yourself between the Plasmorb and the Goalbeams. This will block all but the trickiest angle shots.

"I guess you're thanking me now for all the practice I put you through. Of course, you got the most out of every practice session by shooting at the Electroboundary just outside the Goalbeams. That way you got in a lot of shots without going through the whole goal-scoring sequence.

"And all those Droid demo games I made you watch gave you a chance to study technique, especially Plasmorb stealing. You've got it down now, getting in real close until the buzz of your opponent's Rotofoil is loudest and you have the power to blast the Plasmorb as far as possible. We pros call it 'maxing the buzz.'

"Oh, and don't let the Rotosnaps disorient you. Listen for the snap when you rotate so you can keep your sense of direction.

"Let's see. Anything else? Oh yeah. Nobody ever scored any points by sitting still. Keep moving!

"Well, I guess that's it. When it's all over I hope it's the other guy's Rotofoil I see spinning out in defeat. Go get 'em, kid."

Scoring

The official Interstellar Ballblazer Competition Handbook states the following about scoring:

"A player scores by blasting the Plasmorb between the Goalbeams. Goals made when the Goalbeams have disappeared behind the horizon (OTH Shots) score 3 points. Goals made closer to the Goalbeams score 2 points. Close-in goals score 1 point.

"The total score (the combined points of both players) cannot exceed 10 points for each game.

"A player scoring 10 consecutive points wins the game in a shut-out. Otherwise, the player with the most points (score circles filled in with a player's color) at the end of the game period wins. In the event of a tie the game goes into overtime and the next player to score wins.

"When all score circles are filled, a player can steal points by scoring more goals. For example, if Droid5 scores the first 9 points and the human scores the next 6 points, the human wins 6 to 4."

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Ballblazer was created by the Lucasfilm Games Division: David Levine (Project Leader), concept, design, and programming; Peter Langston (Games Group Leader), design and programming; David Riordan and Garry Hare of Search and Design, design. Contributions and support by Charlie Kellner, Gary Winnick, and David Fox. Special thanks to George Lucas.

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ATARI®

Have a Blast!

You and your grandpa just put your life savings into buying a small farm—a few acres for growing vegetables and raising horses, a place to get away from the battle of city life.

As the two of you settle in on the back porch, you notice a couple of small critters scurrying across the cornfield. Then you hear squeaks and squawks coming from the barn. Horror of horrors! Your entire farm is infested with vermin determined to drive you away!

It's you or them. With your trusty gun in hand, you head for the barnyard. Gramps backs you all the way. You'll show them you're no city slouch!

Getting Started

1. With your Atari 7800 set up, insert the Barnyard Blaster cartridge into the console. Plug your Atari XG-1 light gun into the left controller port on the front of your console. (In a two-player game, players share one light gun.)
2. Turn on your television, and press the **[Power]** key to turn on the console. The Barnyard Blaster title screen will appear. Aim the light gun at the screen and shoot to view the game options: bales of hay with a one-player or two-player game option. (If you don't shoot the title screen, the game options screen will automatically appear in a few seconds.)
3. Holding the light gun three to five feet from the screen, aim and shoot at the bale for the option you choose.
4. To pause the game, press **[Pause]**. To return to the title screen, press **[Reset]**.
5. To turn the music on or off, press **[Select]**.

Playing the Game

Your goal is to rid your farm of vermin by shooting targets in each of three areas: the barnyard, the cornfield, and the barn. You aim and shoot your light gun to hit static and moving targets on the screen. You have up to 40 bullets per screen, so aim accurately to avoid wasting precious ammunition.

In order to advance through each area, you must achieve a certain percentage of shooting accuracy in that area. Each time you finish one area of the farm, your scores are displayed: your score for that screen, your bonus bullet score based on the number of spares, and your total game score. You can shoot the score screen to advance to the next screen, or you can wait for it to advance automatically.

A fourth area of the farm—Gramps' bonus screen—gives you a chance to brush up on your target shooting and earn extra points. This screen appears each time you leave other areas of the farm.

If you make it through all three areas, you'll make the rounds again and again, with each round more challenging than the last. At the end of the game, you'll be given one of 13 possible target-shooting ranks, from Total Dud, the lowest, to Blaster, the highest.

Rank	Screens Completed
Total Dud	0
Egg Hunter	1–2
Stable Hand	3–5
Hay Baler	6–8
Cow Milker	9–11
Red Neck	12–14
Farmer	15–17
Harvester	18–20
Husker	21–23
Shootist	24–26
Terminator	27–29
Sniper	30–32
Blaster	33–36

The Farm Layout

Barnyard Blaster provides four screens on which to practice your shooting skills.

The Barnyard

In the barnyard, bottles and cans lined up on a fence offer great practice for warming up the old shootin' iron. This is your target practice area. Watch for the gopher, who may appear in the field behind the tree. He's a quick little fellow. (The gopher can appear on all four of the different screens.)

The Cornfield

In the cornfield, you'll aim at static targets—watermelons and pumpkins—and moving targets—crows and rabbits. You must shoot the veggies before you can get the moving critters.

The Barn

As you enter the barn, all sorts of critters will skitter across the floor. Occasionally, birds will swoop down.

Gramps' Bonus Screen

On the bonus screen, Gramps will throw 10 bottles into the air to help you hone your shooting skills. Shoot each bottle before it disappears. But don't shoot poor Gramps. If you do, the bonus round will end.

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Scoring

In each area of the farm, points range from 10 to 250, depending on the target and how quickly you hit it. The smaller and faster the target, the more points it's worth.

Screen	Target	Points
Barnyard	Bottle	10–50
	Can	10–50
	Gopher	50–250
Cornfield	Watermelon	10–50
	Pumpkin	10–50
	Rabbit	30–150
	Crow	30–150
	Gopher	50–250
Barn	Duck	20–100
	Chicken	20–100
	Small Birds	30–150
	Owl	30–150
	Rabbit	30–150
	Mouse	50–250
	Gopher	50–250
Gramps' Bonus	Spinning Bottle	20–100
	Gopher	50–250

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ATARI®

BASEBALL INSTRUCTIONS

To Begin

1. With power OFF, insert your Pete Rose Baseball™ cartridge into your Atari® 7800™ game system according to the manufacturer's instructions.
2. Plug joystick into left controller for controlling the home team. If two players, plug additional joystick into right controller for controlling the visiting team.
3. Turn power ON.
4. Press RESET to begin a one player game. (At any point during the game, simply press RESET to start again).

Play Ball!

Pressing SELECT will bring you to the Pitching/Batting screen to start a new game. Then, you'll have the choice of either playing the computer (1 player) or an opponent (2 player), which is displayed at the top of the screen.
Repeatedly pressing SELECT will switch between these two modes. To "Play Ball", press RESET and the game will begin.

The Series...

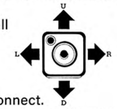
It's the last game of the World Series. You're in the 9th inning. Bases loaded. One out. And you're up at bat.
What do you do? Swing away? Wait for a walk? Go for the fences? It's all up to you, just like in real pro ball.
Sure, we'll give you the options. And some tips. Like in pitching. Batting. And fielding. But, it's your call.
There are 6 full-colour, live action screens - just like the ones you see on TV! The pitching/batting screen, left infield, right infield, left field, centre field and right field.
So, start warming up. Step up to the plate. And take your best swing at winning the series!

Excitement on the mound!

Pitching:

First, decide whether you want to pitch inside or out. Move the joystick left or right to position your pitcher on the pitching rubber. Next, use the joystick to control the velocity of the pitch. Up for fast. Down for slow.
Once you've positioned your pitcher and selected a pitch speed, press the button to start the wind up and move the joystick up for a fast ball. Down for a sinker. Left, a screwball. Right, a curveball. Or centre for the change-up.
When the pitcher releases the ball, the joystick position will determine what pitch is thrown.

U Fast Ball
L Screwball
C Change-Up
D Sinker
R Curveball



Putting the ball in play

Batting:

To get the ball rolling - or flying, you first have to connect.
Use the joystick to move your player around the batter's box. You can move the batter up or down to swing high, down the middle, or low. You can also move left or right - for hitting inside and outside pitches.
As you see the pitch coming, you can make split second adjustments - to best handle the pitch thrown.
As the ball approaches the plate, press the button to swing.

First, 2nd, 3rd and home!

Running:

After you hit the ball, you control the runners. All of the forced runners will advance automatically - if the ball is hit on the ground or bounces before its caught. Runners who aren't forced, will rely on your coaching.
There are 4 joystick controls for running:

Joystick Left, Button Released	— Advance all runners
Joystick Right, Button Released	— Hold all runners
Joystick Left, Button Pressed	— Advance lead runner
Joystick Right, Button Pressed	— Hold lead runner

Infield Fly Rule:

If a fly ball is hit to the infield, and there are less than 2 outs, and first base is occupied - the runners will not advance and the batter will be called out.

How to make the plays - and get the outs

Fielding:

After the ball is hit, you'll see either the left or right infield screen - depending on the flight of the ball. While the infield screens are displayed, with the button pressed, you can select a fielder based on the following joystick positions:

For Left Infield:	For Right Infield:
Up . . . . . 2nd Base	Up . . . . . 2nd Base
Down . . . . . Catcher	Down . . . . . Catcher
Right . . . . . Pitcher	Right . . . . . 1st Base
Left . . . . . 3rd Base	Left . . . . . Pitcher

If it's smacked into the outfield, the left, right or centrefield screen will be displayed.
Once you've guided your fielder to retrieve the ball, with the button pressed, use the following joystick controls to throw:

Up . . . . . to 2nd Base	Left . . . . . to 3rd Base
Down . . . . . to Homeplate	Right . . . . . to 1st Base

The flashing arrows in the baseball diamond at the top of the screen will remind you of joystick positioning for making throws. Since the infield is never displayed all at once, the small baseball diamond will inform you of the current positions of the runners.
*A base note - your infield players can only move up and down within the following boundaries.

Short or 2nd baseman . . . . . .
3rd or 1st baseman . . . . . .
Pitcher . . . . . .
Catcher . . . . . .

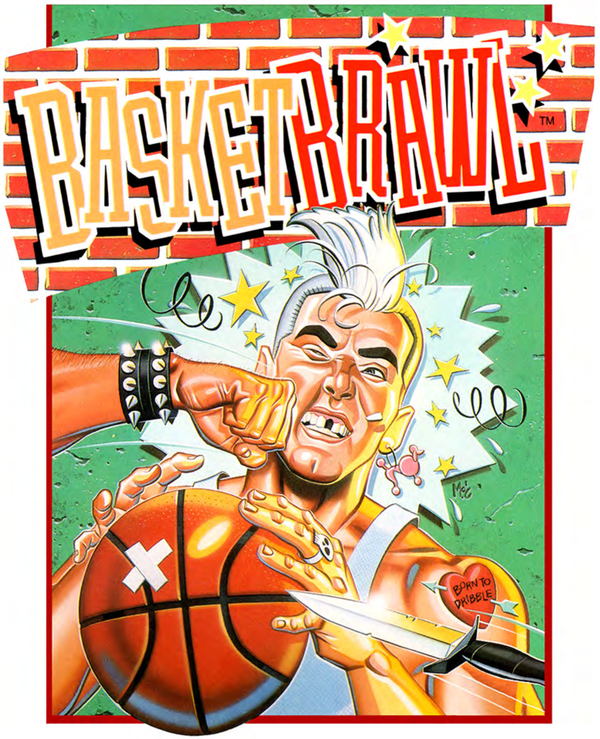


Tips From the Pro's

- To judge a fly ball, chase the ball's shadow - NOT THE BALL ITSELF! It'll always land to your advantage - trust me!
- Remember to watch the flashing arrows in the small baseball diamond at the top of your screen, when trying to decide which base you want to throw the ball to.
- Of course, official baseball rules apply...3 strikes, you're out, 4 balls, take your base. 3 outs, the innings over. And so on.

...I hope these tips will give you a better grip on the game - and a great shot at winning the championships.
Now that we've covered all the bases - get your pro ball career off to a flying start. Select an opponent. Press reset. And play ball!

ATARI® 7800™ Game Manual



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BATTLE FOR THE HOOP!

In a desperate attempt to stop inner-city gang wars, the city leaders organized a basketball league. The league is scheduled to play on three courts: a street, a junkyard, and a rooftop. The mayor figured that a friendly game of hoops would be a much more peaceful way to settle disputes.

Boy, was he wrong!

Nobody could have predicted games like these. When rowdy gang members chased off the city-appointed officials, Scott "the Blade" Savage, a thug from a neutral gang, stepped in. And what a referee he turned out to be! He doesn't care about fouls. He doesn't care about rules. He doesn't even have a whistle. But he gets his kicks from throwing knives at the players. With no real referee, the players can do whatever they please. And they do.

Picture this play: Slash gets the ball and passes to Bruiser. Bruiser dribbles around a junk pile and breaks toward the basket while Slash mercilessly punches Vinnie. Simon steps in to protect Vinnie and punches Slash. Bruiser takes a knife in the gut as he shoots. The ball is up, but no! It hits the bent rim and bounces back.

Vinnie breaks free and gets the rebound. He runs for the basket. A swift left hook from Bruiser, and Vinnie crumples to the ground. The ball rolls loose. The three remaining players scramble for the ball in a fist-flinging free for all. Simon comes up with the ball. Slash pounds on Bruiser's face for not moving faster as Simon dribbles downcourt unguarded and shoots for two.

No wonder the gang members nicknamed this game BasketBrawl. To them it's not a game--it's a street fight.

GETTING STARTED

1. With your 7800 game system switched off, insert the BasketBrawl cartridge into the cartridge slot as described in your owner's manual.
2. Connect a controller to the left controller port. For two player BasketBrawl, connect a controller to each controller port.
3. Press the **POWER** button on your console and switch on your TV. The BasketBrawl title screen displays.
4. Press a fire button to display the Options Selection screen. Move the controller up or down to select a row. Then move the controller right or left to choose an option on that row. Current selections appear in yellow. Unavailable options appear in gray. After you select all desired options, press a fire button.
5. The Character Selection screen appears. Move the controller right or left to move the pointer to the character of your choice. The pointers are numbered to show which player chose which character.

   If you chose to play a 2-on-2 game, you choose the captain of your team. The computer selects the second player on each team.
6. When you have chosen a character, press a fire button.
7. The Character Status screen appears. This screen shows the characters' strength ratings in three categories: Health, Speed, and Power. The more red appearing in a bar, the stronger that character is in that category. Each category is explained in greater detail in the **Playing the Game** section of this manual. Press a fire button to begin the game.

Optional Game Controls

The following optional game controls allow you to pause and restart the game:

- To call a time out and pause the game press **PAUSE**. Repeat to resume play
- To return to the Character Description screen and restart the game with the previously selected game options, press **RESET**.
- To return to the Options Selection screen to select new game options and begin a new game, press **SELECT**.

PLAYING THE GAME

BasketBrawl is a fast-paced basketball simulation with a twist: the players on each team try to knock each other cold with punches to the face. Meanwhile, the referee, Scott "The Blade" Savage, roams the sideline throwing knives at players. You can play 1-on-1 or 2-on-2, against either the computer or a friend. You and a friend can also gang up on the computer. The object of the game is to outscore the opposing team. Each time you win, you are assigned a new challenger. The game ends when you lose a game or get knocked cold.

The game begins with the players at center court. The characters controlled by players 1 and 2 are marked by the words **1 UP** and **2 UP**. If you are playing a 2-on-2 game, the 7800 controls the second player on each team. In a one-player game, the 7800 controls the opposing character or team.

The action starts when the ball appears. Use the controller to move around the court. Use the fire buttons to pass, jump, shoot, or fight, as described in the next section.

Using the Fire Buttons

The fire buttons provide the following actions:

Left Button

If your character does not have the ball, then the left button makes the character jump. Jump to block a shot or get a rebound.

If your character has the ball, the left button causes the character to shoot. A successful shot depends on the distance to the basket and the character's health and shooting ability.

Right Button

If your character does not have the ball, then the right button makes the character punch in the direction he is facing. Punching is an ideal way to steal the ball or protect a teammate. If you punch a character often enough, that player loses consciousness and falls to the ground. Since there are no substitutions in BasketBrawl, injured players are not replaced. Putting an opponent out of commission makes winning that much easier, and the referee couldn't care less!

To pass the ball to your teammate in a 2-on-2 game, quickly press and release the right button when your character has the ball. If you press and hold this button you will perform a power throw.

A power throw is a hard throw at another player. In a 2-on-2 game, you can select your target. Hold down the right button when your player has the ball, then push up on the controller until the desired target character flashes. Release the button to throw. A successful power throw can easily injure an opponent. While you search for the correct target, action continues around you. Don't let an opponent punch you and knock the ball loose.

Power Ups

During the course of a game, various icons representing the following power ups appear on the court. Pick up an icon by running over it. These items increase a character's Strength, Speed, or Power:



Milk Everybody knows that milk makes a body strong. Picking up a glass of milk raises a character's Health by one point, up to the 9 point limit. A player collapses when his Health reaches zero.



Lightning Bolt Speed is one of a hoopster's most important abilities. Fleetness of foot allows a player to catch an opponent from behind and knock the ball loose by punching the other guy in the head. The fast character can then get the ball and break downcourt for a quick two points.



Fist Running over a fist increases a character's Power rating. A high Power rating makes it easier to knock an opponent cold with a good punch or power throw.

CHARACTER PROFILES

BasketBrawl offers a selection of six different characters, each with his own strengths and weaknesses. You can increase a character's Health, Speed, and Power by running over power up icons. However, each character was born with a certain shooting ability. Such things are genetic. There is no way to increase a character's shooting ability.

Vinnie Beatiacilli was born mean. Vinnie's father tried to soothe the boy's rage by enrolling him in a gym. While training for the Golden Gloves, Vinnie heard about BasketBrawl. It was a dream come true: a chance to bust heads without wearing those sissy boxing gloves. His raw power and savage meanness make him a natural on the court. Vinnie's favorite pastimes are watching Kung Fu movies

and chewing on barbed wire. Vinnie is very fast and has average Power, but he is so busy bashing heads that he never takes the time to practice his shooting.

Eric "Buster" Williams had a dream. For as long as he could remember, Buster Williams planned to play professional hoops. He practiced day and night, seven days a week. And he was hot! But his practice got in the way of his schoolwork. Then came the tragic accident. Since he never went to school, he couldn't read the warning label on his electric razor. When he tried to shave in the shower, he got the shock of his life. Something in that surge of electricity turned Buster into a blood-thirsty madman and a lousy shooter. Now he terrorizes the BasketBrawl courts, dribbling heads instead of basketballs. Buster is an average shooter. He's not very strong, but he is quick.

Jerome "Slash" Gordon was raised in a high-rise uptown apartment. His mother is a wealthy brain surgeon. His father made a fortune on Wall Street. Little Jerome wanted nothing to do with the world of the wealthy. He rebelled by joining a punk rock band and changing his name to Slash. One night, while dancing the Pogo, Slash discovered his natural jumping ability. He soon learned to use that skill on the BasketBrawl court. Slash's deepest secret: he owns 40% of a major computer corporation and three designer neckties. Slash is the best shooter in the city, but his speed and Power are merely average.

Bruce "Bruiser" Johnson was born in the heart of Brooklyn and learned to be tough at an early age. His mother used to steal his dessert every night. But Bruiser got even. While his mother grew fatter by the day, Bruiser worked out at the local gym. One night after dinner, Mama reached for her son's jelly donut. Bruiser lifted her by the ear and threatened to throw her out the window. Now she always gives him her dessert. Bruiser's hobbies include breaking down doors with his head and writing love poems to his kitten. Bruiser is more powerful than any other BasketBrawl player and has average speed and shooting ability.

Tommy "Biff" Torrance first surfed when he was knee high to a sea lion. Growing up in Southern Cal was like living in Paradise. Then his dad got transferred to New York. At first, Biff was, like, totally stoked. He thought Long Island would be surrounded by gnarly waves. When he hit the city, he was bummed to the max. Where Biff thought he'd find surf, he found asphalt and boredom. So he joined a gang. The other gang members put him down because he said "Dude" instead of "Yo." Then they saw him play basketball. He could dribble, shoot, and throw elbows with the best the city had to offer. Now, thanks to BasketBrawl, Biff no longer sits at home watching old Frankie and Annette movies. Even though Biff's grandma can run faster than he can (and she's been dead for years), he has good Power. He is also an average shooter.

Simon Smartguy grew up believing he had no athletic ability. That is, until the day he tried a physics experiment. With his slide rule, compass, pocket calculator, and various other school tools, he discovered that the trajectory of a basketball is exactly equal to its velocity times the barometric pressure, divided by the square root of the wind chill factor. Now he can shoot like a pro. He also enjoys measuring the amount of force a BasketBrawl player's face has in relation to Simon's right hook while both players run at full speed directly toward each other. In his spare time, Simon is writing a book about the science of basketball, called *The Free Throw: Fact or Friction*. Simon's calculations paid off: he is a good shooter with average power. Unfortunately, Advanced Calculus doesn't help him run very fast.

STRATEGY

Learn to exploit each character's strengths and weaknesses. Knowing the abilities of your teammates and opponents will help you with your game plan.

If you fall behind, start throwing punches. When you are on the offense, note that the best defense is a dead defense.

If you knock your opponent out of the game, listen for the power up sounds while you roll up the points. Picking up icons will make you stronger for the next game.

Learn to pass in 2-on-2 games. No defense is ever prepared for a fast break.

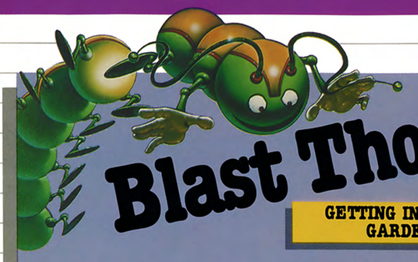
Avoid the Blade's knives. A knife in the gut can ruin a perfectly good layup.

SCORING

BasketBrawl scoring is just like basketball. A successful shot is worth two points. There are no three-point shots. In addition, players receive points for various BasketBrawl activities, as shown in the table below:

Action	Points
Successful punch	10
Picking up fist, milk, or lightning	20
Making a basket	50
Winning a game	250

The total score appears on the Status screen.



Blast Those Bugs!

A barrage of bothersome bugs are invading your garden patch. Get rid of them as quickly as you can—before they take over entirely!

There are spiders, scorpions, fleas, and of course the dreaded centipedes. Luckily, you have a bug blaster to rid your garden of these pests. You'd better be quick, though, for each bug in this enchanted mushroom patch has unique and magical powers.

GETTING INTO THE GARDEN

Insert the CENTIPEDE cartridge into your 7800™ ProSystem as explained in your owner's guide and turn on your system.

Plug a joystick or TRAK-BALL® controller into jack 1, and, if you like, another into jack 2 for a two-player game.

Move the joystick or TRAK-BALL up or down to choose one of the four game-play options, or press SELECT until the option you want appears:

One Player

Make sure you're using a controller plugged into jack 1.

Two Player Alternating

Two players compete against each other, taking turns playing each round.

Two Player Alternating Share Trak-Ball

Two players use the same controller to compete against each other. This option can only be chosen with one TRAK-BALL plugged into controller jack 1.

Dual Player Competition

Both players' bug blasters appear on the screen at once, and the two players compete against each other, each scoring independently of the other. If your opponent gets in the way of your line of fire, he or she will be destroyed.

The game ends when the last surviving player tallies a higher score, or loses his or her last bug blaster.

Team Play

Two players team up to play, blasting away together at the bugs. The two get a total of six lives between them. The team's total score, as well as each individual's point total, is displayed at the top of the screen.

There are four increasing levels of difficulty in CENTIPEDE, with longer centipedes and more aggressive bugs in each level. The game normally starts out at the STANDARD level. Move the joystick or TRAK-BALL to the left to choose the NOVICE level; move it to the right to choose the STANDARD level, to the right again to choose the ADVANCED level, and to the right once more to choose the EXPERT level.

Press either fire button on the controller plugged into jack 1 to begin the game.

Press PAUSE to pause during a game; press it again to resume play. (NOTE: After a pause of 15 to 30 minutes, your screen will go blank. Move your joystick to reactivate the game.)

If you're in the middle of a game and want to start over, press RESET. Pressing SELECT will return you to the menu screen, where you can choose the game you want.

SURVIVAL TIPS

Keep your eye on the centipede while you're getting rid of the other pests. The centipede can sneak up on you if you're not careful, so keep it under control.

Eliminate poisoned mushrooms—which are colored differently from most—as soon as possible.

The fleas start their attack when most of the mushrooms are cleared from the bottom third of the screen. So watch out!

Each insect has its own unique sound, so keep your ears open and you can anticipate what will be coming next.

VIDEO GAME CARTRIDGE FOR THE ATARI® 7800™ ProSystem

ATARI 7800

SCORING

You begin the game with three bug blasters. For every 12,000 points you earn, you're awarded another blaster.

Mushroom 1

It takes four shots with your blaster to completely eliminate a mushroom. When you lose a life, you get **5 points** for each partially destroyed mushroom, and **5 points** for any poisoned mushroom left on the screen. In both dual competition and team play, when one opponent is eliminated the other gets his or her accumulated points for mushrooms.

Centipede head 100
Centipede segment 10

The centipedes attack from the top of your garden, and march back and forth across your patch until they get to the bottom. When you shoot a centipede segment, it turns into a mushroom. When a centipede bumps into a mushroom, it reverses direction. Remember—if any part of the centipede touches you, you're finished!

Spider 300, 600, or 900

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.

Fleas 200

Fleas drop from the sky like bombs, and you have to shoot them twice to get rid of them. To add to your troubles, they have the magical power to cultivate more mushrooms in their wake as they fall. And mushrooms drop even faster as you advance in the game, so pay attention!

Scorpions 1000

As you begin to accumulate more points, scorpions scurry across your screen. Any mushroom the scorpion touches is instantly poisoned. And if the centipede touches a poisoned mushroom, it plummets to the bottom of the screen!

CENTIPEDE™

Blast Those Bugs!



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C024857-01 Rev. A Model 7801

Zap That Pest!

You're trapped in the perilous Enchanted Forest. Dark, dangerous mushrooms push up through the squishy forest floor, snaring you on every side. Threatening thumps and evil buzzings fill the air.

Something slimy flashes through the mushrooms, moving in on you. Suddenly, glaring eyes and quivering antennae jump out right at you! It's the Centipede—and it's attacking!

You grab a stick and jab it at the evil eyes. To your surprise, sparks blast from the magic stick, turning the Centipede's head into a mushroom. But instantly, another head grows back! You jab and jab again, destroying the Centipede before its diminishing body can grow new heads!

But worse perils lurk in the forest—other, fiercer Centipedes, deadly Spiders, venomous Fleas, poisonous Scorpions. You pick up two more sticks. With these magic wands, you might stay alive!

Getting Started

1. Insert the Centipede™ cartridge into your ATARI® 7800™ ProSystem as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Move the joystick handle forward or backward or press **(Select)** to choose a one- or two-player game from the four game variations: One Player; Two Player Alternating; Dual Player Competition; or Team Play.

   Move the joystick handle to the left or right to choose one of the four difficulty levels: Novice, Standard, Advanced, and Expert.
4. Press **(Reset)** or the controller button to start the game.
5. Press a controller button to shoot sparks from your wand. Hold down the button to rapid fire.
6. Press **(Pause)** to pause a game; press it again to resume play.

Playing the Game

Sparking the Evil Insects

You start the game with three magic wands. Use these to spark the enemy and score points. If the enemy bites you, you become temporarily paralyzed and lose a wand. Plan your strategy and think fast to avoid the paralyzing insect bites.

The Centipede attacks in 12 distinct waves. In Wave 1, it has a head attached to 11 body segments. In Wave 2, it has a head attached to ten segments plus a detached head. The Centipede in Wave 3 has an attached head, nine segments, and two detached heads. The segments continue to transform into heads until in Wave 12 the Centipede has 12 independently attacking heads.

The Centipede attacks from the top of the screen and winds down towards you. When you spark any part of it with your wand, that segment becomes a powerless mushroom. The segment behind it becomes the head of a new Centipede. When you hit every segment of a Centipede, it disappears briefly, then reappears at the top of the screen in a new and fiercer attack wave.

Dotting the forest floor are Magic Mushrooms. These act like shields for you but can also speed the Centipede in its attack. The Centipede slithers along horizontally in one direction. When it gets to a mushroom or the edge of the screen, it turns down to the next row of mushrooms and slides in the opposite direction. Each time you spark a mushroom you destroy part of it. It takes four hits to eliminate a mushroom entirely. If you lose a wand, all partially destroyed mushrooms are magically restored.

Trying to distract you from sparking the Centipede, the Spider jumps all over the Enchanted Forest, eliminating every mushroom it touches. 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. It drops straight down, creating mushrooms as it falls. You must hit the Flea twice to make it disappear. But be warned: after the first shot, the Flea drops twice as fast!

Beginning with the third wave, the Scorpion scurries across the middle of the Enchanted Forest, poisoning every mushroom it touches. At first it moves slowly, but as the battle goes on it moves faster and faster and appears more often.

Poison mushrooms are a different color from the other mushrooms. When the Centipede bumps into a poison mushroom, it goes crazy and plunges straight through the field of mushrooms towards you. If you lose a wand, all whole and partially destroyed poison mushrooms are transformed back into Magic Mushrooms.

If the Centipede, Spider, or Flea bites you, you become temporarily paralyzed and your wand is snatched away. Your points are added to your running score, and the rejuvenated Centipede attacks again. You must replay the wave until the Centipede is totally destroyed.

The Enchanted Forest is a challenging but dangerous region. By learning what dangers might lurk behind every mushroom, you'll become a skilled and victorious wand-wielder.

Strategy

Shoot away mushrooms in a straight line upwards to create a "corridor." When the Centipede reaches this gap it will fall straight down and can be easily picked off.

Shoot Centipede heads to create new heads from the body segments left behind. Since heads are worth ten times more than body segments, you'll score lots of points.

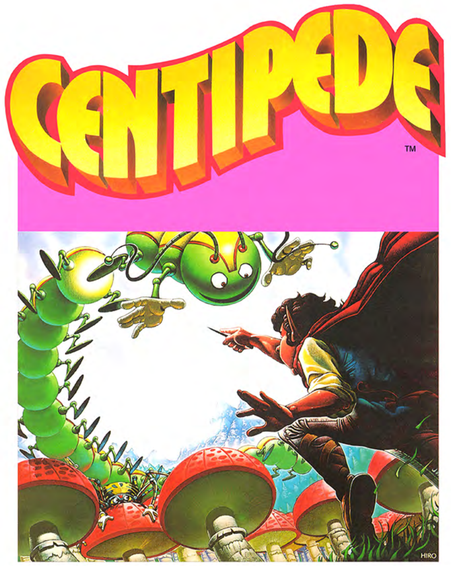
Since the Flea doesn't appear until you destroy most of the mushrooms near you, set up a mushroom shield to prevent this lightning-fast pest from striking. To do that, don't shoot away mushrooms closest to your magic wand.

Each creature makes a distinct sound. Learn these sounds so you'll know without looking what is attacking and where it is.

Game Variations

Centipede offers four game variations:

- One Player.
- Two Player Alternating. Two players take turns.
- Dual Player Competition. Both players play at the same time, but score separately. One player's shot can paralyze the other player.
- Team Play. Both players play at the same time and their scores are added together. The players can't paralyze each other.



Scoring

Each time you score 12,000 points, you win a bonus wand and musical fanfare exalts your bravery. You can have a total of six magic wands at one time. When you lose your last wand, the game ends.

Point values are listed below:

Centipede: head . . . . . 100 points
body segment . . . . . 10 points

Spider: close range (look out!) . . . . . 900 points
medium range . . . . . 600 points
distant range . . . . . 300 points

Flea . . . . . 200 points

Scorpion . . . . . 1000 points

Magic 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

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Stun the Bungelings!

The evil Bungelings have kidnapped 64 of our delegates from a World Peace Conference. You must save them!

The delegates are imprisoned in a Bungeling stronghold. But we've got a secret base nearby, disguised as a post office. You've already smuggled in a helicopter, fully armed with a machine gun and bombs. You're ready to fly it into enemy territory, snatch the hostages from their prison barracks, and speed them to safety.

But be careful! The Bungeling forces are on the alert—just waiting to shoot you down. You'll need speed and skill to get past them and save the hostages. But you can do it!

Getting Started

1. Insert the Choplifter! cartridge into your ATARI 7800 ProSystem as explained in your Owner's Manual.
2. Plug your controller into the left controller jack.
3. Press the **(Power)** button to turn on your console.
4. Press either controller button to start play.
5. Press **(Pause)** to pause a game; press it again to resume play.
6. During play, you can press **(Reset)** to start a new game.
7. When a game is over, press **(Reset)** or either controller button to start a new game.

Playing the Game

The 64 hostages are locked in four Bungeling prison barracks, 16 hostages per barracks. You must rescue them in your helicopter and fly them to safety. Your mission is divided into three Sorties, with one chopper per Sortie.

When a Sortie begins, your helicopter is revving up on the pad. When the music ends, move the controller handle forward to lift off. Then move the handle left, right, or diagonally to fly in that direction. Release the handle to land.

While flying, press the right controller button to change the direction you're facing. As you press the button, you'll alternately face right, forward, or left.

Press the left controller button to fire your chopper's machine gun or drop bombs. When the chopper is facing sideways, the machine gun will fire. Use this on airborne targets and to shoot open the barracks. To drop bombs on ground attackers, face forward, then press the left button.

Once in the air, you'll have to fight off Bungeling ground and air forces to get close to a barracks. Shoot open the barracks to free the hostages, then land your helicopter so they can scramble in. You can fit up to 16 hostages at once inside the chopper. Retreat to the post office and descend. You must land on the pad in order for the hostages to climb out. Then return to the battlezone for more action.

If your chopper is shot down, another appears at the post office until all your choppers are lost. Choplifter! ends when you lose your third helicopter or when all hostages are rescued or lost.

Bungelings

Tanks will shoot your helicopter if you've landed or are near the ground. Their turrets track your chopper, then fire. They'll also shoot open barracks, then shoot the hostages as they run.

Jet Fighters charge at you, shooting air-to-air missiles.

Drone Air Mines home in on your chopper. When they make contact, you crash!

Survival Tips

Maneuver your chopper high to bomb tanks while avoiding their fire.

You can shoot down air-to-air missiles, but it's safer and quicker to dodge them.

Don't land on hostages—that squashes them. Don't shoot them either.

Combat Action!

You are the crack shot Commando, battling overwhelming odds to defeat advancing rebel forces! You carry out your lone crusade through hostile territory, armed with only a rifle and a few hand grenades.

Enemy fire flies past you from every direction. Rebel forces leap from caves, trenches, and strongholds to block your progress.

You need to break through the enemy lines to reach the fortress at the end that serves as enemy headquarters. If you're clever, you can replenish your supplies along the way from defeated outposts.

Once you begin your mission, there is no retreat. The fate of the free world rests in your hands!

System Requirements

- Atari 7800 game system
- Color television
- One or two controllers

Getting Started

1. With your 7800 game system turned off, insert the Commando cartridge into the slot on your console as explained in your owner's manual.
2. Plug a controller into port 1 for a one-player game; plug a second controller into port 2 for a two-player game.
3. Switch on your television; then press **[Power]** to switch on your system. The Commando title screen appears.
4. Press **[Select]** or use the controller to choose the number of players and the difficulty level. Move the directional controller up or down for a one- or two-player game. Move the directional controller left or right for Advanced, Expert, Novice, or Standard difficulty levels.
5. Press **[Reset]** or the fire button to begin the game.
6. Press **[Select]** during play to return to the title screen.
7. Press **[Pause]** to pause the game. Press **[Pause]** again to resume play.

Playing the Game

As the crack shot Commando, your mission is to make your way through enemy territory. Your ultimate goal is to pass through the Iron Walls and destroy the enemy base.

Move the controller to maneuver your Commando through the enemy's terrain. Trees and other obstacles can provide cover from enemy bullets and grenades.

While moving through enemy territory, take care not to fall into rivers or ponds. You will lose a life if you do. You will also lose a life if a motorcycle or jeep runs over you, so dodge or destroy them.

Watch for the enemy's dynamite trucks. If you have any grenades, lob one into a dynamite truck to destroy the truck and its cargo. This is the only enemy vehicle you can destroy.

Press the left fire button to shoot. To launch grenades, press the right fire button.

To increase your grenade supply, pick up any boxes that you find at defeated outposts. Each box contains one grenade. The number of grenades you have left is shown at the top of the screen.

You score bonus points for rescuing prisoners, destroying enemy officers, and blowing up the enemy's pillboxes and vehicles. Rescue a prisoner by killing the escorts. Lob two grenades on a pillbox to destroy it.

Strategy

It is important to keep moving forward at all times. Do not remain in one place for too long to fight the enemy.

Be on the lookout for underground enemy camps. Grenade explosions will reveal their locations.

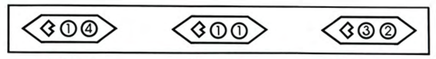
Acquire as many grenades as possible.

Watch for weapons. Any weapon you find could help you through an area.

ATARI® 7800™ Game Manual



Scoring



Scores are shown at the top of the screen:

Left score ..... Hostages lost
Middle score ..... Hostages inside the chopper
Right score ..... Hostages rescued

The highest possible score for rescued hostages is 64.

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Scoring

Destroying an enemy	300 points
Destroying a vehicle	500 points
Blowing up a pillbox	500 points
Picking up a grenade box	1000 points
Rescuing a prisoner	2000 points
Destroying an enemy officer	2000 points

You receive 5000 bonus points each time you successfully complete an area and 10,000 points for a mission. You receive a new life at every 60,000 points.

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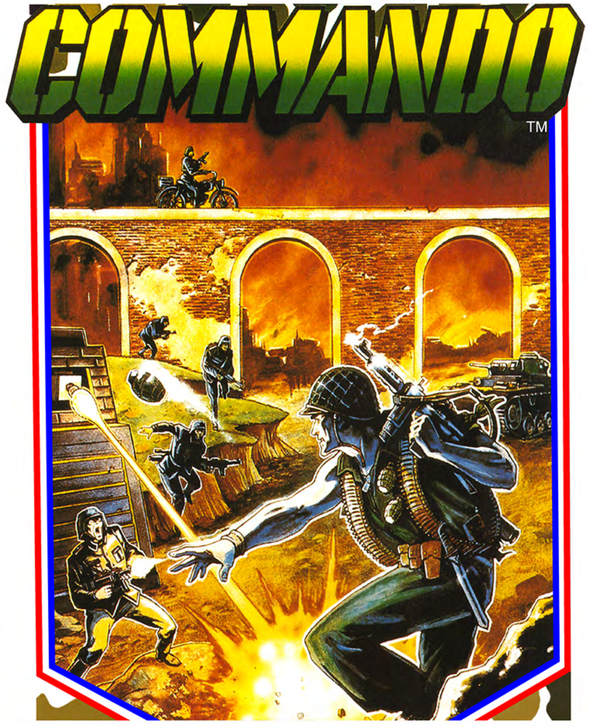
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ATARI® 7800™ Game Manual



Commando maps

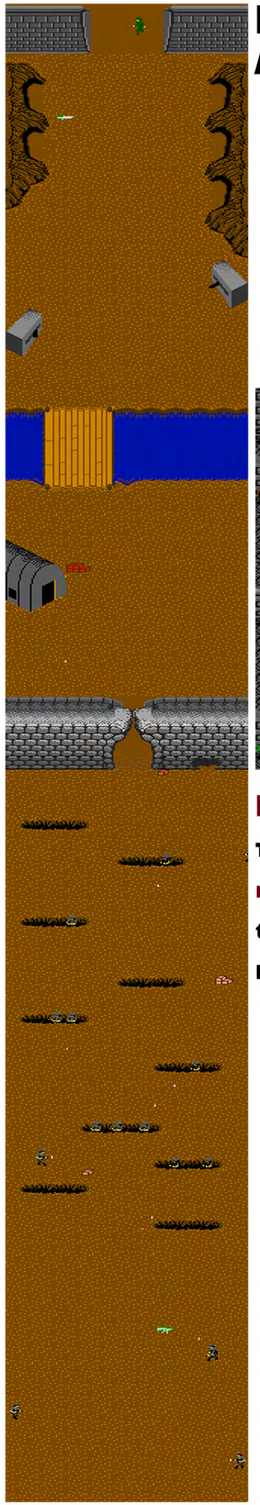


First Duty Area 1

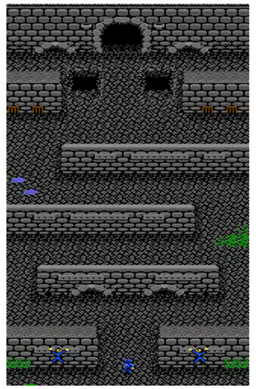


POW Camp

Throw a grenade at the left side of the bridge to uncover the POW camp

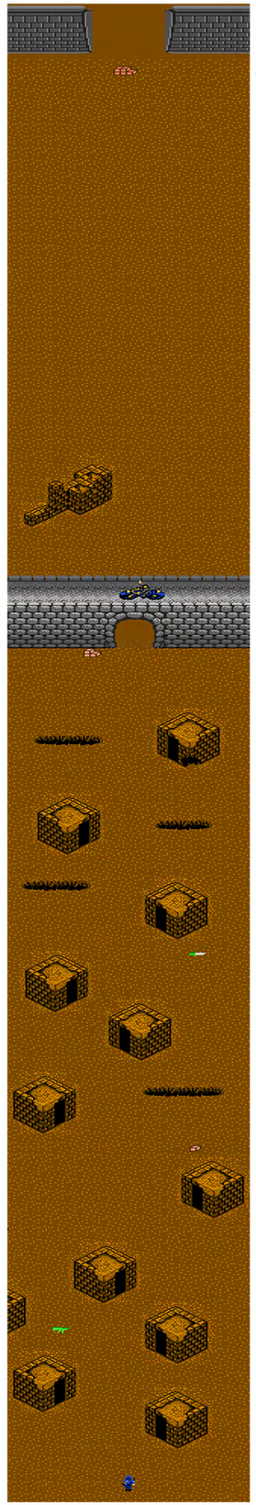


First Duty Area 2

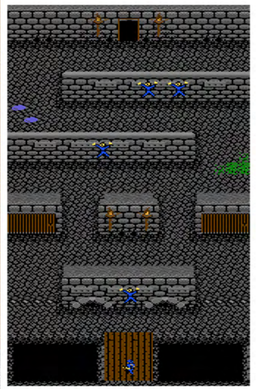


POW Camp

Throw a grenade at the right side of the bridge to uncover the POW camp

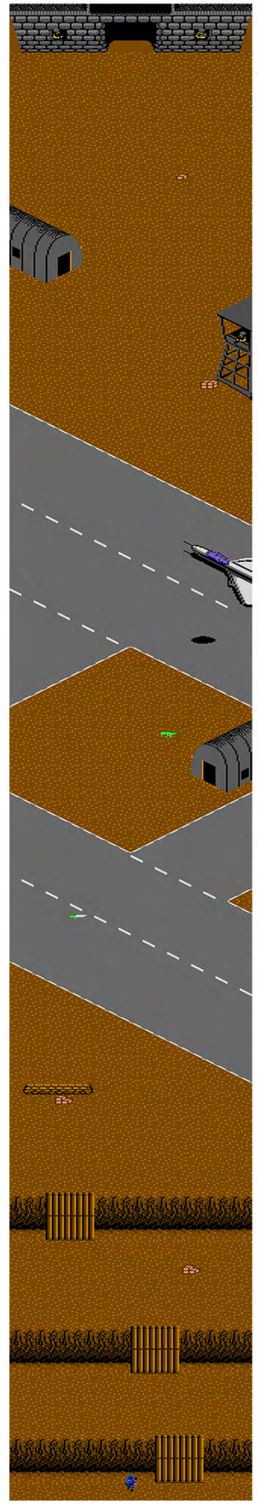


First Duty Area 3

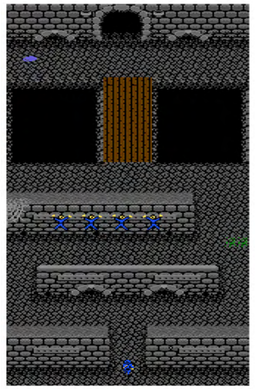


POW Camp

Throw a grenade at the front corner of the hut on the extreme right- the screen above the knife- to uncover the POW camp



First Duty Area 4



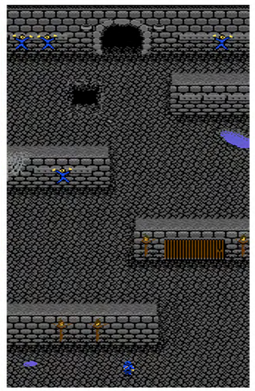
POW Camp

Throw a grenade just before the airplane to uncover the POW camp

Commando maps

Second Duty Area 1

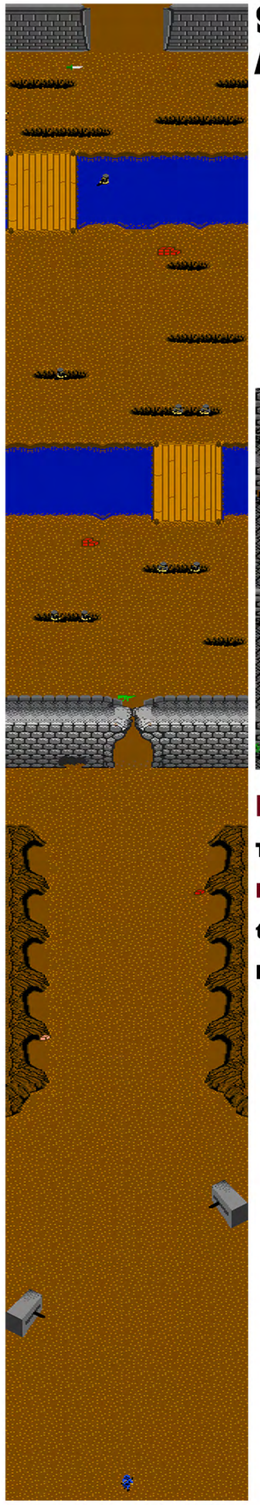


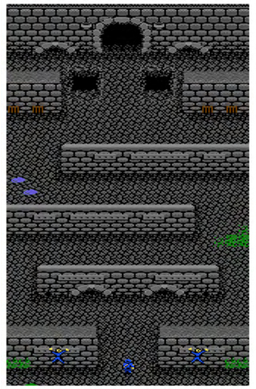


POW Camp

Throw a grenade at the cliff just behind the soldier who is hiding behind a wall on the right side to uncover the POW camp

Second Duty Area 2

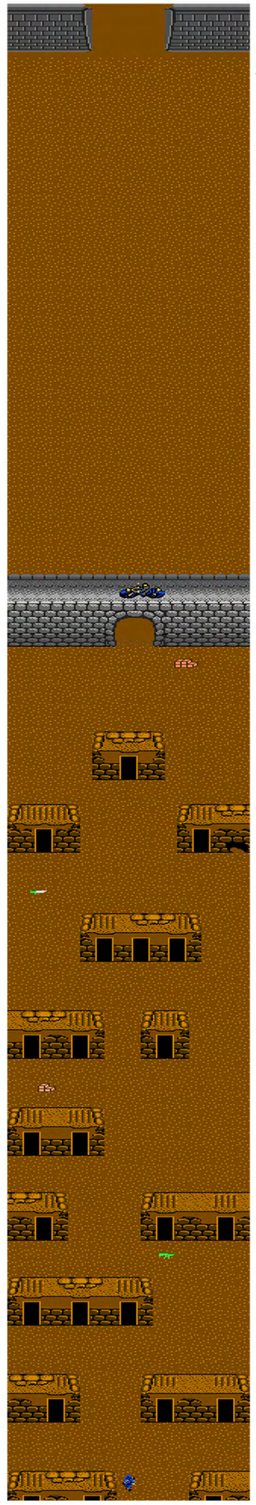


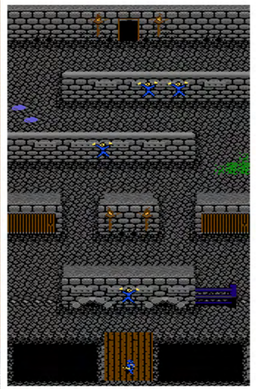


POW Camp

Throw a grenade at the left side of the bridge to uncover the POW camp

Second Duty Area 3

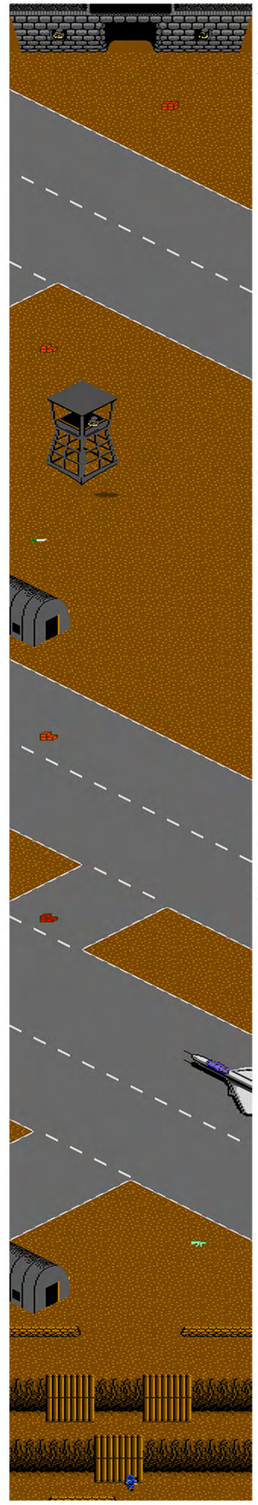


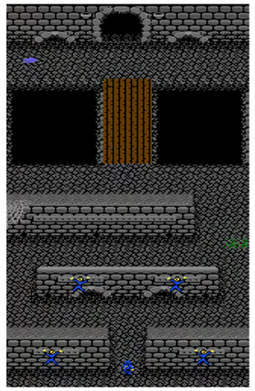


POW Camp

Throw a grenade at the right side of the first single door hut on the far right of the screen to uncover the POW camp

Second Duty Area 4





POW Camp

Throw a grenade just in front of the guard tower to uncover the POW camp

Eggs-ercise Your Skills!

As a professional ornithologist, you're thrilled to find out that some rare South American hornbills have nested in your "old yolk tree." But while the hornbills are out feeding, a group of mischievous bluebirds, owls, and snakes begin raiding their nests and stealing eggs.

Horrified, you get out your slingshot and begin hitting the marauding creatures. But you have to be careful. If you hit an egg-carrying bird, it drops the egg and you have to act fast to catch it before it hits the ground and return it to a nest. At the same time, you have to watch for snakes that may be sneaking up to nests and gobbling eggs. If you can protect the eggs long enough, you can take them to another nesting site. But watch out, egg-stealing creatures are everywhere!

Getting Started

1. Insert the Crack'ed cartridge into your Atari 7800 Video Game System as explained in your Owner's Manual.
2. Plug a controller into the left controller port.
3. Switch on your television; then press **[Power]** on your 7800 console. The Crack'ed title screen will appear.
4. Press **[Reset]** or either button on your controller to start play.
5. Press **[Pause]** to pause the game; press it again to resume play.
6. During play, you can press **[Reset]** to start a new game, or **[Select]** to return to the title screen.

Playing the Game

The Egg Raids

Your goal is to prevent eggs from being stolen.

When the game starts you have five nests with five eggs in each nest. Use the controller to position the cross hairs on a creature and press the left controller button to shoot.

If you shoot an egg-carrying creature, the egg drops to the ground with a sickening "crack!" unless you catch it by quickly positioning the cross hairs under the falling egg while holding down the right controller button. Once you catch an egg, carry it to a nest and release the right button to deposit it. A nest cannot hold more than five eggs.

If you have at least one egg left at the end of a raid, you go on to the next level. Raids may take place at different nesting sites. Each nesting site has its own set of egg-stealing creatures, but the actions of shooting creatures and retrieving falling eggs are the same at each site.

The game ends when all eggs are gone.

Assault at the Rooster Ranch

When you move on to a new nesting site you will pass by the rooster ranch. There you endure the indignity of being pelted with eggs unless you can hit the rooster first.

When the rooster pops up behind a nest, use the controller to point the bottom and right screen arrows at the rooster's face and fire. If your aim is true, the egg goes "splat!" on the rooster's face and you earn bonus points. If you miss, you make a mess of the roost and lose points.

When you arrive at the rooster ranch you are given a stash of 10 eggs. You earn 200 points each time you hit a rooster, and you lose 100 points and an egg each time you throw and egg and miss. If a rooster comes and goes and you don't throw an egg at it, you lose 100 points.

Nesting Sites

Crack'ed has five nesting sites, each with its own set of sneaky egg-stealing creatures.

Nesting Site	Creatures
Tree	Bluebirds, owls, and snakes
Sewer	Dunglings, rats, and dragonflies
Sea	Squid, anchovies, and bubbles
Dungeon	Ghosts, skeletons, and bats
Moon	Aliens, meteors, and spaceships

Egg Protection Strategy

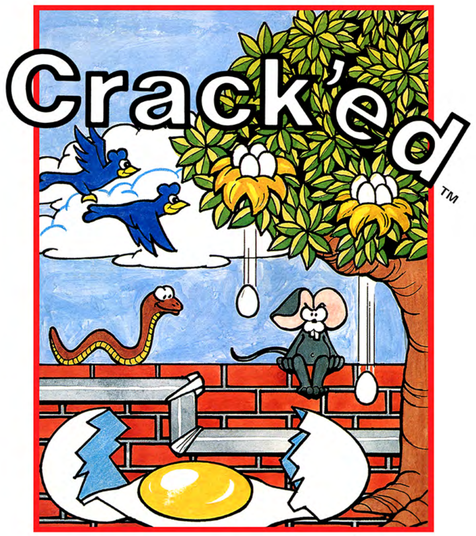
Try to hit creatures before they get an egg. You can score more points by catching falling eggs and replacing them in a nest, but while you do so other eggs may be carried away.

Shoot egg-carrying creatures as high as possible. If you hit them too close to the ground, you won't have time to catch the egg.

Try to shoot egg-carrying creatures over a nest so the egg drops into the nest.

Concentrate on defending the eggs in one nest.

While defending the old yolk tree, concentrate on shooting birds rather than snakes.



Crack'ed Creatures


Bluebird


Owl


Snake


Dungling


Rat


Dragonfly

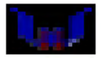

Squid


Anchovy


Bubble


Ghost


Skeletons


Bat


Alien


Meteor


Spaceship

Scoring

During an Egg Raid

Finishing a raid with a dozen or more eggs . . . . . 500 points per dozen
Returning an egg to a nest . . . . . 300 points
Catching an egg . . . . . 200 points
Shooting a creature . . . . . 100 points
Each egg remaining at the end of a raid . . . . . 100 points

The remaining eggs are displayed at the end of each raid. Each dozen appears in an egg carton.

At the Rooster Ranch

Pelting a rooster . . . . . 200 points
Getting pelted by a rooster's egg . . . . . -100 points
Failing to throw an egg at a rooster . . . . . -100 points

The total at the end of the rooster ranch bonus round is added to your total score.

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WHICH WAY TO THE CASTLE?

Over scorching deserts, through dark icy caverns, around a fiery volcano, and under the leafy cover of a steamy jungle, you set out with three brave friends to retrieve the treasures stolen by the Evil Master. Your goal is his castle, far, far, away.

Your friends are lightly armed, but you carry your trusty crossbow. By shooting its swift arrows, you can save yourself and your companions from the dangerous attacks of the Evil Master's creatures—scorpions, ants, pterodactyls, voracious plants, bats, snakes, and other horrible beings.

When you reach the castle, the Evil Master's expert archers await you, ready to test their aim with deadly arrows. Inside the castle, a fierce dragon also waits, guarding the treasure with its fiery breath.

Few adventurers have dared to make this trek. No one yet has come back alive.

GETTING STARTED

1. With your Atari 7800 set up, insert the Crossbow cartridge into the console and plug a joystick or light gun into the left port.
2. Turn on your television and press **[Power]** to turn on your Atari console. The Crossbow title and selection screen appears.
3. Press **[Select]** to change the controller option if desired
4. Press the fire button or **[Reset]** to start the game. The Map screen comes up.
5. Using your light gun, choose a path by shooting at either the red or green path box at the bottom of the screen. If you are using a joystick, use it to move the cursor. If you prefer, you can wait a few moments, and a path will be chosen for you.
6. Holding the light gun three to five feet from the television, aim and shoot at the Evil Master's creatures before they attack your friends. Your gun acts as your crossbow. If you are using a joystick, use it to move the cursor.
7. Press **[Pause]** to pause a game. Press it again to resume play.
8. Press **[Reset]** at any time to start a new game or press **[Select]** to return to the title screen.

PLAYING THE GAME

Starting Your Adventure

Your adventure begins on the Map screen. This screen shows the eight Danger Zones you must pass through to reach the treasures.

You have to figure out which paths to take to reach the castle and claim the treasures. Begin by shooting with either the gun or the joystick at either the red or green path box. A path appears that leads you to your first Danger Zone.

Protecting Your Friends

Once you get to a Danger Zone, the Evil Master's creatures immediately begin attacking your friends. If attacked, your friends dissolve. To stop the loathsome creatures, you must shoot them with your gun or joystick. If you are using a gun, move the gun sight onto a creature to aim, and then shoot. If you are using a joystick, use it to move the cursor.

If you escort your friends safely through a Danger Zone, you return to the Map screen and choose a path once again. This time you choose a red, green, or blue path to arrive at a Danger Zone.

Once an adventurer dissolves, that friend is lost forever. If all adventurers are lost, your quest ends. When you make it safely through a Danger Zone, the survivors and, in some Danger Zones, a bonus friend will appear.

If you rescue the treasures, you confront the Evil Master himself. Fire at his red eyes to complete your quest, return to the Map screen, and start again.

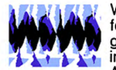
The Danger Zones



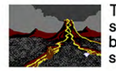
You start your trek with three adventuresome **friends**. You gain a new friend the first time you make it safely through each Danger Zone, except the Village and the Castle, up to a maximum of eight adventurers at one time.



In the **Desert**, your friends are attacked by deadly scorpions, vultures, snakes, and ants. You gain another friend the first time you survive this zone.



While wandering through the **Caverns**, watch out for swooping bats, falling stalactites, and a ghastly ghost. Shoot down the two hanging stalactites to fill in the crevices in the path so you can get across. Another friend joins you the first time you make it safely through the Caverns.



The **Volcano** spews burning rocks and fiery lava, so watch out. Shoot the resting rock to make a bridge over the lava river. Passing by the volcano safely for the first time earns you another friend.



In the steaming depths of the **Jungle**, wicked monkeys hurl coconuts and toucans with deadly aim. Voracious plants lie in wait for the adventurers. The first time you survive the Jungle Zone, you are joined by a new friend.



In the **Village**, the horrors of the night await. From the street, sinister agents appear in the windows, wolves pop up out of nowhere, and even the street lights are controlled by the Evil Master. From above, chilling ghosts attack, deadly lightning bolts fall, and a cruel witch appears on rooftops, ready to drop devastating fireballs. In this unfriendly village, no bonus friends can join you.



At the **River**, the scenery is beautiful, but perils await you every step of the way. You are threatened on the bridge by mighty bouncing boulders and swooping pterodactyls. The Evil Master has many spies here. You'll find jumping fish, hungry alligators, and slime monsters in the river, leaping frogs on the riverbank, and a bird hidden in the tree.



If you're not careful, you might just meet your match at the **Drawbridge**, where the Evil Master's loyal archers and pterodactyls try to stop you. Hungry alligators wait in the moat, snapping their jaws at you. To enter the castle, shoot through the two ropes holding up the drawbridge.



At the **Castle Hall,** a dragon breathes fire, daggers drop from the ceiling, and arrows fly from the walls. A trapdoor is your last barrier to claiming the treasures—shoot the statue's flashing staff to open it.



Shoot the **Evil Master's Eye** that appears once on every screen to gain bonus points.



If you make it past the Castle Hall, you confront the **Evil Master** himself. Here he makes his last fearsome attempt to do you in and reclaim the treasures. Your only hope is to shoot his eyes when they glow red.

SCORING

Score points by shooting the Evil Master's creatures. Scores appear on the Danger Zone screens in place of the creatures you shoot.

Across the Desert

Snake	2000 points
Rabbit	1500 points
Vulture	1000 points
Scorpion	500 points
Ant	500 points

Through the Caverns

Bat	1000 points
Ghost	1000 points
Falling Stalactite	500 points
Hanging Stalactite	500 points

At the Volcano

Burning Lava	1000 points
Falling Rock	500 points
Resting Rock	500 points

In the Jungle

Coconut	1500 points
Voracious Plant	1500 points
Toucan	1500 points
Monkey	1000 points

In the Village

Lightning Bolt	2000 points
Fireball	2000 points
Wolf	1500 points
Ghost	1000 points
Witch	1000 points
Agents in Windows	1000 points
Street light	500 points

At the River

Alligator	2500 points
Frog	2000 points
Fish	2000 points
Bird	2000 points
Slime Monster	1500 points
Boulder	1000 points
Pterodactyl	1000 points

Outside the Drawbridge

Pterodactyl	2000 points
Alligator	1500 points
Archer	1000 points
Arrow	1000 points

Inside the Castle Hall

Statue's Staff	2000 points
Dagger	1500 points
Arrow	1500 points
Face in the Wall	1500 points
Dragon's Fire	1500 points
Torch	500 points

The Evil Master

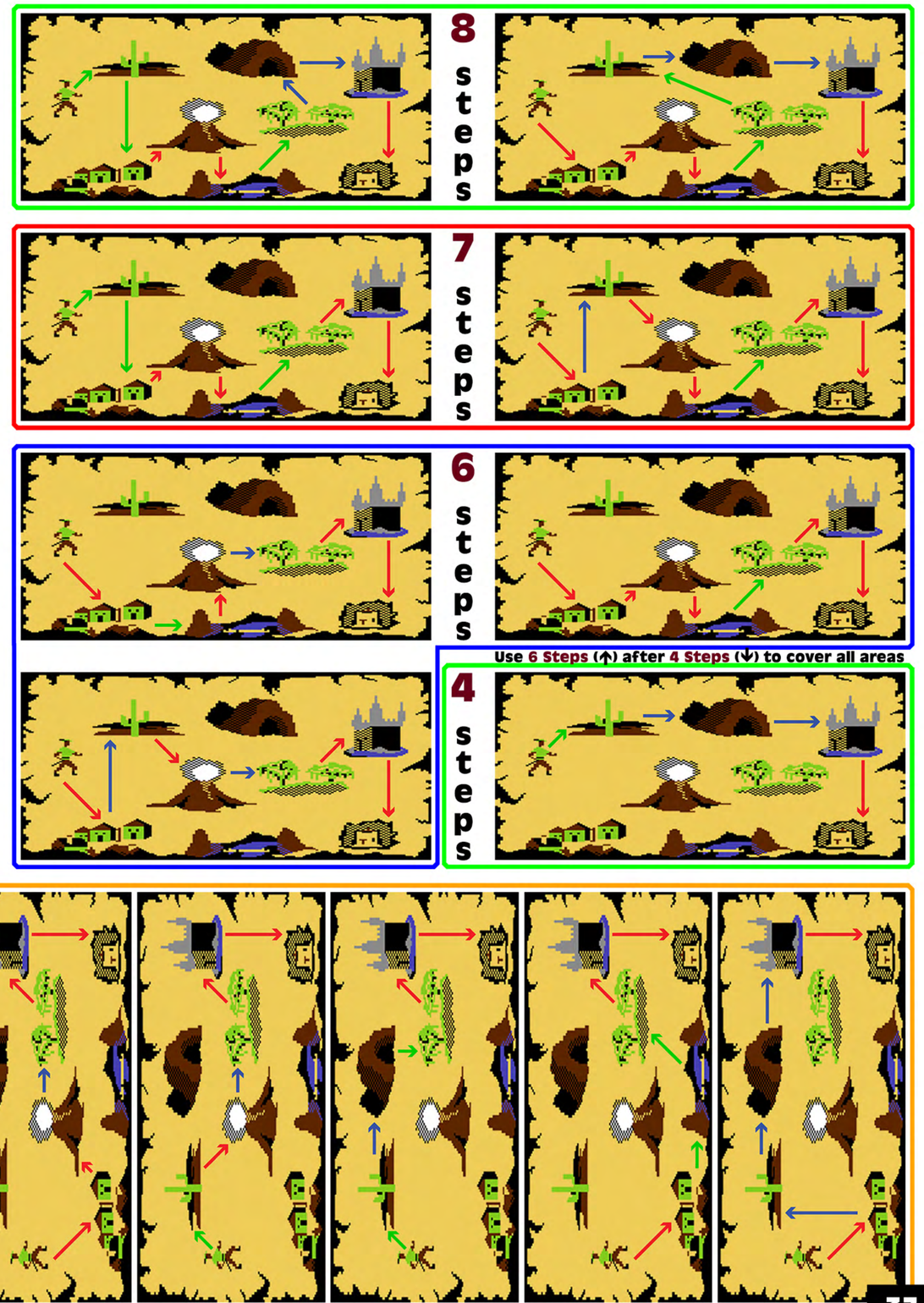
Red Eye	5000 points
White Eye	5000 points

In Every Danger Zone

The Evil Master's Eye	5000 points

When you get all your friends past the Evil Master, you earn 250,000 bonus points. Then you return to the Map screen to start again.

Crossbow - Danger Zone Paths



The Darkness Is Upon You!

You're on a dangerous treasure hunt, deep in the underground world of Dark Chambers. Wraiths, wizards, and moldering skeletons surround you. As you move through this meandering maze, you are stalked by the grim reaper.

The exits you see only take you deeper into the maze. If you find the strategically placed weapons, you can fend off your enemies while you search for the hidden treasure. The secret potions you find along the way will renew your strength. But watch out for hidden traps and deadly poisons.

Your strength will help you outlast the weaker ghouls, but are you a match for the strongest? Enter the underground world of Dark Chambers and find out!

Getting Started

1. With your Atari 7800 set up, insert the Dark Chambers cartridge into the console. Plug a controller into the left port on the front of your console; for two players, plug another controller into the right port.
2. Turn on your television, and press the **[Power]** key to turn on your Atari console. The Dark Chambers title screen will appear.
3. Press **[Select]** to choose a skill level and the number of players (one or two). Or move the left controller right or left to select the skill level; move the controller up or down to select the number of players.
4. Press the fire button or **[Reset]** to start the game.
5. Press **[Select]** at any time to return to the title screen and start a new game.
6. When a game is over, press the fire button or **[Reset]** to start a new game.

Playing the Game

You are lost in Dark Chambers. Enemies, treasures, and curses are scattered throughout all levels from A to Z. Your goal is to survive all 26 levels and maybe beyond while taking as much treasure as you can. You can descend from one level to the next only by finding the escape holes.

Your enemies, the dangerous ghouls, are everywhere. At times, they'll chase you. Other times, they'll back off. Don't let this fool you, though. It's just a ploy to lead you farther from the escape holes.

Use your controller to move through the chambers. Go through the escape holes to move on to the next level. (In a two-player game, you won't be able to walk any farther than you can see unless your partner goes with you.)

Search each chamber for treasures and weapons. Pick them up by walking over them. The treasures and weapons you pick up will appear at the top of the screen next to your strength bar.

Stay away from the curses: traps and poison. If you touch them, they'll take away some of your strength.

Ghouls drain your strength by touching you. You shoot them by moving your controller in their direction and pressing the fire button. Be careful, though. You can't walk while you're shooting. Ghouls will use that time to move in and touch you.

Potions and food are also hidden in the chambers. When you find one, pick it up to renew your strength. A bar at the top of the screen shows you how much strength you have left.

Find the hole to escape from a level and descend to the next one. As long as you have strength left, you can go through all 26 levels. If you lose all of your strength, you collapse and the game is over.

In a two-player game, if one hero collapses, the other player must find a heart and shoot it. This will revive the hero who collapsed.

Weapons and Treasures

Use weapons, potions, keys, and holes to help you outsmart the ghouls while you search for treasure.

Note: If you find a weapon on another level that is like one you have already acquired, shoot the weapon for bonus points.

Guns increase your shooting speed.

Daggers make your shots more powerful

Shields minimize the amount of strength you lose when an enemy touches you.

Set off **bombs** to slay all ghouls and curses in the area you're in. Grab the bomb and press the right fire button. Or you can carry up to 15 bombs and detonate each one when the time is right.

Be Careful: You can also detonate a bomb by shooting it.

Pick up **potions** and **food** to increase your strength. (When your strength bar is full, you don't need the potions.)

The more **keys** you pick up, the more doors you can unlock to enter secret rooms. Each key unlocks one door and is worth 100 points. You can carry up to 15 keys.

Holes lead to the next level.

Locks open secret rooms.

Grab **strongboxes** whenever you see them to earn points.

Snatch the valuable jewel **amulets** to increase your score.

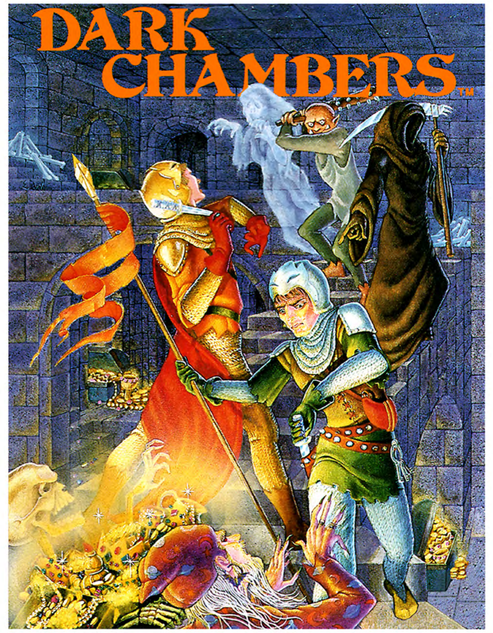
Chalices have been hidden throughout the chambers. Although the silver ones are worth a lot, the gold ones are the most valuable treasure of all.

Hearts are hidden throughout the chambers. But shoot a heart only when your hero friend needs it. Otherwise the heart will turn into an underground spawner!

Ghouls and Curses

The inhabitants of Dark Chambers drain your strength by touching you. When shot, they mutate to the next weaker form.

Zombies are the weakest form of ghoul. They explode when you slay them.



Bone-shaking **skeletons** covet your skin.

Wraiths try to scare you to death.

Wizards hate live heroes. They attack without mercy.

Grim reapers are the strongest form of ghoul. They'll slice you down if you let them get close.

Spawners hatch new ghouls. There are five kinds of spawners capable of producing different levels of ghouls. Shoot the spawners to mutate them to the next weaker level of spawner. Watch out, though. The underground spawner is indestructible.

Watch out for deadly **poisons**. They'll drain your strength.

Traps have been laid for you. They, too, will zap your strength. The glowing ones are the most dangerous!

Scoring

Scores appear at the top of the screen, next to your strength bar.

Ghouls and Curses

You earn points for each ghoul and ghoul spawner you slay:

Grim reaper	100 points
Grim reaper spawner	100 points
Wizard	60 points
Wizard spawner	60 points
Wraith	40 points
Wraith spawner	40 points
Skeleton	20 points
Skeleton spawner	20 points
Zombie	10 points
Zombie spawner	10 points

Scoring

You lose valuable energy each time a trap, poison, or ghoul touches you.

Note: You lose only half the number of energy units if you have a shield when you are touched.

Glowing trap	–96 energy units
Trap	–64 energy units
Poison	–32 energy units
Grim reaper	–16 energy units
Wizard	–8 energy units
Wraith	–6 energy units
Skeleton	–4 energy units
Zombie	–2 energy units

You also lose 1 energy unit every 8 seconds as you walk around the maze.

Treasures and Potions

You earn points for each treasure you collect and gain energy for each potion you drink and food you eat:

Gold chalice	3000 points
Amulet	1000 points
Silver chalice	500 points
Strongbox	100 points
Potion	+32 energy units
Food	+32 energy units

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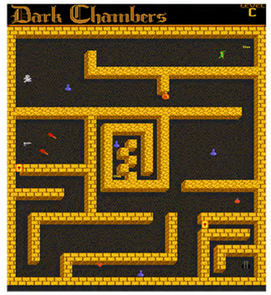
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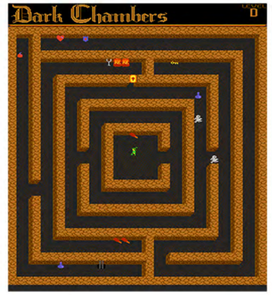
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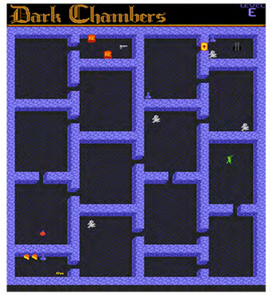
Dark Chambers - Level Maps

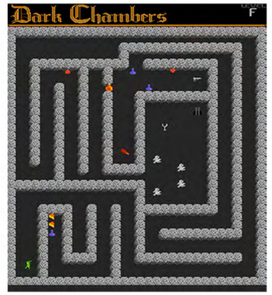


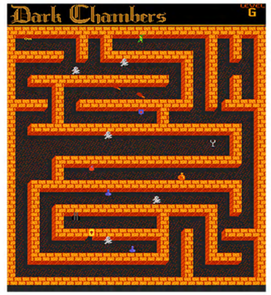


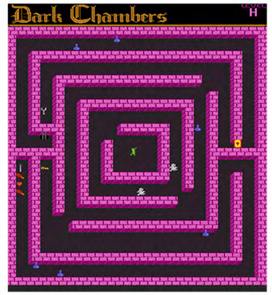


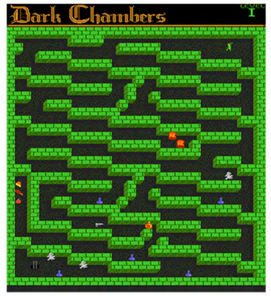


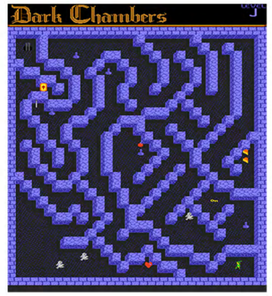




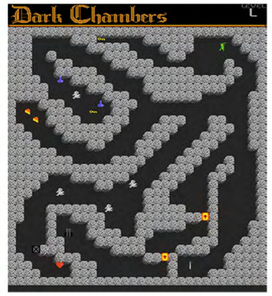






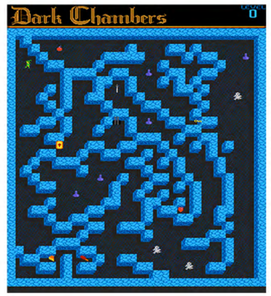


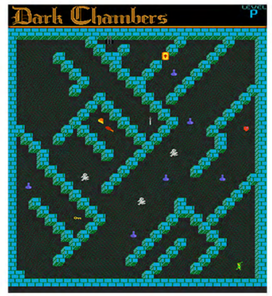












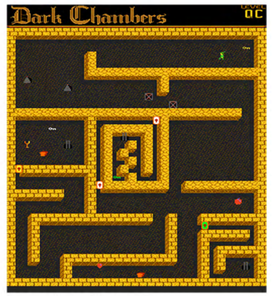
Notes:
The difficulty is Standard.
It would seem that the monster generators (blue potions and skulls etc) are a bit random.
Their position stays the same between games but what was a skull in one game might be a potion in another.
On the other hand, monster positions seem to vary somewhat. For instance in some games in level A,
in the locked exit room, sometimes there'd be one monster, other times two!
The only thing you can really count on to stay constant are the walls!





Shown keys and gates match. Either the yellow or white keys/gates will be present.

Additionally, a third possible exit location is where the white key is located. When the exit is here, there are no keys.



All possible exits shown.
Yellow key is present in all exit locations.

If exit is on the left, only yellow key and gate exist.

If exit is in the center, only white key and gates exist in addition to yellow key.

If exit is on the right, green and yellow gates/keys exist. Yellow key room leads to a treasury in this case.



Map shows all key and exit locations.

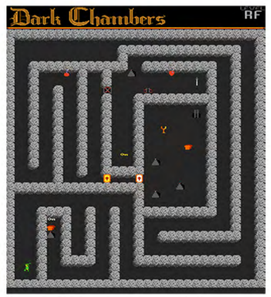
Only one gate ever exists and it will be positioned to block the path to the exit.



If exit is in north-east corner, only the southern key and white gate will exist.

If the exit is in the north-central room, yellow keys and gates will exist.

If the gate is located in the south-western room, only green keys and gates will exist.

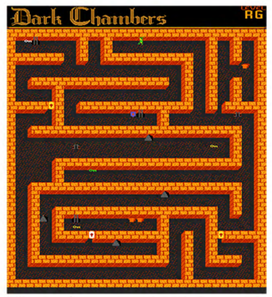


Keys and gates are color coded.

Only yellow or white versions will appear in any given map.

Additionally, there is a third variation that has NO keys or gates at all!

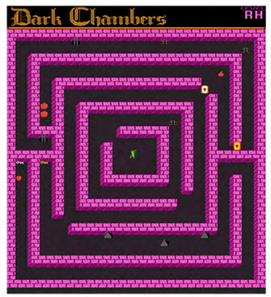
In all three cases, the exit location remains constant.



When southern exit exists, white keys and gates will be on the map.

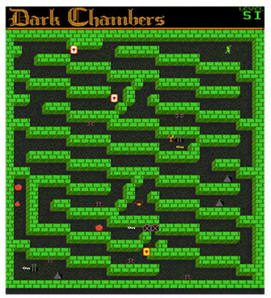
When north-western exit exists, yellow keys and gates will be on the map.

When the exit is located near the shield, yellow gates will exist.
Additionally, the green key will exist and a second key will be placed where the southern exit is located.



When the exit is located along the top corridor, white and yellow keys/gates will exist at the same time.

When the exit is located above the yellow key, only the yellow gate will exist-
and either the yellow key OR the white key will exist.



When the exit is at the bottom of the map, either the yellow gate and key will exist, or none at all!

When the exit is in the middle of the map, white gates and keys will exist.



When the yellow gate exists, only the yellow key will exist.

When the white gates exist, both white and yellow key will exist.

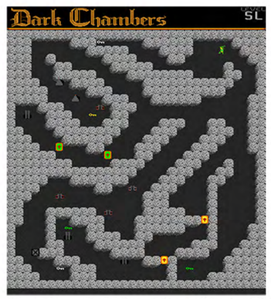
When the green gates exist, only the green keys will exist.



When exit is in north-eastern corner, yellow key and gate will exist.

When southern exit exists, white keys and gates will exist.

When exit is in north-western corner, blue keys and gate will exist and the yellow gate will also exist.



When the exit is in the south-western location, the yellow key and upper white key will exist. Both yellow gates will exist.

When the exit is in the south-central location, the yellow key and southern white key will exist. Both yellow gates will exist.

When the exit is further up the screen, green keys and gates will exist.

Dark Chambers - Level Maps



When the exit is in the south-eastern corner, white keys and gates will exist.

When the exit is in the south-western corner, yellow key and gate will exist.

When the exit is near the top, no gates or keys will exist. But there will be more monsters!



If the exit is in the south-western corner, only yellow gate and key exists.

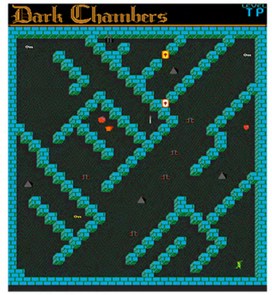
If the exit is along the easern wall, only white keys and gates will exist.

Additionally, sometimes the south-western exit and yellow key switch places. When this happens only the blue gate exists.



In two variations, only the yellow key and gate exist.
In one case the monster distribution is spread around the area.
In the other variation the monsters are concentrated around the yellow gate and the room directly south of it!

In the final variation, both white and yellow keys exist!

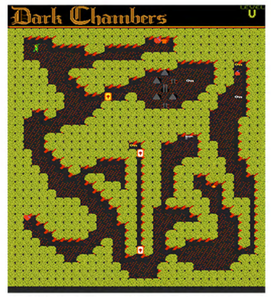


If yellow key exists, only yellow gate will exist.

If white keys exist, both yellow and white gate will exist.

There does not appear to be a third major variation...

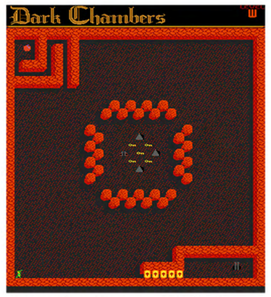




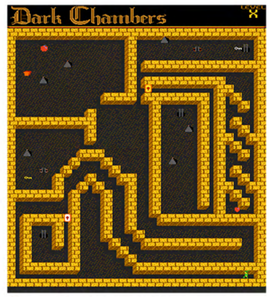
Yellow keys are possible positions for keys when exit is where it appears on the map. There is only 1 key to obtain in this setup.

Alternately, the exit may appear where the central yellow key is shown. In this case, you will see two gates on the map blocking the path!

White keys show where you will find the necessary keys for the alternate exit position.



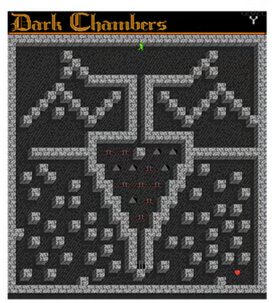
Shown exit may be swapped with the central key. In this case the surrounding keys will be additional monster generators and traps. The locked room will only have a single locked door leading to a treasury. The key will be in the top left corner.



If the exit is near the center, the yellow key and gate will exist.

If the gate is near the south, the white key and gate will exist.

If the gate is in the north-east corner, there will be no keys or gates!



No special strategy.
You fight your way through the center to get to the exit.
The best strategy is to have a few bombs saved so you can rush through without stopping!



Object types and placement will vary but overall this is the calm before the storm! Once you go down the ladder, you will return to Level A on Expert Mode!

STRATEGY

DESERT FALCON









The Pharaoh's lost treasures—enormous gems, big silver eggs, and gleaming ingots—are scattered among the ancient pyramids and obelisks. Your objective is to fly towards them, then pick them up by hovering or hoping over them.

But the treasures are guarded by swarms of flying and crawling beasts that attack from land and air. You can protect yourself by firing arrows at these enemies, by maneuvering around them, or by dodging behind pyramids and obelisks to shield yourself. Try to stay high or low as you are more likely to be hit when you are in the middle. But don't stay on the ground or you are food for the scorpions.

Killing enemies increases your *base value* per treasure, while picking up gems during regular gameplay increases the treasure *value multiplier*. If you can increase *both* the base value *and* the value multiplier and then destroy the Howling Sphinx, you will be able to earn a staggering number of points during the bonus round. In the bonus round, go for the treasures with the highest value multipliers.

The best place from which to kill enemies is between two pyramids or towers. The buildings provide protection and, when you are positioned correctly, you can simply continue to fire and watch your score zoom up.

When confronting the Sphinx, shoot at it as quickly as possible to avoid confrontation with numerous enemies.

You can gain super powers by hopping over three hieroglyphs scattered in the sand in the correct order. Beware: at higher levels, you can gain super problems, such as Shackles, as well as super powers. In the box is a list of some of the hieroglyph combinations for super powers (and problems). Some combinations will only work on certain levels, so you will have to experiment on your own.

Hieroglyph Combinations

1. Warp
Bird, Man, Ankh
Man, Man, Bird
Feather, Eye, Feather
Ankh, Feather, Sun
Cane, Eye, Bowl

2. Hold Sphinx
Ankh, Bowl, Eye
Sun, Bowl, Eye
Bird, Bird, Ankh
Eye, Ankh, Ankh

3. Kill Shpinx
Bowl, Ankh, Bowl
Sun, Bowl, Ankh

4. Extra Bonus
Eye, Ankh, Sun
Man, Eye, Ankh
Feather, Cane, Feather
Sun, Ankh, Ankh

5. Invincible
Sun, Man, Bird
Man, Man, Eye
Sun, Man, Bowl
Bowl, Ankh, Sun
Cane, Bowl, Feather
Eye, Eye, Bird

6. Air Bomb
Bowl, Eye, Eye
Sun, Sun, Sun
Feather, Eye, Bird
Ankh, Eye, Man
Man, Cane, Bird
Cane, Eye, Man
Cane, Ankh, Bird

7. Decoy
Sun, Feather, Eye
Cane, Cane, Eye
Eye, Eye, Eye
Man, Man, Sun

8. Quick Shots
Feather, Cane, Sun
Eye, Feather, Ankh
Sun, Man, Bowl
Bird, Ankh, Cane
Cane, Eye, Bowl
Ankh, Eye, Ankh
Ankh, Feather, Sun
Bird, Bird, Bird

9. Kill Uwes
Bird, Cane, Sun
Cane, Eye, Cane
Bowl, Eye, Bird
Bowl, Feather, Eye

10. Extra Life
Cane, Feather, Man
Eye, Eye, Sun

11. Kill Minis
Sun, Ankh, Sun
Eye, Ankh, Ankh
Man, Eye, Eye

12. Hover
Cane, Ankh, Cane
Ankh, Feather, Feather
Eye, Bird, Eye

13. Kill Pots
Bowl, Feather, Man
Bird, Sun, Man
Man, Ankh, Ankh

14. Speed Up
Ankh, Eye, Cane
Man, Ankh, Bird
Bird, Man, Sun

15. Air Freeze
Sun, Bird, Man
Eye, Ankh, Feather
Man, Man, Eye

16. Omnicide
Man, Sun, Cane
Bird, Sun, Cane
Sun, Man, Man
Bird, Man, Ankh

17. Broken Wing
Man, Man, Man
Cane, Sun, Feather

18. Polywater
Man, Bird, Feather
Bird, Man, Eye

19. Shackles
Bowl, Cane, Bird
Bird, Bowl, Cane



A Daring Desert Quest for Treasure!

All around you are long stretches of sand, ancient pyramids baking in the hot, dead air, and constant danger.

The legends that brought you here are 30 centuries old. The tales tell of thieves who plundered the Pharoah's tomb, loading bags of gold, silver, and precious gems onto their camels, then making off into the desert. But in the night, horrible desert beasts pursued the robbers, and the priceless treasure was scattered and lost. Not even a camel was ever seen again.

Now you search for the lost treasure, daring the beaks and claws of the desert guardians. As you scan the endless sand for the glitter of jewels, your eye catches sight of gliding shadows. Something's coming!

You could turn back now and be safe. Or you could go on, and dare to steal the Pharoah's jewels.

Getting Started

1. Insert the Desert Falcon Super Game Cartridge into your ATARI 7800 as explained in your owner's manual.
2. Plug a controller into the left controller jack. This is Player 1's controller. For two players, plug a second controller into the right controller jack.
3. Turn on your television, then press the **[Power]** button to turn on your console. Wait a few seconds for the Desert Falcon title and options screen to appear.
4. Select game options by pressing the **[Select]** button on your console or by using Player 1's controller. Move the controller handle left or right to choose one of four skill levels: Novice (easiest), Standard, Advanced, or Expert (most difficult). Move the handle backward or forward to choose between a one- or two-player game. An option is selected when it lights up.
5. Press **[Reset]** or Player 1's left controller button to start the game. During the game, press **[Pause]** to pause the game; press it again to resume play. Press **[Select]** to redisplay the options screen at any time.

ACTION	CONTROLLER OPERATION
Fire arrows.	Press left button.
Activate super powers.	Press right button.
Fly; gain altitude.	Pull handle backward.
Land, hop, or swim.	Push handle forward.
Maintain altitude in the air; stop on land.	Release handle.
Move left.	Push handle left.
Move right.	Push handle right.

Game Play

The Pharoah's lost treasures—enormous gems, big golden eggs, and silver ingots—are scattered among the ancient pyramids and obelisks. Fly towards the treasures, then hover or hop over them to pick them up and earn points. Use your controller handle to maneuver. (Follow the chart above.)

The treasures are guarded by swarms of flying and crawling beasts. Burrowing Uwes crawl out of the sand to charge at you, and Vultures, Warrior Phleas, Scarabs, Flying Fish, and Phantom Gliders attack from the air. All these enemies will destroy you if they hit you.

Protect yourself by firing arrows. A direct hit destroys the enemy and gains you points. You can also maneuver around enemies or dodge behind pyramids and obelisks to shield yourself. At higher levels, watch out for flame-throwing Fire Pots and dart-shooting Mini-Sphinxes.

You begin the game with five lives. Each time you're hit or you crash into a building you lose a life, but you will recover as long as you have lives left.

The end of each desert trek brings you to the Howling Sphinx. You must shoot this Sphinx directly between the eyes in order to get past it, all the while dodging the darts and nasty creatures it spits at you.

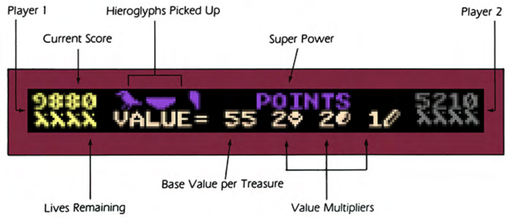
Super Powers

Hop over any three hieroglyphs scattered in the sand to gain super powers. Super powers give you great advantages, such as letting you destroy all enemies on screen at once or paralyze the Howling Sphinx.

Check the Gaming Box at the bottom of the screen to find out which power you've gained and whether it requires pressing the right controller button (some powers don't). Some powers will be used up when you press the controller button; other powers last for several seconds. A new power is awarded when you pick up three more hieroglyphs, whether or not the previous power was used.

There are many super powers for you to discover (some of them are described on the next page). But beware: in the higher levels of play you can earn super problems, such as Shackles, as well as super powers.

Gaming Box



Hieroglyphs



SUPER POWERS	WHAT THEY DO
Air Bomb	Pressing the right button destroys all air-borne enemies in sight.
Decoy	Enemies are tricked into flying towards a decoy spot instead of towards you.
Hold Sphinx	The Howling Sphinx is unable to spit creatures or darts at you.
Invincibility	Nothing can destroy you.
Omnicide	All enemies on screen are destroyed when you press the right button.
Points	You are given free points.
Polywater	You can fly and hop but not swim.
Roulette	You are given two random hieroglyphs. The next hieroglyph you pick up determines your next super power.
Shackles	You can fly and swim but not hop.
Warp	You fly at lightning speed to the Howling Sphinx.

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SUPER GAME



Scoring

Shooting Desert Beasts

Each enemy you destroy earns you points. Destroying a flying enemy increases the base value of treasures.

Desert Beasts	Points Scored	Points Added to Base Value of Treasures
Mini-Sphinx	1000	0
Warrior Phlea	500	5
Scarab	300	3
Flying Fish	200	2
Vulture	200	2
Burrowing Uwe	150	0
Phantom Glider	100	1

Destroying the Howling Sphinx

First Sphinx ..... 5,000 points

Each additional Sphinx ..... previous Sphinx score plus 1,000 points

Stealing Treasures

During regular game play, each treasure you pick up earns you the base value, plus increases that treasure's value multiplier by 1. If you shoot a treasure, its multiplier returns to 1. In the bonus round, each treasure is worth the base value times its value multiplier.

Bonus Lives

You earn a bonus life at every 10,000 points scored. You can have a maximum of six lives remaining.

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ATARI®

Bonus Round

Destroying the Howling Sphinx gains you entrance to the bonus round. Here your goal is to pick up as many treasures as you can in the time allowed.

Watch the Gaming Box where the hieroglyphs and super powers appear during regular play. In the bonus round, your time allowed is counted down in seconds in that space. The bonus score is tallied next to the time. When the round ends, the bonus score is added to your current score and the last hieroglyphs or super power you gained reappear.

You are not attacked in the bonus round, and colliding with buildings will not cost you a life; only time is lost.

Strategy

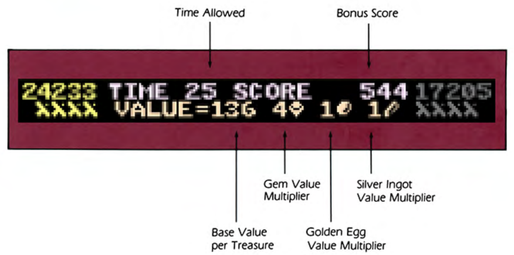
Duck behind pyramids and obelisks to save yourself and lure enemies into crashing.

Gauge the altitude of flying beasts by watching their shadows.

Figure out what combination of hieroglyphs awards you which super power. For instance, the combination "Bird, Cane, Bowl" gives you Warp while the combination "Cane, Bird, Bowl" (the same hieroglyphs in a different order) gives you Air Bomb. Pick up a particular combination when its power will do you the most good.

In the bonus round, go for the treasures that have the highest value multiplier.

Gaming Box



Desert Guardians



Treasures

How Many Veggies Can Dig Dug Dig?

Getting Started

1. Insert the Dig Dug™ cartridge into your ATARI® 7800™ Pro-System as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Move the controller handle forward or backward, or press **{Select}** to choose a one- or two-player game. Move the controller handle to the left or right, or press **{Select}** to choose one of two difficulty levels.
4. Press the **{Reset}** button to start the game. To start a new game at the level the previous game ended on, press the fire button on the controller after the game ends. You must press the fire button before the demonstration starts or the game will begin on Level 1.
5. Dig Dug will dig in the direction you move the controller. Pressing either one of the fire buttons on the controller will stun the monsters, Pooka™ or Fygar™.
6. Press **{Pause}** to pause of a game; press it again to resume play.

Playing the Game

Dig Dug starts each game with five lives. After he burrows to the center of the earth on his own, use your controller to send him where you want. When he enters a tunnel where Pooka is lurking, the monster begins to chase him. Explode Pooka quickly by pressing and holding the controller button, or by pumping it repeatedly. Pumping the button just once or twice will stun the monster so Dig Dug can slip past. Touching Pooka when he's not stunned will knock Dig Dug out.

Dig Dug can handle Fygar in almost the same way, but dragons breathe fire, so be careful if Dig Dug approaches him while he's looking. It's not enough to be just outside his tunnel when he's looking, either, because his fire is so powerful that it burns a short distance through the earth. Still, attacking him from the side is worth more points than attacking from above or below.

Another way to handle the monsters is to drop rocks on them. To do this, make Dig Dug tunnel underneath a rock when one or more monsters are chasing him. If he's tunneling upward, have Dig Dug make a sharp turn just before he reaches the rock so it falls on them! If Dig Dug is tunneling sideways, time him so the rock falls just as the monsters run underneath!

After two rocks have fallen in any round, a veggie or fruit appears at the center of the earth for ten seconds. If Dig Dug can gobble it up, he earns extra points.

But there's something very strange about Pooka and Fygar. Unless Dig Dug destroys them quickly, they turn into ghosts and move through the ground directly toward him. As soon as they enter a tunnel completely they become solid again, but while they're still ghosts, Dig Dug can only drop rocks on them.

The last monster left in any round gets scared of Dig Dug and runs to the surface, turning into a ghost if necessary to make his trip as fast as possible. Once on the surface he scampers to the left of the screen. To catch him, Dig Dug has to race toward the surface himself.



Scoring

The flowers at the top of the screen tell the number of the round you are playing. Each small flower counts as one; each large flower counts as ten.

Dig Dug scores points in several ways:

Digging Up Dirt
Each chunk . . . . . 10 points

Blowing Up Pooka and Fygar from Above or Below
Surface . . . . . 200 points
Top level of earth . . . . 200 points
Second level down . . . 300 points
Third level down . . . . . 400 points
Bottom level . . . . . 500 points

Blowing Up Fygar from the Side
Surface . . . . . 400 points
Top level of earth . . . . 400 points
Second level down . . . 600 points
Third level down . . . . . 800 points
Bottom level . . . . . 1000 points

Dropping Rocks on Monsters (score per rock)
One monster . . . . . 1000 points
Two monsters . . . . . 2500 points
Three monsters . . . . . 4000 points
Every extra monster . 2000 points

Gobbling Fruits and Veggies

Carrot . . . . . 400 points
Turnip . . . . . 600 points
Mushroom . . . . . 800 points
Cucumber . . . . . 1000 points
Eggplant . . . . . 2000 points
Bell Pepper . . . . . 3000 points
Tomato . . . . . 4000 points
Onion . . . . . 5000 points
Watermelon . . . . . 6000 points
Galaxian . . . . . 7000 points
Pineapple . . . . . 8000 points

Bonus Lives
At 20,000 points, 50,000 points, and every 50,000 points following, Dig Dug earns an extra life.

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Go Ape!

Poor Mario. Just when things were going so well for him – new girlfriend, new car, new job – that beastly ape Donkey Kong kidnaps Mario's girlfriend and drags her off screaming to the top of a steel fortress. To save her, Mario must climb to the top of the fortress, remove dangerous rivets, and fend off life-threatening barrels and fireballs that the ape throws down at him. It's a tough fight, and Mario needs your help. Be a chum. Be a hero. Help Mario save his girlfriend.

Getting Started

1. Insert the Donkey Kong cartridge into your Atari 7800 as explained in your Owner's Manual.
2. Plug a controller into the left port on the front of the system for one player; plug a second controller into the right port for two players.
3. Turn on your television; then press **[Power]** to turn on your Atari console. The title screen will appear.
4. Press **[Select]** or move directional lever up or down to choose 1 or 2 players.
5. Press **[Select]** or move the directional lever on your controller left or right to choose a game level.
6. Press player 1's fire button to begin the game.
7. Press **[Pause]** to pause a game. Press it again to resume play.
8. During a game press **[Reset]** to restart. Press **[Select]** to return to title screen.

Playing the Game

Hold the controller so that the controller fire button is in the top-left corner.

Move the directional lever on your controller left or right to make Mario run on the ramps. To help him up and down ladders, first position him under or over the ladder, and then move the lever up or down. Mario can descend only unbroken ladders.

Press the controller fire button to make Mario jump over rivets, barrels, and fireballs, or grab the hammer, Mario's only weapon against barrels and fireballs. It's easier for him to jump over a barrel or fireball when he's running toward it. If one of those nasties is heading toward him, don't let him be caught on a ladder or with his back turned.

When Mario jumps and grabs the hammer, he can hit the barrels or fireballs by first facing them, and then hitting them with the hammer. Once Mario has the hammer, you should act quickly – the hammer will soon disappear. If you miss, you'll lose Mario. Don't try to climb the ladders with the hammer. Mario won't make it.

The Steel Fortress

The steel fortress has three screens: a ramp screen, an elevator screen, and a rivet screen.

The game begins with the ramp screen. Here Mario must climb to the top of the screen. Donkey Kong rolls barrels down the ramps to make the going tough. Mario can run away from the barrels, leap over them, or smash them with a hammer. When Mario makes it to the top of the ramps, he'll proceed to the elevator screen.

Mario must use the elevators to make his way across several platforms while avoiding the mad springs bouncing at the top of the screen.

On the rivet screen, Mario must remove all of the rivets by either running or jumping over them. At the same time, he must avoid the fireballs that are chasing him.

When Mario eliminates every rivet, he'll return to the ramp screen to continue his rescue mission at a more difficult level. From here, you can continue the game indefinitely until you run out of Marios.

Each screen has a score/bonus points counter at the top. You'll start with 5000 bonus points. You're racing against the clock, so if the counter reaches zero, you lose a Mario.

As you go from screen to screen, you'll take your bonus points with you.

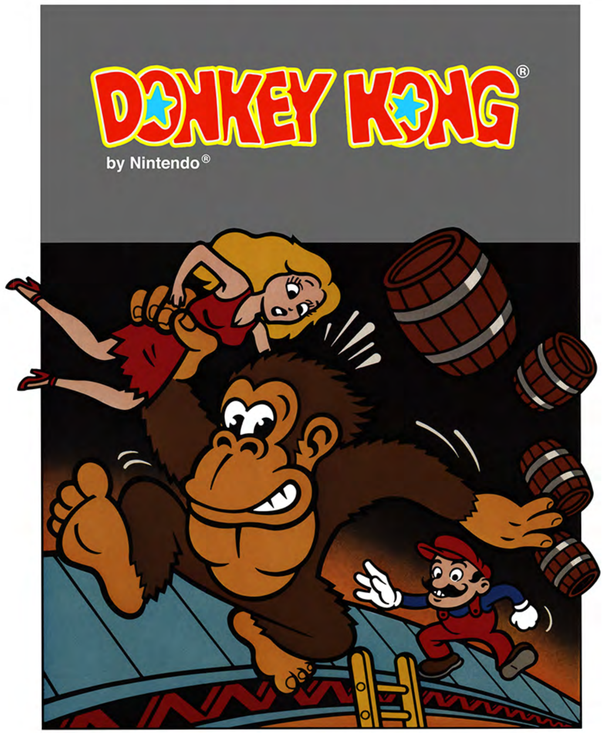
Scoring

Get purse, umbrella	800 points
Jumping a barrel	100 points
Removing a rivet	100 points
Smashing a barrel or fireball with the hammer	500 points
Extra life at	20,000 points

You begin with three Marios: a player and two backups. If you lose a Mario, a backup is there to take over. Backups begin at the bottom of the screen. When all the Marios are used up, the game is over.

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ATARI® 7800™ Game Manual



Donkey Kong's Back!

Donkey Kong the ape is back. Only this time the vengeful Mario is holding the ape prisoner. Luckily the ape has a son, Donkey Kong Junior, who will try to rescue Papa.

To free his dad, Junior must make his way through a dark and treacherous jungle. Racing against time, the little fellow climbs and swings across vines, while avoiding the terrible Snapjaws.

If he reaches the keys to Papa's cage, Junior must push them to the top of chains while staying clear of Snapjaws and a new flock of nasty Nitpickers. But even then his mission isn't over. Once he reaches Mario's hideout, he must pass yet another test against time.

This kid needs help. Don't just stand there! Help poor Junior save his father!

Getting Started

1. Insert the Donkey Kong Junior cartridge into your Atari 7800 as explained in your Owner's Manual.
2. Plug a controller into the left controller port for one player; plug a second controller into the right controller port for two players.
3. Turn on your television; then press **[Power]** to turn on your Atari console.
4. Move controller forward or backward or press **[Select]** to choose 1 or 2 players.
5. Move controller left or right or press **[Select]** to choose a difficulty level.
6. Press the fire button on your controller to start the game. Junior appears at the bottom of the first vine, ready to begin his rescue mission.
7. Press **[Pause]** to pause during a game, press it again to resume.
8. During a game, Press **[Select]** to return to the title screen. Press **[Reset]** to restart.

Moving Junior

Hold the controller so that the fire button is in the top-left corner. The handle directs Junior's climbing and running, and the button controls his jumping.

Climbing and Sliding Move the controller lever up to help the little ape climb up vines or chains; move it down to help him slide down. Junior can climb up two vines or chains faster than he can climb one. But he'll slide down one vine or chain faster than he'll slide down two. Junior can't climb through platforms.

Swinging Through the Jungle Move the controller directional lever left or right to position the little ape on the side of the vine or chain closest to his destination; then move the directional lever again toward the adjoining vine or chain.

Jumping Press the fire button to make Junior jump in place while standing. Press the button while Junior is running to make him jump in the direction he's facing. To move from a vine or a chain onto a platform, move the directional lever in the direction of the platform. Junior must be on an adjoining vine or chain and above the platform before he can move onto it.

Running If Junior is standing on a flat surface, move the directional lever left or right to make him run in that direction.

Playing the Game

The game begins with three Juniors. The first Junior begins "Operation Rescue" by climbing the vine just above him. He can't climb through a platform, so move him around to the left, and then continue climbing. Guide Junior through the jungle and up toward the key.

If you manage to reach the key, Junior's on his way to freeing Papa. But you should avoid the Snapjaws at all costs. When you reach the highest platform, continue to avoid the Snapjaws, and go for the key.

You'll lose Junior if he falls off a vine or is caught by the Snapjaws. You'll also lose Junior if he jumps off a platform, misses a vine, and falls.

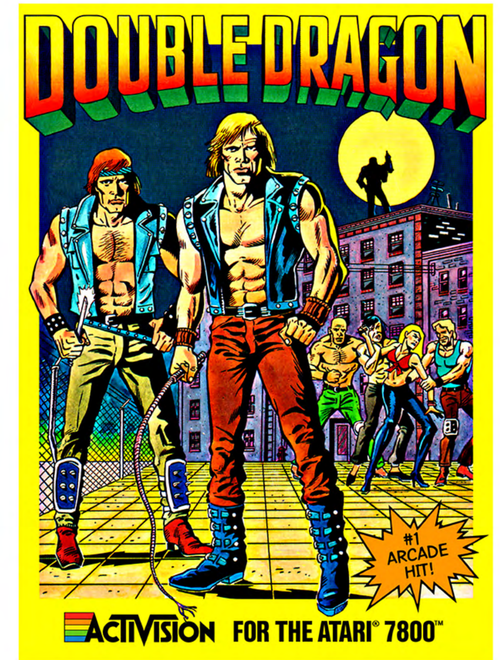
While you're working your way upward, a bonus timer is counting down. If you reach the key, the number in the bonus timer is added to your score. But time can work against you. If you don't capture the key before the timer runs out, Junior is a goner.

If Junior captures the key, he moves on to the springboard screen. He must avoid the pesky birds and the Nitpickers on his way to the top.

Mario's hideout is next, where you must dash across coils and climb more vines to reach the hanging vine at the top. To avoid the globes and sparks, jump over them and keep moving toward Papa.

On the Chains screen, Junior must push six keys into the locks at the top while avoiding Nitpickers and Snapjaws.

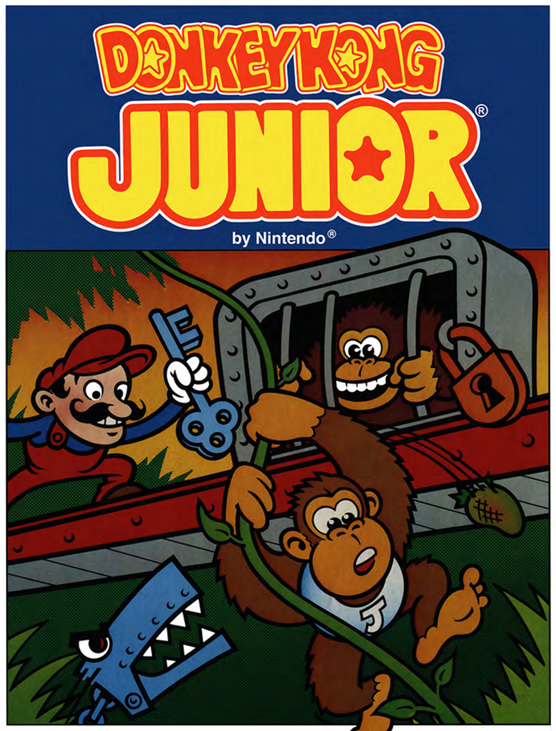
As long as there are Juniors remaining, you will return to the jungle and start your mission all over again. The Snapjaws and Nitpickers make things even tougher than they did before. The game is over if you lose the last Junior during the rescue missions.



ACTIVISION.

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Scoring

Your score and lives remaining appear at the top of the screen.

Push a key into a lock	200 points
Jump over Nitpicker, spark, or globe	100 points
Drop a fruit	400 points
Hit 1st object with fruit	800 points
Hit 2nd object with fruit	1200 points
Hit 3rd object with fruit	1600 points
Extra life at	20,000 points

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The Ultimate Challenge

Twin brothers Billy and Jimmy Lee learned to fight the hard way — for survival in the unforgiving city streets. Their brand of combat — classic martial arts maneuvers mixed with anything-goes street brawling — has turned them into walking lethal weapons.

Now, the Lees must summon all their fighting abilities and cunning into meeting the greatest challenge of their lives — rescuing Billy's girlfriend, Marion. She's been kidnapped by the Black Warriors, the savage street gang led by the mysterious Shadow Boss.

The twins pursue the Black Warriors through the city streets and its outskirts. Finally they fight their way into the Secret Enemy Base. There, Billy and Jimmy meet the Shadow Boss. It's a battle to the finish, with Marion as the prize!

Loading Instructions

1. With your TV off, hook up your video game system to your TV.
2. Plug in your joystick. **If you're playing a one-player game,** use the jack on the left.
3. Turn on your TV, and insert the *Double Dragon* cartridge with the label facing away from you.
4. Turn on the video game system.

The Battle Begins

Either one or two players can battle it out against the Shadow Boss's henchmen.

Press the Select button on the console or move the joystick to choose which game you want to play.

Press the Reset button or the joystick button to start the game.

Press the Reset button during the game to stop playing and start a new game.

Fighting Controls

There are several fighting moves. Use the joystick and joystick button as described below to activate these blows.

- ➢ **Punch: Press the left button.**
- ➢ **Elbow Punch: Move the joystick diagonally up** and to the *right* and press the left button to throw a *left* elbow punch, and diagonally up and to the *left* and press the left button to throw a *right* elbow punch. You'll throw the elbow punch in the opposite direction from the one you're facing.
- ➢ **Jump: Move the joystick up** and press the right button.
- ➢ **Kick: Press the right button.**
- ➢ **Jump Kick: Move the joystick up** and press the right button once to jump and again to kick.
- ➢ **Reverse Jump Kick: Move the joystick down diagonally** toward the direction you are facing and press the right button.
- ➢ **Head Butt: Tap the joystick twice** toward the direction you are facing

You can also maneuver around the fighting area by moving the joystick around.

Weapons

In some battles, the Black Warriors have weapons: bats, whips, and knives.

To knock weapons out of an enemy's hands, punch or kick him.

To pick up a weapon, stand over it and punch. (Press the left button.)

Fighting It Out

- ➢ Each player's score, remaining lives, and strength bar are displayed above the fighting screen. Remaining units of time and the current high score are also shown.
- ➢ You get 70 units of time to make it through each of the first and second missions. You get 90 units of time to make it through each of the third and fourth missions. In the middle of the third mission, the timer is reset to 90 units of time.

Watch Your Strength

When you begin the fight, your strength bar is full. As you fight and receive blows, your strength is reduced. When the strength bar is empty, that life is over. When the number of lives remaining is 0 and the strength bar has been drained, the game is over.

After each mission you complete (and halfway through the third mission), your strength bar is refreshed, but you *don't* earn more lives. You must get to the Shadow Boss's Enemy Base on your original 3 lives.

Scoring

The score is based on the kicks and punches you land and the types of weapons you use:

Action	Points
Punch	50
Kick	100
Elbow	180
Jump Kick	200
Head Butt	200
Bat	200
Whip	200
Knife	500

Scenes of Battle

Billy and Jimmy Lee clash with the Black Warriors in four different areas. The going gets tougher as the tough get going.

Mission 1: City Slums

Mission 2: Industrial Areas

Mission 3: Outskirts of the City

Mission 4: The Enemy Base of the Shadow Boss

Battle Strategy

- ➢ You can't drop your weapon, but it can be taken away from you during the heat of battle. Keep your distance while slugging it out.
- ➢ Don't squander your lives early on! You'll definitely need all your strength once you're locked in battle with the Shadow Boss.
- ➢ Keep an eye on the timer. If your time runs out before you polish off your opponent, you lose a life. If it's your last life, the game is over.

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2. ***Write the name of the product and the type of game system you have on the front of the package.***
3. Enclose a note explaining the problem you've had with the product, and stating your return address, typed or printed clearly, ***inside*** the package.

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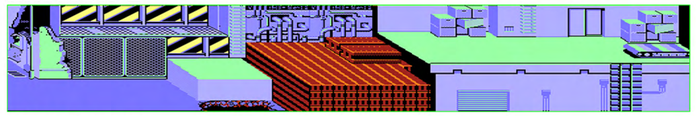
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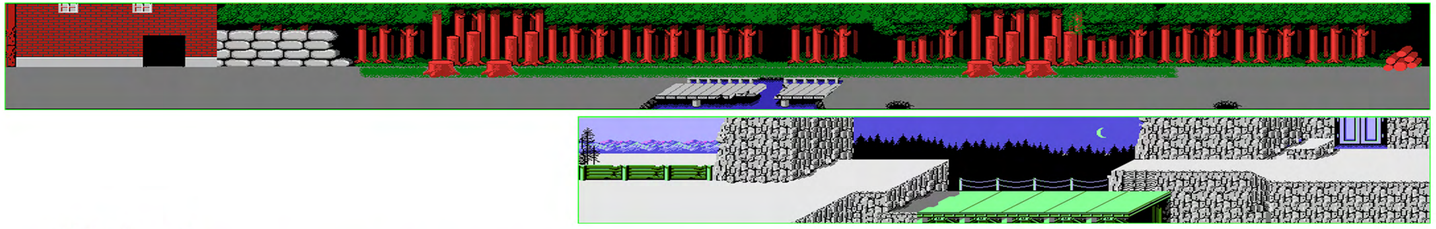
Mission 1



Mission 2

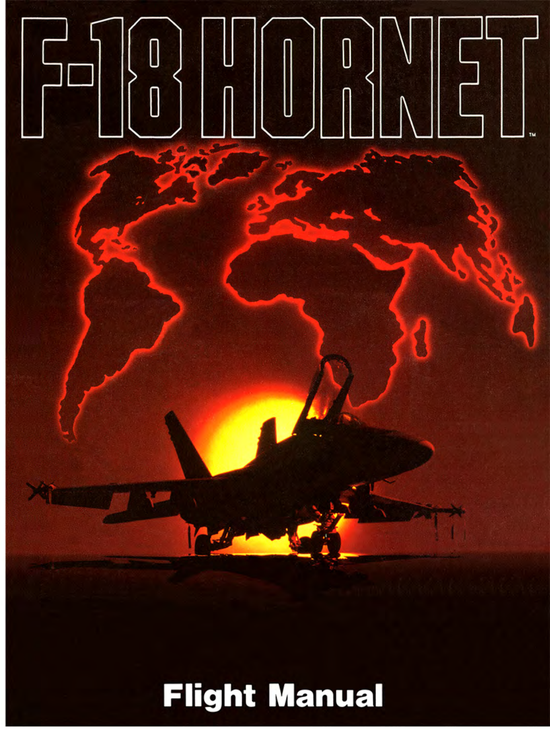


Mission 3



Mission 4



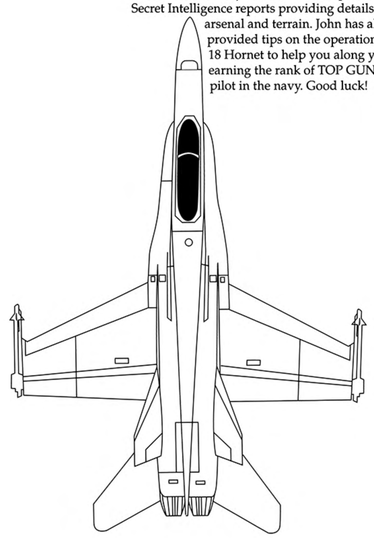


ABSOLUTE ENTERTAINMENT®

AP-044-03



Welcome to the Atari 7800™ version of **F-18 Hornet**™. Designer John Van Ryzin has incorporated all the challenges of authentic fighter jet operation into this stimulating game. You'll need all the skills of a Top Gun pilot to successfully complete each of the four missions. The first mission is a training run through the China Lake Naval Weapons Station in the Mojave Desert. Then you're sent across the globe to carry out dangerous assignments in hostile territory. In this manual you'll find everything you need to get you started: mission objectives, aerial maps, and Top Secret Intelligence reports providing details of enemy arsenal and terrain. John has also provided tips on the operation of the F-18 Hornet to help you along your way in earning the rank of TOP GUN, the best pilot in the navy. Good luck!



INTRODUCTION TO THE ATARI 7800™ VERSION OF F-18 HORNET™

F-18 Hornet™ is a one-player fighter simulator in which the player pilots a Navy F-18/A Jet through a series of simulated combat situations including carrier takeoffs and landings, bombings, strafings and air combat.

In each of four missions, you are confronted with a variety of opponents and must perform a series of combat objectives in order to achieve top Naval Aviator rank. Prior to takeoff, you are given flight orders from the appropriate Command HQ (depending on where in the world the mission is flown). After receiving your orders, you must successfully take off, fly the complete mission including execution of your primary objective (bombing enemy HQ, dropping supplies, etc.) and finally land your F-18/A at the designated primary landing site. After completing the mission (or crashing, if unsuccessful), you are ranked according to your performance in flying the aircraft, defeating enemy aggressors and completing the primary mission objective.

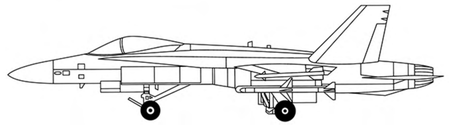
To Begin

1) With power off, insert the **F-18 Hornet**™ cartridge into your Atari 7800™ game system according to the manufacturer's instructions.

2) Plug your 7800™ joystick into port labeled "left controller."

3) Turn power on.

4) Press RESET to begin the game (at any point during the game, press RESET to begin again).



Start

The title page showing the F-18/A Hornet should first appear on the screen. Push the left button on the joystick control to advance to the select mode. A map of the world will appear, and below, instructions to select a mission. Use the joystick to select a mission and press the left joystick button to start it. Keep pressing the joystick forward to read the complete mission orders. To bypass the orders, press the left joystick button.

Controls

F-18 Hornet™ uses both console and joystick control. It assumes your joystick is plugged into the left controller input of your Atari 7800™.
Note: *you must use an Atari 7800 ™ joystick incorporating both left and right fire buttons.*

Console:

Reset-	Starts game.
Select-	Landing gear up/down.
Pause-	Pause game.
Right difficulty-	Eject.
Left difficulty-	Drop payload.

Joystick:

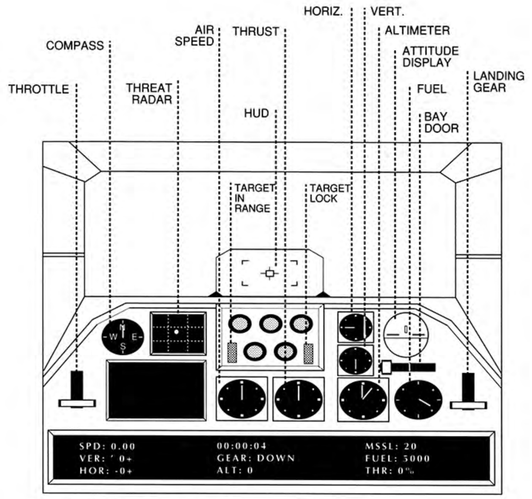
An easy way to remember how the joystick works is to think of it as a throttle when the left button is pressed and as a control yoke when the left button is not pressed.

Left button on:

Forward-	Starts engine and increases throttle whether flying or on the ground.
Back-	Decreases throttle when flying and reverses thrust if jet is on the ground (used for landing).

Left button off:

Left -	Moves jet left.
Right -	Moves jet right.
Forward-	Moves forward if taxiing Dives if flying.
Back-	Turns jet around if it is on the ground Climbs if flying.
Right Button	Fires missile.



Cockpit Control Panel

The aircraft cockpit includes all instrumentation actually found in the F-18/A fighter aircraft. It includes Altimeter, Air Speed Indicator, Horizontal and Vertical Indicators, Fuel Gauge, Engine Thrust Gauge, Missile Availability and Threat Radar. All instrumentation is rendered both graphically - gauge dials with working needles - and digitally at the bottom of the screen. Graphic levers indicate the condition of the landing gear (down or retracted), throttle and bomb racks. The pilot can even eject if the aircraft is fatally damaged by enemy fire.

The primary aiming device is a HUD (Heads Up Display) projected onto a transparent glass plate mounted over the cockpit. A Fire Control Computer alerts the player through two indicator lamps when a target is in firing range and when "missile lock" has been achieved (the missile's on-board radar has zeroed in on the target).

The digital instrument display is arranged in three columns at the bottom of the screen.

Left column:

SPD - indicates the air speed (measured in mach) of the aircraft.
VER - indicates, in degrees, the vertical angle of the aircraft.
HOR - indicates the aircraft's horizontal angle.

Middle column:

At the top is a digital clock which measures elapsed mission time.
GEAR: indicates status of the aircraft landing gear (up or down).
ALT: indicates the altitude, measured in feet, at which the aircraft is flying.

Right column:

MSSL - missile availability, indicates the number of remaining missiles on the aircraft.
FUEL - shows the amount of remaining fuel.
THR - Engine Thrust Gauge, measured by percentage of the aircraft's total engine thrust capability.

Each digital read out has a corresponding dial on the cockpit instrument panel (see cockpit diagram). If the aircraft is damaged by enemy fire the digital display is rendered inactive, but the F-18/A can still be flown by using the cockpit instruments. To learn this flying method, you should study the diagram and note the relative positions of the instruments while flying an undamaged jet.

The THREAT RADAR screen, located next to the compass on the upper left of the control panel, indicates the position of approaching ground and air threats well before they are within visible range.

Taxiing:

When the aircraft is on the ground you can taxi by pushing the joystick in the desired direction. Tap the joystick back to turn the plane around.
Note: *the taxi mode offers the only way to turn around and fly back to where you came from.*

Take off:

To take off from a runway hold down on the left button and push the joystick forward. This will increase your thrust. When your speed gets greater than mach 0.32 release the button and pull back on the joystick. Once airborne you can control your altitude, direction and speed with the joystick.
Note: *remember to leave enough room on the runway for the aircraft to get airborne.*

Landing gear:

Your landing gear goes up automatically after take off. To put it down again press the select key.
Note: *if you put your landing gear up when on the ground you will damage the aircraft.*

Landing:

To land, you must drop your thrust to 31% and put down your landing gear. Begin your descent by pushing the joystick forward. Your vertical attack angle should be -5.0 to -10.0, your horizon attack angle should be 0.0 and your airspeed should be less than 0.50 mach. Once on the ground hold down on the left button and pull back on the joystick to throttle down your engines. When your thrust reaches zero the engine will go into reverse. This allows you to come to a complete stop.
Note: *you cannot land on water or on rough looking terrain.*

Aircraft Carrier:

When taking off from an aircraft carrier (and you are locked into the catapult at the back of the ship) you must increase your thrust to 99% in order to be catapulted successfully from the carrier.

If you land on the "X" at the back of an aircraft carrier the F-18's arrestor hook will catch the carrier's cable and stop you automatically. At this point decrease your thrust (RPM) to 0% to shut down the engines. Moving the joystick releases the hook. It is also possible to land successfully without hitting the cable. To do this you must stop as quickly as possible or your plane will fall off the front of the carrier. To take off again, you must turn around (by pulling back on the joystick) and move up to the back of the carrier (which will allow enough take off room) If you move into the "X" on the back of the carrier a sound will indicate that you are locked into the catapult for take off.
Note: *slow yourself down well before reaching the aircraft carrier.*

Weapons:

To fire your missiles push the right joystick fire button. You take off with a total of 20 missiles for each mission. Targets are tanks, jets and helicopters. Destroying all targets increases your ranking. However, if you miss, avoid colliding with the target since this will damage your aircraft. Your radar display shows a long range view of approaching targets (see diagram). When a target is in range the left center light of the panel (see diagram) will blink. When the target is "locked" by computer the right light will blink.
Note: *to shoot moving ground targets you can either land or fly in the direction they are moving.*

Refueling:

To refuel you must land at designated fueling areas, as marked on the mission maps. Once your aircraft comes to a complete stop, refueling begins. When you are completely refueled the aircraft enters the taxi mode.
Note: *there is no limit to the number of times you can refuel.*

Payload:

Your F-18 will be carrying either supply cargo or bombs, depending on the mission. Dropping the payload is accomplished by using the left difficulty switch on the console. Throw the switch when you are directly over the target site. If you hit the target you will either hear the hit (cargo drop) or see the flash of an explosion (bomb drop). This will not happen if you miss.
Note: *if you drop a bomb while on the ground you will blow yourself up!*

Ejecting:

Throwing the right difficulty switch ejects you from the aircraft. You will save yourself by parachuting safely to the ground. This should only be done when you have no chance of surviving a crash landing. Ejecting from a crashing aircraft will increase your rank since the plane was lost but the pilot survived.
Note: *ejecting while on the ground does not allow enough time for your parachute to open, consequently you will be killed.*

Ranking:

Your goal varies with each mission. Mission #1 is a training mission requiring that you fly to a designated area while destroying ground targets. The more complex missions have refueling sites and drop sites where you must drop your payload (bomb or supplies) inside a designated area.

Your score is based on the following six variables:

STATUS - whether you've completed the mission.
TARGETS - how many targets you've destroyed and whether you've successfully dropped your payload.
COURAGE - whether you've flown difficult maneuvers.
CRAFT - the condition of your jet at the end of the mission.
PILOT - pilot's condition at the end of the mission.
LANDING - if you've performed a textbook landing on a carrier deck.

The above information is compiled to determine your mission rank. An itemized list is available if you press the joystick forward during the ranking mode of the game. The possible ranks are as follows:

AWOL - Absent Without Official Leave
SWABO - Responsible for swabbing the deck of the aircraft carrier
CADET - An officer in training
ENSIGN - The lowest ranking navy officer
LIEUTENANT - A medium ranking navy officer
CAPTAIN - A high ranking navy officer
ACE - One of the navy's best pilots
TOP GUN - The best navy pilot (achieved by getting "ACE" on all 4 missions sequentially).

Special Hints:

Use the Intelligence Reports to learn of general altitudes of the carrier deck, bridges, hangars, etc. If you know the altitude you can align yourself well before you approach the site.

If you miss a target or landing area you can turn around. To do this, land at the next safe area and come to a complete stop. Pull back on the joystick to turn around, then take off again. You will now be flying back to the site.

If you are damaged once, your windshield will crack and your computer (digital) display will no longer work. If this happens, you must fly by instrumentation (dials, see diagram). To learn this flying method, study the diagram and note the relative positions of the instruments while flying an undamaged jet. Learning this method allows you to continue your quest for "Top Gun" or any other rank without restarting the game. Flying a damaged jet does not effect your ranking!

When destroying an enemy plane or helicopter, immediately move out of it's path after firing missiles so as not to get hit by debris or an enemy shot.

If you are damaged twice or run out of fuel, you lose most of your ship's controls. At this point it is still possible to land by holding back on the joystick. This controls your fall to a safe level. If you cannot perform a crash landing (because of terrain) you should eject. Both of these methods yield a higher score because you can save yourself and/or your craft.

To successfully achieve ACE ranking you must also perform maneuvers that will earn top courage ranking. These include flying under bridges and through hangars and gateways.

Reconnaisance:

The game has been designed so that you are not required to play for rank. There is no time limit and you can refuel as many times as you wish. Just for fun try exploring the scenery.

Examples: Flying around the mesa's in Mission #1
Buzz the carrier at full throttle in Mission#2
Land on the canyon tops in Mission #3
Fly through the hangar at full throttle in Mission #4

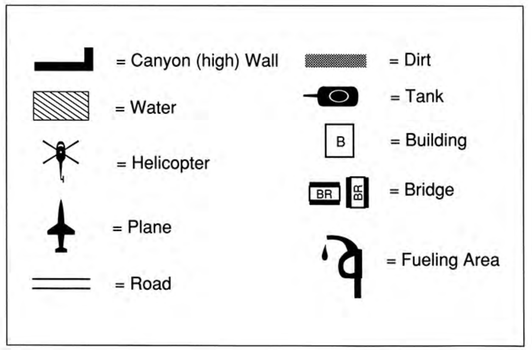
MISSIONS

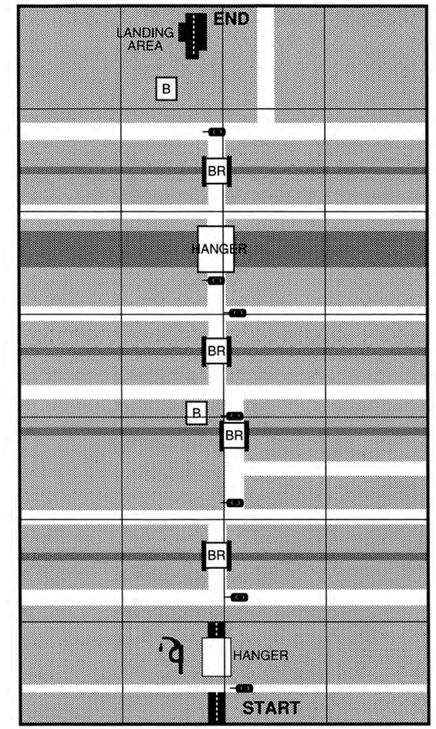
There are four (4) mission scenarios, each requiring the F-18/A pilot to take off, perform a number of flying maneuvers, destroy targets, and finally successfully land the aircraft. In order to achieve the ultimate rank of TOP GUN, you must complete each mission flawlessly (which will earn the rank of ACE) and in sequence.

MISSION #1: THE TRAINING MISSION

The first mission is a training run through the China Lake Naval Weapons Station in the Mojave Desert.

Take off from Miramar Naval Air Station in California (the actual Top Gun School). You must destroy a number of tank drone ground targets that have been placed along the flight path, buzz a hangar, fly around towering mesas, and finally land on a simulated aircraft carrier landing strip painted on the desert floor. The landscape is that of a typical southwestern desert, complete with towering 560 ft. mesas, dry sinks, roads, bridges and cactus.



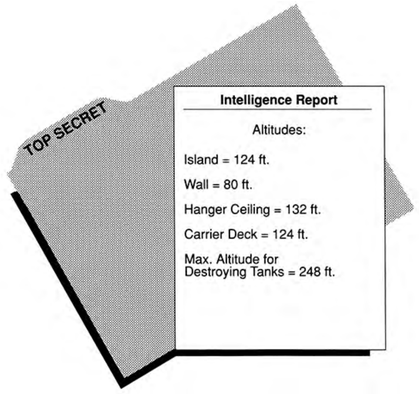


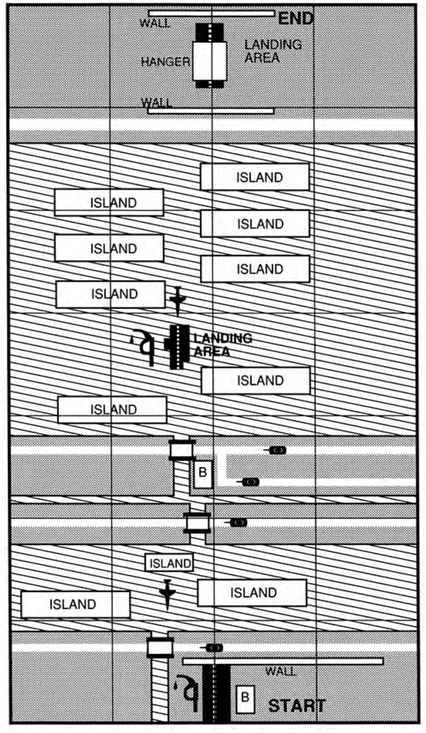
MISSION # 2: THE EUROPEAN MISSION

You are ordered into combat from a forward West German airbase to destroy Warsaw Pact forces advancing across the East-West border. After defeating all enemy ground and air forces, you must proceed out into the North Atlantic and attempt a dangerous carrier landing on the U.S.S. Enterprise.

If you execute the landing approach correctly with the proper Angle of Approach (AOA) to the carrier, maintain the proper landing speed and hit the carrier deck at the right moment, the aircraft's hook will catch the cable (a textbook landing). If not, you must try to decelerate with reverse thrust before reaching the end of the carrier deck.

After refueling on the U.S.S. Enterprise, you must launch and pilot your F-18/A to the hangar staging area to await further orders.

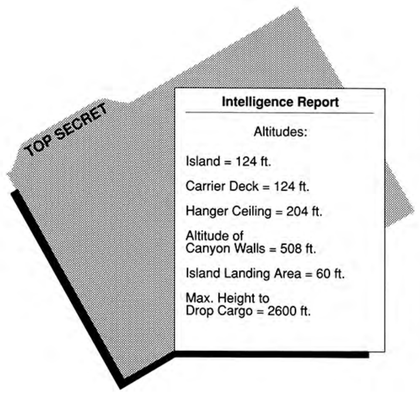


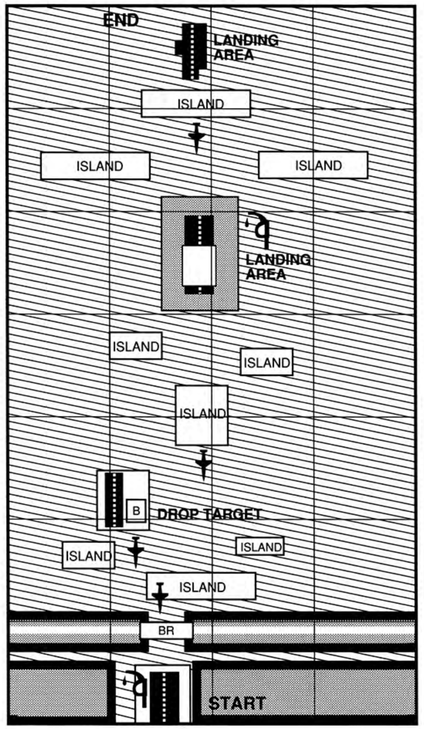


MISSION #3: THE CENTRAL AMERICAN MISSION

You receive orders to fly a resupply mission to drop badly needed equipment to allied forces at a jungle HQ. The mission starts with take off through a river gorge toward allied HQ, encountering enemy MIGs along the way. Careful timing and the proper altitude are required in order to achieve a successful drop. After refueling at the island landing area, you head for another dangerous carrier landing on the U.S.S. Nimitz as in Mission #2.

Fly through the river gorge and under the bridge to earn highest courage ranking.

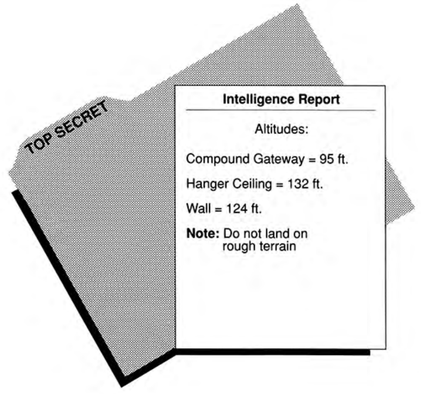


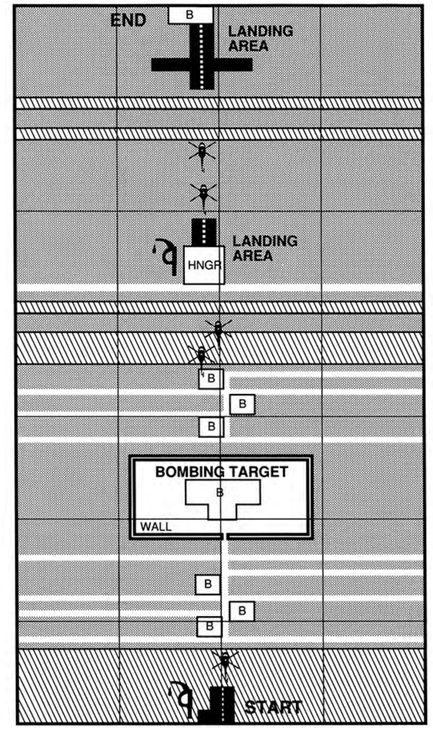


MISSION #4: THE SOUTHEAST ASIA MISSION

The mission starts with a catapult take off from the U.S.S. Nimitz (requiring 99% thrust power) which is patrolling in the international waters off the coast of Southeast Asia. Encountering enemy helicopters along the way, you must bomb the enemy HQ and reach a refueling strip hidden in the jungle. After refueling, continue to the final destination at a forward jungle airstrip.

For top courage ranking, fly under the gateway before bombing the enemy HQ.





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If your cartridge fails after the end of the 90-day warranty period, you may return it to Absolute Entertainment®, Inc. at the address above with a check or money order for $12.50, a brief statement describing the defect, and a large, self-addressed, stamped envelope.

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ATARI® **7800™ Game Manual**



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DRIVE FOR YOUR LIFE!

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 people remaining.

You must leave the protective fortress Albagon and deliver the newly developed radiation vaccine to the few 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 and remember 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.

GETTING STARTED

Fatal Run is a challenging futuristic adventure that demands nerves of steel and Grand Prix driving skill. Follow the steps listed below to start the game.

1. With your 7800 game system switched off, insert the Fatal Run cartridge into the cartridge slot as described in your owner's manual.

2. Connect a controller to the left controller port.

3. Press the **POWER** button on your console and switch on your TV. The Fatal Run title screen appears.

   Note: If you do not begin the game, the system shows a short demonstration of game action.

4. You may choose to start a new game at the beginning, or continue play at a specific location. Select your play option as follows:

   To begin a new game, move the controller left or right to highlight NEW. Press the fire button and game will begin.

   OR

   To begin the game at a specific level, move the controller left or right to highlight CONTINUE. Press the fire button. A screen displaying a row of characters appears. Identify the code (up to seven characters) of the level you wish to play by using the controller to position the square Character Selector over the letter or number you wish to choose, then pressing the fire button. After entering the code, move the Character Selector to the end and press the fire button to start the game.

Note: Level codes are shown after every fourth run. Each level has several runs. You may wish to remember these codes to begin play at a specific level later.

To enhance play, the following optional game controls allow you to pause and restart the game:

- To pause the game press **PAUSE**. Repeat to resume play.

- To return to the title screen and restart the game, press either **SELECT** or **RESET**.

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.

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 remain at its current speed.

To survive, you must use sophisticated weapons to destroy the enemy. You begin with a machine gun and buy more powerful weapons along the way. Press the left fire button to use the currently selected weapon. Press the right button to select a new weapon from your arsenal.

The Status Display at the bottom of the screen gives you the information you need to plan your strategy and complete your run. The Status Display shows you 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.

You receive points for using items and destroying enemies. You also receive bonus points for reaching each city quickly. The faster you get to the city, the more people will survive, resulting in additional points. Plus, you receive points for each level you complete. 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. Other roadside obstacles include trees, and other hazards you will discover along the way. 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 your weapons.

You can destroy cars by running into them, but this will also damage the part of your car with which you hit the enemy. In other words, if you sideswipe an enemy vehicle, you will damage your armor; if you hit an enemy with the front or rear end of your car, you will damage the bumpers.

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.

When you reach a city, you will see a side view of your car as it approaches the city and the waiting survivors. If you are too late to save the city when you arrive, fewer survivors appear and you receive fewer bonus points.

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

After saving the world and completing the game, if you wish to begin a new game you must press **RESET** to return to the title/option screen.

SHOPS

You can buy parts to repair or upgrade your car. Upgrading is very important. As you reach higher levels, the enemies get tougher and the demands upon your vehicle increase. Display the Shop screen to access a complete list of items available for sale.

Each city shop is divided into two sections: Repairs (lower section of the screen) and Items for Sale (upper section). When you enter a shop, Repairs displays a diagram of your car. Use the controller to move the cursor from one section of your car to another. When the cursor moves over a section, that section is highlighted. The statistics for that section display: the amount of damage sustained, the parts needed for repair, and the cost of each repair.

Refer to the following list for repairs available and the cost of each repair.

$30 Tires will improve your traction on curves. Each set of tires can be repaired individually.

$40 Bumpers (2) protect you during collisions, if the bumpers are in good shape. Damaged bumpers will fail to protect your car from general damage sustained in collisions.

$50 Brakes (4) increase the response time of braking maneuvers. Brakes are especially important for surviving sudden curves and oil spills on the road.

$50 Side Armor (2) protects the sides of your car the same way bumpers protect the front and rear.

$50 Windshield lowers wind resistance and thereby increases speed and gas mileage.

$70 Gas Tank improves gas mileage. The better the condition of the tank, the better your mileage.

$100 Engine will increase speed and acceleration.

$150 General repairs overall car condition and performance.

The items for Sale area in the upper half of the screen displays the items available for purchase. Use the controller to move the cursor over the item you want to buy. A description of that item and the price will appear on the screen. Press the left button to buy the item and repair your vehicle. You can also use the right button to sell items back to the shop. You can not sell fuel back—once you buy fuel it's yours to keep.

You must determine which items to buy based on the repairs you need and the amount of money you have. Just like real life!

WEAPONS

The following list describes each weapon available in the game. Not all weapons are available in every shop. More powerful weapons become available as the game gets more difficult. Display the Shop screen to access a complete weapons price list.

Dynamite destroys all vehicles behind you.

Death Crystal destroys any vehicle you crash into, without damaging your vehicle.

Rocket blasts vehicles in the distance ahead of you.

Oil slows down all vehicles behind you. The slowed vehicles will also sustain some damage.

Guns shoot the enemies directly in front of you. The closer the enemy, the more damage that enemy will sustain.

Shield protects you from collision damage for 5 to 10 seconds.

Nitro increases acceleration and gas mileage.

Smoke decreases the speed of cars following you.

STRATEGY

Don't waste money buying items you don't need. You may need the cash for future repairs and upgrades.

Get to cities as quickly as possible. Your main mission is to rescue survivors. Their lives depend on your speed.

Use the right weapon at the right time. It won't do you any good to fire a rocket when there is a swarm of enemies behind you.

Write down the codes at each level. That way you won't have to replay levels you've already finished.

SCORING

You score points for using each specific weapon and for destroying vehicles with a specific weapon.

Weapon	Use	Destruction
Dynamite	100	500
Death Crystal	500	1000
Rocket	1000	500
Oil	200	500
Guns	25	500

You also receive points for using your shield, nitro, and smoke, as shown below:

Shield .....500 points
Nitro .....0 points
Smoke .....200 points

When you complete a level, you will receive 5000 bonus points.

Strap on your boxing gloves, and step into the ring. Tonight you're going to test your prowess against the world's toughest fighters. To prepare for this event, you'll train in punching skills, footwork, timing, and sparring. Then you'll enter your fighters in championship matches and tournaments.

As the tension mounts in the smoke-filled arena, you eye your contender warily. Be careful, and good luck. This could be your big night!

Getting Started

1. With your Atari 7800 set up, insert the Fight Night cartridge into the console and plug a controller into the left port. For two players, plug another controller into the right port.
2. Turn on your television and press **[Power]** to turn on your Atari console. The Fight Night title screen appears.
3. Wait for the game to show the information and then selection screens, or press the fire button twice to show the selection screen and select your event.
4. Use the controller to select one of the four events, then press the fire button to start the action.
5. Press **[Pause]** to pause a game. Press it again to resume play.
6. Press **[Reset]** at any time to start a new game with the same event, or press **[Select]** to return to the seleciton screen.

Fight Night Events

Fight Night is a multi-event sports simulation. You have your pick of any one of the four events listed on the selection screen: Main Event, Training, Sparring Match, and Tournament.

In Main Event, you'll fight against a series of eleven contenders, each one more powerful than the last.

In Training, you'll use the controller to train these powerhouses in punching, footwork, and timing.

In Sparring Match, your fighters will practice what they've learned in training in a match against the computer.

In Tournament, you and a friend can take on the roles of promoters, lining up your best boxers to fight each other's stars in round robin order. This is a player vs. player event.

In each event, the controller operates the same way. To select options or contenders, move the controller handle right or left, or up or down to highlight your choice. Then press the fire button to make a selection.

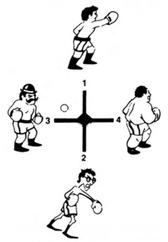
If, while in an event, you want to return to the selection screen to choose another event press **[Select]**. To Exit, you can select the Exit option while choosing fighters. Pressing **[Reset]** will reset the selected event.

The Main Event!

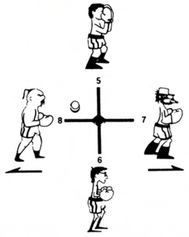
Boxing Moves

To box, you have eight different commands at your disposal.

Fire Button Down



Fire Button Up



Command	Controller Handle	Fire Button
1. Throw a jab	Up	Down
2. Throw a body blow	Down	Down
3. Fake a jab	Left	Down
4. Fake a body blow	Right	Down
5. Put your guard up	Up	Up
6. Put your guard down	Down	Up
7. Move Left	Left	Up
8. Move right	Right	Up

Training

Before your boxers fight, they'll want to train. With Training, you can practice using your controller to perfect your offensive and defensive boxing strategies. After selecting a boxer for training, you'll choose a training mode: Follow (the computer requests your moves) or Lead (you choose your own moves). You'll then pick a training speed, displayed on a speed bar. When you determine your boxer is ready, he can continue his training under Sparring Match by practicing his strategy against the computer.

In the Ring

In Main Event, Sparring Match, and Tournament, your boxer will compete against other contenders for a score. The top of the screen displays each boxer's name, picture, score, and KO (Knock Out) bar, as well as the round number and a clock.

The object of the fight is to knock out or "KO" the contender by landing blows to his face and body, while avoiding similar blows. Each time a fighter lands a blow, his score goes up and his opponent's KO bar increases.

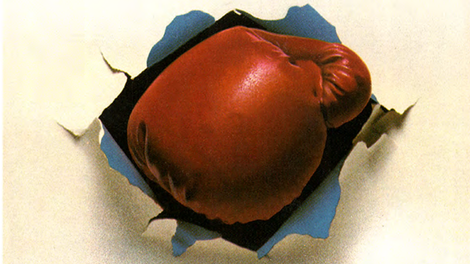
There are three rounds to a match, each round lasts three minutes. Your points accummulate through each round. If neither is KO'd by the end of the match, the player with the highest number of points wins.

Contenders

Contender	Rank	Strengths	Weaknesses
Dip Stick	12	Light on his feet	Light in the head
Little Moe	11	Uses his head	But not much
Crazy Craven	10	Punch packs power	Moves slowly
Macho Man	9	Dishes out head blows	Can't take them
Kid Kastro	8	Throws lots of punches	Punches lack pop
Killer Diller	7	Can resist punches	Weak punches
Wing Ding	6	Fast on his feet	Can't take body blows
Hu Him	5	Cement head	Backs away from body blows
Bobby Socks	4	Takes a punch well	Can't dish out punch
British Bulldog	3	Heavy puncher	Thick as a brick
Mike Bison	2	Powerful head blows	A little slower than the Champ
Bronx Bomber	Champ	Everything	None

FIGHT NIGHT™

by Accolade™





Scoring

When you score points and how many points you score depends on the boxer you're fighting. Each boxer has a different point value for each punch (jab, body blow, or superblow) and resistance value for each blow.

Scoring Table

	Bronx Bomber	Mike Bison	British Bulldog
Head Blow	8	7	4
Body Blow	8	8	8
Resist Head	7	8	6
Resist Body	7	7	6
	Bobby Socks	**Hu Him**	**Wing Ding**
Head Blow	4	7	5
Body Blow	6	4	4
Resist Head	7	7	7
Resist Body	6	4	4
	Killer Diller	**Kid Kastro**	**Macho Man**
Head Blow	3	3	5
Body Blow	5	6	4
Resist Head	3	3	4
Resist Body	7	6	5
	Crazy Craven	**Little Moe**	**Dip Stick**
Head Blow	5	3	2
Body Blow	4	4	5
Resist Head	4	3	2
Resist Body	4	4	4

Your boxer's guard position determines the degree of damage. If his guard is up when his contender lands a jab, or down when he lands a body blow, the amount of damage caused by a punch is zero.

You can win extra points by stepping into a punch, fewer points for stepping out of a punch.

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ATARI®

Hurry! Hurry! Step Right Up! Earn Your Just Desserts!

Once there was a fellow named Charley Chuck. More than anything, Charley loved to eat. So when he went to the carnival one hot summer day, he headed straight for the Food Fight contest.

The Menu

Loading Up for a Food Fight

1. Insert the Food Fight™ cartridge into your ATARI 7800™ ProSystem as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Move the controller handle forward or backward, or press **{Select}** to choose a one- or two-player game. Move the controller handle to the left or right to choose a difficulty level: Beginner, Intermediate, Advanced, or Expert.
4. Press **{Reset}** or either button on the controller to show the Game Level Options screen.

   Using the left controller, Player 1 chooses Game Level 1 through 16 by moving the controller handle to the left (for lower levels) or to the right (for higher levels). Player 1 presses either controller button or **{Reset}** to begin the game. Player 2 chooses a game level after Charley loses his first life. Once you've played, you can start at the highest game level you've reached.
5. Press either controller button to make Charley throw food at the chefs. Charley throws in the direction the controller is pointing. Watch his eyes and arms for an accurate reading.
6. Press **{Pause}** to pause a game; press it again to resume play.

The Match

How Charley Wins His Just Desserts

Depending on the game level, Charley has three to eight lives and battles two to four chefs: Angelo, Zorba, Oscar, and Jacques. If Charley uses up his last life, he's cooked for good, buried under an avalanche of food.

He Starts with Vanilla

Each ice cream cone takes 32 seconds to melt. At the beginning of Level 1, Charley is poised at the right side of the screen. A vanilla ice cream cone beckons him from the opposite side. In between are stacks of food and three manholes. To win, Charley must race to the ice cream cone before it melts—without falling into a manhole, touching his opponents, or being walloped by flying food, compliments of the chefs.

The Tomato Almost Purees Him

The game begins. Suddenly, Angelo and Zorba pop out of holes and take off after Charley. Lickety-split, Charley runs toward the cone with the chefs at his heels.

He can thwart them by hitting them with food or forcing them into manholes. The chefs can put an end to Charley, but he can stop them only temporarily. Within seconds, they reappear out of the manholes.

When Charley reaches the cone, the chefs retreat until the next round, and he swallows the cone in one quick gulp.

In Level 2, Oscar joins his chef buddies, and the battle continues. This time Charley races toward a chocolate cone.

By the time Charley reaches Level 3, he also faces Jacques. Through round after round, Charley holds off all four chefs and the pace picks up. He must dodge as many as ten manholes and fight for up to eight piles of food. To complicate matters, the chefs and the manholes aren't always in the same positions. And after Level 6, neither is the cone.

Strategy

How Charley Avoids a Dangerous Diet

Watch out for open manholes or Charley will fall in and lose a life!

Keep an eye on the colors of the chefs. When the chefs are blue or yellow, they can't hurt Charley.

In the higher levels, have Charley race to the cone immediately for the high cone points. You win an extra 500 points each time Charley scrambles to a higher level.

Use leftovers as ammunition whenever possible. Remember: if Charley's carrying food when he reaches the cone, he takes it with him to the next level.

Save the Planet!

You're under attack! The Galagans are reclaiming planets they lost during a centuries-old interstellar war—and now they want yours! And you're ready to fight to the bitter end to protect it!

So you join the Intergalactic Warrior Fleet. Without training, you're assigned to your first combat mission—and on-the-job is the only way to learn. Shaking in your boots, you accept the assignment and board your Intergalactic Command Ship.

Getting Started

1. Insert the Galaga™ cartridge into your ATARI® 7800™ ProSystem as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player; another into the right controller jack for two players.
3. Press **{Select}** to choose a one- or two-player game, or move the controller handle down for one player, up for two players. Move the controller handle to the left or right to choose one of three difficulty levels: Novice, Advanced, or Expert.
4. Press **{Reset}** or either controller button to start the game.
5. Press a controller button to fire intergalactic missiles. Hold down the button to rapid fire.
6. Press **{Pause}** to pause a game; press it again to resume play.

Playing the Game

Defending the Planet

You start the game with four Command Ships: one at the line of battle and the others in reserve at the bottom of the screen. Slide your Command Ship right and left to dodge Galagan fire. At the same time, fire intergalactic missiles to protect your ship. You lose a ship when it is hit by a Galagan missile or collides with the enemy.

Galagans attack in a series of waves, each fiercer than the one before. Waves are identified with numbers at the lower right of the screen. The number of ships you have in reserve is shown at the lower left.

Galagan Flagships never fly alone: they are always flanked by protective Escorts in colorful uniforms. Escort rank is easy to identify: Drones, the lowest rank, wear blue; Hornets are outfitted in red; and Flagship Commanders, the highest rank, wear yellow.

The Galagan invasion starts off with a bang! An entire fleet of invaders begins flying in formation, then instantly plunges towards you, bombarding your ship, then rushing back to the lineup—that is, if you don't shoot them first!

The Galagans attack faster and faster with each wave. They swoop downward, firing laser cannons. They charge in single file, or blitz in groups. The enemy's special radar lets them dodge your intergalactic missiles. They use tricks to divert your attention. Their ability to pull off unexpected maneuvers forces you to quickly learn caution, cunning, and skill.

You thwart the initial attack, but the battle isn't over. The Galagans will be back, stronger than ever. And you'll be waiting. The longer you survive, the more surprises you're in for!

To win, use your accurate aim and quick reflexes. Plan your strategy. Think ahead. A foolish move could cost you the battle—and the planet!

Strategy

Try a few games at the Novice level first while you're learning to play Galaga. This will help you develop skill and strategy.

When Galagan Flagships are hit the first time, they turn blue; if hit a second time, they explode.

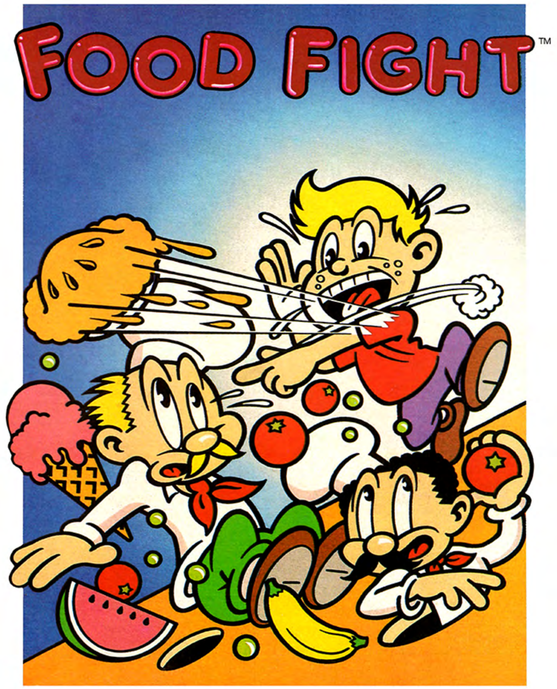
Galagan Flagships deploy blue macro-beams that can capture your Command Ship. To rescue the hostage, hit the Flagship only while it's attacking, or you will destroy your own ship as well. Once you regain your ship, you will have two ships, moving and firing in sync, to attack with.

When a Galagan Flagship is destroyed in flight, the rest of the fleet stops firing for a few seconds of mourning. Move in quickly to blast the Escorts before they can retaliate.

After two waves of attack, then after every third wave, you face a Challenging Stage. Five groups of eight ships fly in various attack patterns. Shoot as many ships as you can before the ships leave. Hit all 40 ships for 10,000 bonus points.

Always have a strategical escape planned to avoid patterns of enemy missile attacks. Scan the screen and think fast to outsmart the Galagan fleet.

ATARI 7800™ Game Manual



Scoring

Special Feature
If he plays like a champ, Charley sees an instant replay of his last round.

Chow Time
In Levels 1 through 4, Charley and the chefs do battle with a random assortment of food. In Levels 5 and above, one type of food may dominate the match.

Wallop Ten Chefs
You earn 100 points for the first chef, 200 points for the second chef, and so on, increasing 100 points per chef up to 1000 points for the tenth chef and above.

Force a Chef Into a Manhole
You earn 200 points per chef.

Eat the Cone
You earn 500 points for the first cone, 1000 points for the second cone, and so on, increasing 500 points per cone up to a maximum of 25,000 points at Level 50.

Leave the Leftovers on the Screen
You earn 100 bonus points per leftover.

Bonus Life
Charley earns an extra life at 25,000 points and every 100,000 points thereafter, and at every tenth game level if he begins the game at Level 10 or above.

And the Winner Is . . .

The Contestants



Charley Jacques Oscar Angelo Zorba

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Scoring

You score points when you destroy Galagans. Scores appear at the top of the screen: Player 1's score is on the left; Player 2's score is on the right. If all your Command Ships are destroyed, the game is over. At the end of a game, the player with the most points wins.

Point values are listed below:

Flagships: first hit in line	0 points
second and more hit in line	150 points
Hornets: lined up	80 points
attacking	160 points
Drones: lined up	50 points
attacking	100 points

Destroying a Flagship in flight earns bonus points:

Flagship with two Escorts	1600 points
Flagship with one Escort	800 points
Flagship with no Escorts	400 points

Challenging Stages earn bonus points:

Bonus for destroying groups of 8 ships	1000-3000 points
Bonus for destroying all 40 ships	10,000 points
Bonus for destroying less than 40 ships	100 points per ship

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K. I. 2. 1987

ATARI 7800™ Game Manual



Hit the Ice!

What a night for a hockey game! After weeks of intensive training on the ice, you're finally at the face-off, waiting for the starting whistle. As the puck slides across the smooth, icy surface, you take it at center ice, managing to break over the blue line to your opponent's right. Whoooossh. What reflexes! What speed!

The spray of the ice on your face momentarily blinds you, but you continue to skate furiously, weaving toward the opposing goal. You can feel your challenger's hot breath on the back of your neck, as the distance between you grows smaller and smaller. But before he can manage to steal the puck, you swing your stick and whack—it's a slapshot! The point is yours!

Get three goals in a game, and it's a hat trick!

Getting Started

1. With your TV turned on, insert the Hat Trick cartridge into your Atari 7800 as explained in your Owner's Manual, and turn on your console. After a few seconds, the Hat Trick title screen appears with the game options displayed.
2. Plug a joystick into the left joystick port for one player and another into the right joystick port for two players. The left joystick controls the blue player and goalie, and the right joystick controls the red player and goalie.
3. To select a one- or two-player game, press **[Select]** or move the joystick handle. For a one-player game, continue to press **[Select]** or move the joystick handle to select the novice or expert game level. In the novice game level, your computer-opponent's reflexes are slower.
4. Press either joystick fire button or **[Reset]** to start the game. If you wait a few moments before starting the game, a brief game demonstration will appear on the screen.
5. Press **[Reset]** in the middle of a game to restart the game. Press **[Select]** in the middle of a game to return to the title screen and select new game options.

Playing the Game

The game takes place on an ice hockey rink. As in a real hockey game, you want to score more goals than your opponent does. To do so, you'll grab the puck (or steal it away from your opponent), skate until you see an opening, and then, using your stick, hit the puck past the goalie, into your opponent's goal. On the defense, your goalie must block your opponent's attempts to hit the puck into your goal.

You control both your player and goalie with the joystick handle. Move the joystick handle up, down, right, or left to move your player. As your player skates up and down, your goalie moves in the same direction but more quickly.

Each game lasts two minutes. At the start of the game, you and your opponent face off inside a large, yellow circle in the middle of the rink. At the sound of the serve whistle, the puck slides onto the ice from either the top or bottom of the rink.

To steal the puck, maneuver your player until his stick touches the puck. To hit the puck into a goal, press either joystick fire button. The puck is hit in the direction the joystick handle is facing.

After either player scores a point, a goal whistle sounds and all action freezes. Then the serve whistle will sound, and you'll face off once again with a new puck.

Playing Tips

Don't forget your goalie! If your opponent nears your goal, move the joystick handle up or down so your goalie can block the puck.

If you bump into your opponent, you'll bounce off each other. However, if your sticks get locked together, you can break the lock by moving past each other.

Whenever you let go of the joystick, you'll automatically face the opposing goal. That way you won't accidentally push the puck into your goal and give your opponent a free point!

ATARI® 7800™ Game Manual



Scoring

The scoreboard is at the top of the screen. The clock counts down from the serve whistle. You'll win points each time you successfully hit the puck through the opposing goal. The scoreboard also displays the number of "saves" (when a goalie blocks the puck), but saves don't earn you points. Whoever has the highest number of points at the end of two minutes wins the game. If the game is tied at the end of two minutes, the game goes into overtime, giving you another 20 seconds of game play. If the tie is broken during overtime, the game ends with one side declared the winner.

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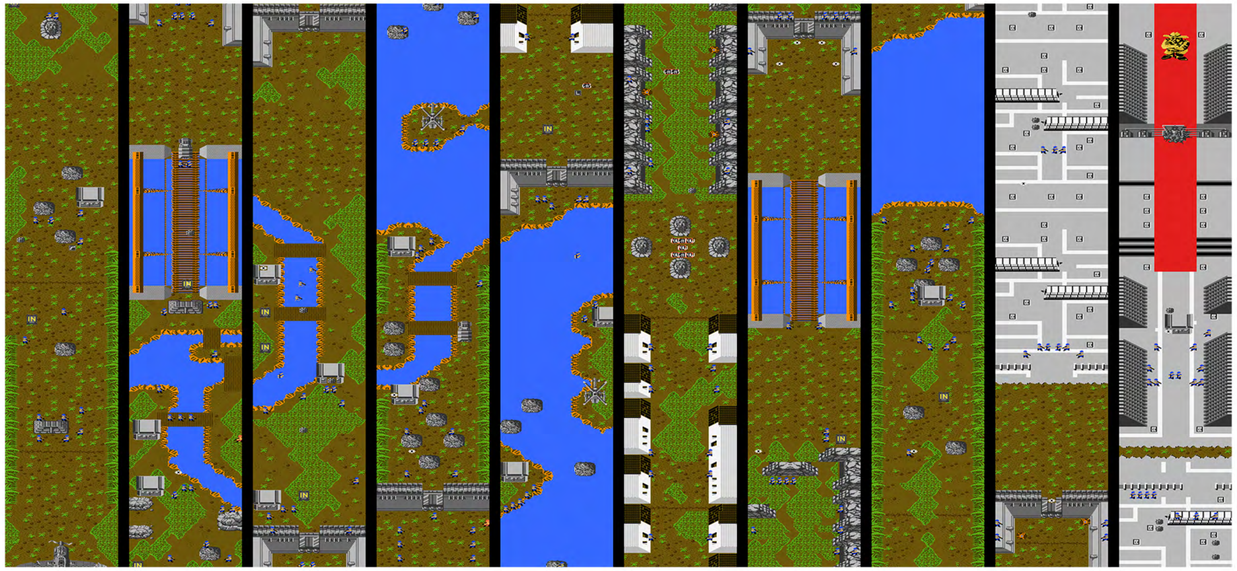
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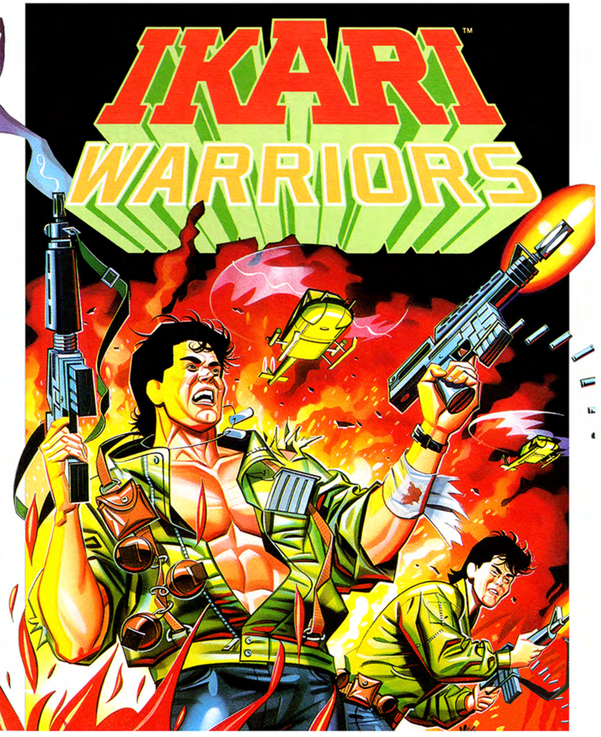
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ATARI

Ikari Warriors



ATARI® 7800™ Game Manual



Jungle Warfare!

Playing the Game

Ikari Warriors is a one or two-player game of survival. You and your partner move behind enemy lines in hopes of wiping out the enemy. You begin the game with 50 grenades, 99 rounds of ammunition and 3 lives. If you're lucky you can capture a tank to protect you from enemy fire.

Move your controller to maneuver through the jungle. Your main weapons are machine guns and grenades. To fire bullets and tank shells, press the left fire button. To toss grenades, press the right fire button until the grenade launches.

Watch your bullet and grenade supplies carefully. Pick up new supplies before you run out. To pick up new supplies, simply walk over a supply icon. Other icons upgrade your fire power. (See **Items**.)

The tank, which moves only on dry land, provides safety from enemy fire. To enter the tank, move your player onto the top of the tank and press the right fire button.

Although the tank can be destroyed by enemy grenades, you cannot be hit as long as you are in the tank. If the tank sustains damage and stops, get out of there! If the tank explodes while you are inside, you go with it. To exit the tank, press the left and right fire buttons simultaneously.

You can swivel the turret while maintaining the tank's position and orientation. Hold down the right button while you move the controller. The turret will move, but the tank will not. Press the left button to fire shots from the tank.

You must pick up fuel along the way to keep the tank moving. The tank explodes if it runs out of gas, so don't miss the energy supply icons!

In your journey through the jungle, you will occasionally encounter a river or the sea. You will have to cross the water in order to continue, but your movement will be slowed down while you are in the water. You can still fire while you are in the water.

If you come into physical contact with an enemy soldier you lose a life. You can hide behind rocks and rubble to avoid enemy gunfire. However, you will still be vulnerable to their grenades, so watch out!

Each time the enemy makes a successful hit, you lose a life. You receive a bonus life every 20,000 points. The game is over when you lose your last life.

To win the game, you must rescue the colonel being held captive by the enemy. You receive one million points for rescuing him.

You are a member of those elite combat specialists, the Ikari Warriors. Your buddy and you are on a special mission behind enemy lines, and you've been sleeping, eating, and breathing jungle combat for the last two weeks. You're tired, but that never affects your razor-sharp judgment and your will to survive.

Your main weapons are machine guns, grenades, and your own cunning in the face of danger. Sometimes you'll have a tank at your disposal, which comes in handy when enemy fire is particularly brutal.

You move swiftly through the jungle, wading through rivers and resting from time to time within the ruins of bombed-out buildings. You're running out of ammunition and grenades, but you know the battle can't last forever. Sooner or later, one side is going to emerge victorious. Let's just hope it's yours!

Getting Started

1. With your TV switched on, insert the Ikari Warriors cartridge into your Atari 7800 as described in your owner's manual.
2. Connect a controller to the left controller port. In two-player Ikari Warriors, connect a controller to each controller port.
3. Switch on your console. The Ikari Warriors title screen appears.
4. To select one or two-player Ikari Warriors, press **SELECT** or move the controller up and down to highlight the desired option. To select the highlighted option, press the fire button or **RESET**.

   To select the Novice, Intermediate, Advanced, or Expert difficulty level, press **SELECT** or move the controller up and down to highlight the desired option. The more difficult the level, the more enemies appear on the screen and the faster those enemies move to attack.

   To select the highlighted option and begin the game, press the fire button or **RESET**.

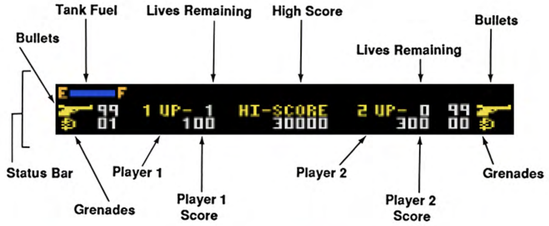
Optional Game Controls

The following optional game controls allow you to pause and restart the game:

- To pause the game press **PAUSE**. Repeat to resume play.
- To return to the opening screen and restart the game with the currently selected options, press **RESET**.

Screens

Game play takes place on the Action screen. The Status bar displays game information.



Bullets displays the number of rounds remaining.

Grenades displays the number of grenades remaining.

Lives Remaining displays the number of lives you have left.

High Score displays the highest score achieved during that play session. The default high score is 30,000, which appears whenever you begin a new play session.

Items

Pick up Grenade Supplies, Bullet Supplies, and Energy Supplies by walking over their icons. Super Bullets, Range, Super Grenades, and Super Bomb take effect when you walk over their icons.

Super Bullets increase the strength of the bullets in your inventory. Super Bullets can shoot through rocks and walls, and blow up tanks and bunkers. If you lose a life after picking up Super Bullets, the damage caused by the bullets in your inventory returns to normal.

Range doubles the range of your bullets and tank shells during the current life. If you lose a life after picking up Range, your bullet and tank shell range returns to normal.

Super Grenades increase the strength of the grenades in your inventory. If you lose a life after picking up Super Grenades, the damage caused by the grenades in your inventory returns to normal.

Super Bomb destroys all enemies shown on screen. Be sure there are enemies displayed on the screen before you walk over the Super Bomb!

Special Bonus gives you a bonus of 200 points.

Grenade Supply adds 50 grenades to your inventory.

Bullet Supply adds 50 bullets to your inventory.

Energy Supply fills up your gas tank and adds 99 bullets and 50 grenades to your inventory.

Strategy

Conserve bullets and grenades.

Plan your attack carefully. Dash in quickly, shoot, and back off before the enemy has a chance to aim and shoot back!

If you come into contact with an enemy soldier you lose a life.

Learn enemy locations and anticipate enemy attacks.

Tanks can be very destructive, especially when they run out of fuel. Keep an eye on the fuel level, and be ready to bail out when the tank is close to empty.

Scoring

The following table shows the number of points you will receive for destroying enemy units and rescuing the colonel.

Enemy soldier	100/200
Bunker	600
Helicopter	600
Enemy tank	600
Gate	1000
Rescuing the colonel	1,000,000

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ATARI 7800™ Game Manual

SUPER GAME

TOP SECRET!

OPERATION: Atombender
I.M.A. Special Terrorist Unit
MISSION BRIEFING
for the Atari 7800™

IMPOSSIBLE MISSION™

by Epyx

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TOP SECRET
DOCUMENT

DO NOT ACCEPT IF SEAL IS BROKEN

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RETURN TO I.M.A., WASHINGTON, DC 20024

TOP SECRET

**Agent's Eyes Only!
Officer Courier Only!**

To: Special Agent 4125
Re: Mission Briefing

Subject: Mission of vital importance to national and global security. Operations to begin immediately. Utmost urgency.

Situation: During the past three days, key military computer installations of every major world power have reported security failures. In each case, someone gained access to a primary missile attack computer.

Only one person is capable of computer tampering on this scale: Professor Elvin Atombender (hereafter referred to as "Elvin").

We believe that Elvin is working to break the computer's launch codes. When he succeeds, he plans to trigger a missile attack that will destroy the world.

Mission: You must penetrate Elvin's underground stronghold and stop him. To succeed, you will have to evade the scientist's robot guards, break his security code, and find his control center. Your predecessors, Agents 4116 and 4124 (may they rest in peace), were able to send back some information about Elvin's installation. It is detailed in the following pages.

Your only weapons will be your keen analytical mind and your MIA9366B pocket computer. Good luck. The world is depending on you.

DOSSIER: ELVIN ATOMBENDER



Last Known Picture of Elvin

Sex: Male
Age: 62
Height: 5'4"
Hair: No
Eyes: Yes
Traits: Avoids people.
Hates animals.
Likes brussels sprouts.

Childhood: Elvin was a nice boy. Well, his mother liked him. In school, he loathed sports but excelled in mathematics. He seldom caused any problems (at least none with any global consequences). At home, Elvin spent most of his time staring at his computer screen, a seemingly harmless recreation.

Oh, there was the time Elvin broke into the phone company's computer system and changed the records. Angry at his parents for some real or imagined crime, the playful youngster added a long distance call to their monthly phone bill: a five-and-a-half-hour call to Afghanistan. His parents were tolerant. They were sure he would eventually outgrow his passion for tinkering with other people's computers.

Turning point: It was during his days as a college student that Elvin was transformed from a promising young man into a treacherous evildoer. Elvin had become obsessed with a new computer game, "Giggling Penguin Invaders from Outer Space in the Vicinity of Ursa Minor." (Elvin had always hated penguins from Ursa Minor.)

The game's score counter went up to 100,000,000,000, and Elvin was determined to "max it out." After playing the game for several days without sleep, he had vaporized enough penguins to pile up 99,999,999,785 points. One more tuxedoed avian and he'd have it.

Elvin shook out his joystick hand. A 250-point penguin waddled onto the screen. Elvin's eyes lit up. He took aim. And then, at that precise moment, the power failed. Elvin's game was lost; he'd never get a score that high again.

In that instant, something snapped in Elvin's mind. He became consumed with a single maniacal obsession. He would repay the world for the injustice it had dealt him.

For many years, Elvin waited. He became a distinguished professor, a renowned expert in computers and robots. Then, eight years ago, he disappeared. His whereabouts were unknown until now.

INTELLIGENCE REPORT

ELVIN'S STRONGHOLD

Using the fortune he amassed by raiding the computer systems of various financial institutions, Elvin has constructed a vast underground stronghold packed with computer equipment.

Room Screen



There are 32 rooms in Elvin's stronghold. Some of them are used as living quarters, and others are computer rooms. These are not ordinary rooms, however. Elvin has constructed them so that only he can negotiate them easily.

Each room has a number of floors or catwalks that are connected by lifts. The floors and catwalks often end abruptly, dropping off into space. And they're guarded by Elvin's nasty, human-seeking robots.

ELVIN'S ROBOTS

Height: 1.57 meters **Weight:** 67 kilos
Armor Type: Ablative (AC: -4) **Vcc:** 5 megavolts
Weaponry: High-voltage ionic plasma generator
Energy Reserves: 3.14 megajoules (est.)
Maximum Angular Velocity: 1.2 megaradians/fortnight
Longitudinal Velocity:

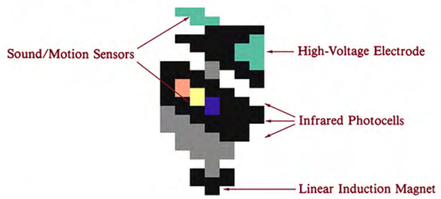
Alpha Class:	2.5 x 10-8 c
Beta Class:	1.2 x 10-8 c
Gamma Class:	5.9 x 10-9 c
Omega Class:	O c
Photovoltaic Threshold:	0.12 lumens
Entropic Conversion Rate:	2.71828 ergs/nsec
Thermionic Coefficient:	6.07 therms/hour

Elvin's robots are equipped with **sound/motion sensors**. These sensors act as the robot's ears, allowing the robot to home in on you whether it can see you or not.

The robots are propelled by **linear induction motors** embedded in the floors of the complex. The magnets keep the robots from leaving the floor's surface.

The robot's **high-voltage electrode** projects a lethal electrical discharge approximately six feet.

Infrared photocells act as the robot's eyes. They can detect the presence of human body warmth anywhere in front of the robot.



ELVIN'S SECURITY SYSTEM

Intelligence indicates that Elvin uses three types of codes (or passwords) in his security system. One code deactivates the robots, another operates the lifts, and the third code (a password) unlocks the control room.

Elvin is very tricky, not to mention a little strange. He hides the passwords in his furniture! Elvin frequently forgets the passwords for his security computer, so he scatters them around, stashing them in the weirdest places. You might find a password in the sofa, stereo, or candy machine. But you must find the passwords to stay alive.

Once you find the codes, using them should be relatively easy for the most part. You should be able to log onto a security terminal as you enter each room and deactivate the robots or reset the lifts (if necessary) from there.

The control-room password is another matter. Elvin has broken up this important code into dozens of pieces and scattered them throughout the complex. You will have to find and retrieve all the pieces of the code and fit them together like a puzzle to form the password.

With the completed password, you can gain access to the control room where Elvin is preparing to launch the missiles. You have to stop him, or the world's going to pay an awfully high price for a 250-point penguin!

GAME INSTRUCTIONS

Getting Started

1. Insert the Impossible Mission cartridge into your Atari 7800 as explained in your Owner's Manual. Plug a joystick into the left controller port.
2. Turn on your television or monitor; then press **[Power]** to turn on your Atari console. The Impossible Mission title screen will appear.
3. Press the joystick fire button or **[Reset]** to begin the game.
4. To restart the game during play, press **[Reset]**. The rooms and robots will be rearranged, and the computer will generate a new set of puzzles.

Playing the Game

You must penetrate the rooms and tunnels in Elvin's stronghold, avoid his robot defenders, and put together his secret password. You can then enter Elvin's control room and put a stop to his plans to destroy the world.

You score points by finding puzzle pieces and putting them together and by reaching Elvin's control room before time runs out. As your skill at the game increases, you can achieve higher scores by completing the password and reaching the control room with more time left on the clock. However, each time you play, the rooms and robots will be rearranged and the puzzles will be different.

MOVING THROUGH THE STRONGHOLD

You can move through the stronghold in the following ways:

- **In the elevator:** Push the joystick handle forward or back to go up or down. Push the joystick handle left or right to move in either direction along the corridor. Running off the edge of the screen takes you into a room.
- **In the rooms:** Push the joystick handle left or right to move in either direction. If you press the joystick fire button, your agent will perform a midair forward flip that is especially useful in somersaulting over persistent robots.
- **On lifting platforms:** If you're standing on a striped lifting platform in one of the rooms, you can push the joystick handle forward or back to go up or down.

SEARCHING FOR CODES

As you explore Elvin's stronghold, your pocket computer at the bottom of the elevator screen will display a map of the rooms and tunnels you have entered. In every room, you should conduct a search.

Search every object or piece of furniture in the rooms for codes and password puzzle pieces. (Remember to be on the lookout for robots.) You can do this by standing directly in front of an object (such as a sofa, desk, or fireplace) and pushing the joystick handle forward.

The word "Searching" will appear in a box near your agent's shoulder. You will also see a horizontal bar indicating the length of time it will take to search the object. You must continue holding the joystick handle forward until the bar disappears.

If your search is interrupted for any reason, you can go back to the object and resume searching where you left off. If you leave the room, however, you'll have to start the search from the beginning if you return.

When you have finished searching the object, one of four things will apear above your agent's shoulder:

- **The words "Nothing here."**
- **A picture of a sleeping robot.** This picture represents a SNOOZE password, which allows you to deactivate the robots in a room temporarily.
- **A picture of a striped lifting platform with an arrow above it.** This represents a LIFT INIT password, which allows you to reset all the lifting platforms in a room to their original positions.
- **A puzzle piece.** This is part of the password that allows entry to the control room. It will be entered into the memory of your pocket computer automatically.

USING SECURITY TERMINALS

You can use the SNOOZEs and LIFT INITs at any security terminal. These are terminals that are usually located near the entrance to each room. They look like television sets with darkened screens.

To use a security terminal, move directly in front of it and push the joystick handle forward. The screen of the security terminal will enlarge to fill your display. You can select one of the three functions by moving the joystick handle forward or back; press the joystick fire button when the arrow points to the function you want:

- **Reset lifting platforms:** To use this option, you must have a LIFT INIT password in your possession. (Your pocket computer displays the number of LIFT INITs you have.)

- **Temporarily disable robots:** To use this option, you must have a SNOOZE password in your possession. (Your pocket computer displays the number of SNOOZEs you have.)
- **Log off.**

CODE ROOMS

Elvin's stronghold contains two code rooms where you can earn additional passwords. Move your agent up to the console and push the joystick handle forward as if you were searching it. A sequence of squares will flash on the wall, each with a musical note, and a white glove will appear. Use the white glove to touch each square in a sequence so that the notes are sorted in ascending order (from low to high).



If you produce the proper sequence of notes, the checkerboard will flash and you'll get a SNOOZE or LIFT INIT password. You can do this as many times as you like, but the sequence gets longer each time. You can quit at any time by pushing the joystick handle forward to touch the purple bar with the glove.

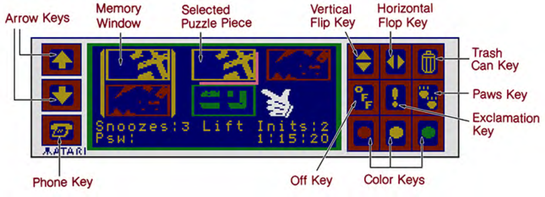
THE POCKET COMPUTER

Your pocket computer allows you to play with the puzzle pieces, twisting them around to figure out how they go together.

To activate your pocket computer, your agent must be standing in one of the elevators or corridors. Press the joystick fire button to turn on the pocket computer.

Note: You can't use the pocket computer in any of the rooms. Pressing the fire button in a room will make your agent do a somersault.

When the computer is activated, the map of Elvin's stronghold will vanish and a white glove will appear. Use the glove to put the puzzle pieces together, forming the password that will let you enter Elvin's control room.



The pocket computer consists of these components:

- The **Selected Puzzle Piece** is the piece you are working with.
- The **Memory Window** displays two of the puzzle pieces you have collected.

- **Arrow keys** move the puzzle pieces into the memory window.
- The **Phone Key** dials out for help. (See **Using the Phone**.)
- The **Vertical Flip Key** flips the selected puzzle piece vertically.
- The **Horizontal Flop Key** flops the selected puzzle piece horizontally.
- The **Trash Can Key** deletes the selected puzzle piece from the display (but not from memory).
- The **Off Key** turns off the pocket computer.
- If you have just deleted a puzzle piece or put two pieces together, you can use the **Exclamation Key** to "undo" it.
- The **Paws Key** pauses the game.
- The **Color Keys** change the color of the selected puzzle piece.

Each time you complete a puzzle, one letter of Elvin's password will appear at the bottom of the pocket computer screen.

USING THE GLOVE

To move the glove, move the joystick handle in the desired direction.

To activate a function key, point to it with the glove and press the joystick fire button.

To pick up a puzzle piece in the memory window, point to it with the glove and press the fire button. You can then move it by moving the joystick handle.

To drop a puzzle piece, press the fire button.

Strategy

Some rooms are harder to negotiate than others. If a room seems too hard, come back to it after you have acquired enough passwords to rest the lifts and turn off the robots.

Each robot has a different behavior program. Some robots move faster than others, some shoot lightning bolts, and some can't see or hear. Watch each robot closely. You can often figure out what program is running the robot before you try to get past it.

Your pocket computer will let you combine any two puzzle pieces that don't overlap. However, puzzle pieces that don't overlap don't necessarily belong together. If you find that it's impossible to finish a partially completed puzzle, you may have combined the wrong pieces.

You don't need to somersault over every hole in the floor. If a gap is no wider than a lifting platform, try stepping across it. But don't let up on the joystick until you get to the other side, or you'll fall.

If you have to cross a very large chasm, you can actually have one foot in the abyss before you press the fire button to jump. If you do this correctly, it will give you the extra distance you need.

Scoring

The game clock on the pocket computer display starts at 12:00. The game ends when the clock reaches 6:00. Each time you fall off the bottom of the screen or get zapped by a robot or a floating orb, you lose ten minutes. Each time you use the phone, you lose two minutes. When the game ends, you are awarded points as follows:

Each second remaining on the clock.....1 point
Each puzzle piece found.....100 points
Each SNOOZE or LIFT INIT found.....100 points
Each puzzle solved.....500 points
Mission completed.....1000 points

To make a copy of the selected puzzle piece, point to it with the glove and press the fire button.

To put back a copy of the selected piece, position the copy directly over the selected piece and press the fire button.

To select a puzzle piece that isn't selected, point to it with the glove and press the fire button.

To find out if two pieces match, position one piece directly over the other and press the fire button.

USING THE PHONE

When you touch the phone key on your pocket computer, it dials up the Agency's main computer to help you solve the puzzles. However, there is a charge for this service: each use of the phone costs two minutes on the game clock.

The Agency's computer will give you three choices:

- **Correct orientations of the leftmost pieces.** The computer will flip the two puzzle pieces in the memory window to put them in their correct positions. A red mark appears to the left of each piece that has been flipped.
- **Have we enough pieces to solve the upper left puzzle?** The computer will look at the upper puzzle piece in the memory window and tell you whether or not you've found all three of the pieces that go with it to complete the puzzle.
- **Hang up.** This hangs up the phone.

Select the phone function you want by pointing to it with the glove and then pressing the joystick fire button.

SOLVING THE PUZZLES

Some pieces are upside down or backward (or both) when you find them. If a piece doesn't seem to match anything, try flipping it with the function keys.

Pieces must be the same color, or they won't match. If two pieces with different colors look as if they might match, use the color keys to change them.

A completed puzzle looks like a computer punch card: a solid rectangle with several little holes in it. A completed puzzle may be upside down or backward when you finish putting it together. You may have to flip it around before it is recognized as a solution.

There are four pieces in each completed puzzle and nine puzzles in the game. Once you have solved all nine puzzles, you will have the nine-letter password that opens the door to Elvin's control room.

THE CONTROL ROOM

The door to Elvin's control room is in one of the blue rooms. When you have completed the password, position your agent directly in front of the control-room door and push the joystick handle forward. The door will open, and Elvin's plot is foiled.





[5-2 Bonus Room]

2-4, 3-4, 4-4

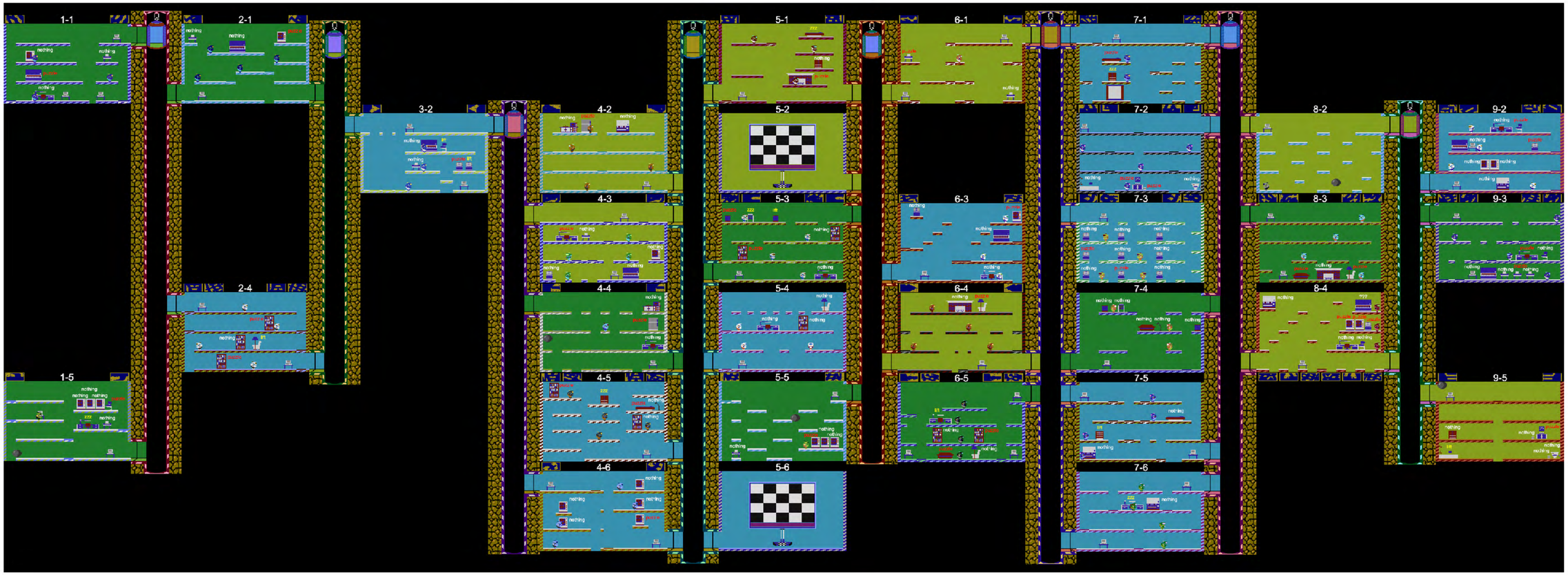
5-1, 1-3, 1-2, 4-2

4-1, 1-3, 1-4, 2-2, 5-4

2-2, 4-2, 3-1, 4-3, 1-1, 5-1

5-3, 4-3, 3-4, 5-4, 1-1, 2-3, 3-3

2-4, 5-2, 1-4, 2-1, 4-2, 5-4, 3-2, 4-3



[5-6 Bonus Room]

2-1, 1-1, 5-1

5-4, 1-4, 1-2, 3-4

2-4, 3-4, 3-1, 4-4, 1-4

1-3, 1-1, 5-1, 5-4, 4-1, 5-3

4-3, 3-1, 2-4, 3-4, 3-3, 2-3, 5-1

4-1, 1-1, 1-4, 3-2, 5-2, 2-2, 2-1, 2-4

Paddle Power!

You are wandering the wondrous fields and forests of the planet JINKS. Everywhere you look you see strange shapes, shadows, and apparitions. A magic ball bounces before you. Something tells you that your paddle ship could control the ball's path and unlock the secrets of this planet.

You move the paddle tentatively and tap the ball. It bounces off the paddle's end and knocks out one of the strange-looking bricks above you. The hole left behind after the brick disappears beckons you to explore further.

Despite this planet's alien beauty, some of the objects you encounter look rather menacing. Are they out to destroy you? Or is it merely their foreignness that gives you that uneasy feeling?

There's only one way to find out what's in store for you: Grab your paddle and follow the bouncing ball!

Getting Started

1. Insert the JINKS cartridge into your Atari 7800 as explained in your Owner's Manual.
2. Plug a controller into the left controller port.
3. Press **[Power]** to turn on your console. The JINKS title screen will appear.
4. Press **[Reset]** or a fire button to start the game.
5. Press **[Pause]** to pause during a game; press it again to resume play.
6. During game play, press **[Reset]** to restart the game.

Playing the Game

The object of the game is to use the paddle to maneuver the ball through the course on each level while hitting various objects for points.

Move the controller to maneuver the paddle and hit the ball. Press the left fire button to invert the paddle. Press the right fire button to "shake" the screen in order to move the ball out of a repetitive sequence.

Watch out for the objects that move up and down on the screen. If they touch you, the size of the paddle will decrease, making it more difficult to hit the ball. The second time one of these objects hits you, you lose a life.

Use the different surfaces of the paddle to achieve various degrees and types of bounce for the ball. Occasionally the ball will encounter an area of random hyperspace and move to another place on the screen. Beware of chomping teeth that may appear at any level; they can eat the ball.

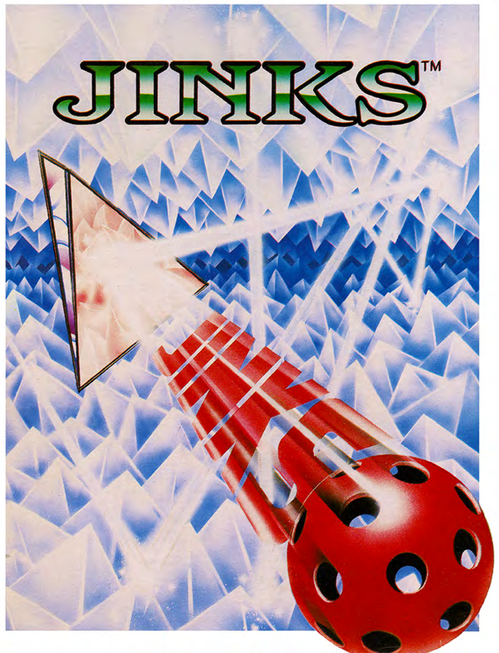
There are four different levels in the game, each more difficult than the last. After you have successfully completed a level, hit the ball through the goal at the far right of the level to move to the interlude screen.

Once you have reached the interlude screen, bounce the ball into one of the boxes marked 1, 2, 3, or 4, to choose the level you wish to play next. Play a new level or the level you just played. Each time you return to a level you already played, that level becomes more difficult. You will find more menacing objects in the level.

You begin the game with one ball. You can earn bonus balls on all four levels, but the bonus balls can be used only on the level at which they were earned. You can restore a damaged paddle. Hit one of the small, moving triangular shapes with a ball to restore the paddle.

You score 5 points for each brick you hit and from 10 to 100 points for each bonus object. After the game ends, if your score is one of the top seven, you can add your score to the game's high score list. Enter your name or initials, then press the fire button.

ATARI® 7800™ Game Manual



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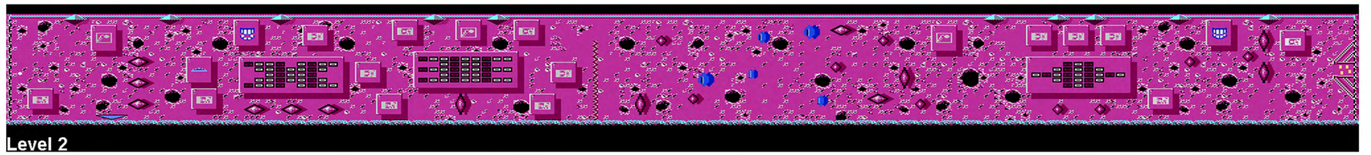
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ATARI®

Jinks
Level Maps


Level 1


Level 2


Level 3


Level 4

Knights on BirdBack!

There are alien worlds, and then there are Alien Worlds! Who could have predicted that you'd ever find yourself this far from home, astride an alien ostrich under attack by bird-borne avengers!

Getting Started

1. Insert the Joust™ cartridge into your ATARI® 7800™ Pro-System as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Move the controller handle forward or backward, or press **{Select}** to choose a one- or two-player game. In a two-player game, the Knights sometimes battle the opponents together, and sometimes battle both the opponents and each other.
4. Move the controller handle to the left or right to choose a difficulty level: Beginner, Intermediate, Advanced, or Expert.
5. Use the controller handle to move your bird left and right. The longer you hold the handle to the side, the faster the bird moves. Press the controller button repeatedly to make him fly.
6. Press **{Pause}** to pause a game; press it again to resume play.

Playing the Game

As a bird-borne Knight, you ride an ostrich into combat, beginning the game with five lives. For each 20,000 points you score, you earn an extra life.

Your opponents are the Buzzard Riders. There are three types, each more fearsome than the one before. The Bounder (least fearsome) wears red; the Hunter wears gray; and the Shadow Lord (most fearsome) wears blue. The Buzzard Riders attack in waves.

Both you and the Buzzard Riders materialize for the first time in the gray spaces on top of the ledges. Until a bird and rider fully materialize, they're protected from attack. Once moving, they become fair game for a joust, in which one mounted Knight attacks another. The winner of a joust is the rider whose mount is highest at the moment of contact. If the mounts are at the same level, the joust is a draw.

If you lose a joust, you lose a life, and you materialize again (if you have lives remaining) in a gray space. If your opponent loses, his suddenly riderless mount lays an egg in frustration.

The egg then sails through space until it comes to rest on a ledge, or falls into the lava and is destroyed. If it's on a ledge, pick it up quickly, or it will hatch another opponent at the Intermediate level, and an even more menacing opponent at the Advanced and Expert levels.

Sometimes a fast-moving Pterodactyl tries to eat you. To save yourself, you must be quick and precise, lancing the opponent in the mouth.

Beneath the lowest ledge lives the Troll of the Lava Pits. After the second wave of attacking Buzzard Riders, the Troll's fire burns away the bridges that kept the jousters safe from him. Any jouster who falls into the Lava Pits dies. If you fly too near the Pits, the Troll's hand reaches out and draws you toward the deadly lava (except at the Beginner level). If the Troll captures you, you may be able to escape by flying away fast and breaking his grip.

When you've vanquished all your opponents and picked up all the eggs in a wave, a new wave with new menaces begins. The waves are:

Survival Wave—If you make it through this entire wave without losing a life, you earn 3000 extra points.

Egg Wave—All your opponents start as eggs. Eat the eggs quickly, before they hatch.

Pterry Wave—This wave starts with the marauding Pterodactyl on the screen.

Team Wave (2 players)—If neither player unseats the other, both earn 3000 points.

Gladiator Wave (2 players)—The first player to unseat the other earns 3000 points.

Karate in Action!

You've just scaled a treacherous cliff to the castle of Akuma, the evil warlord who burned your village and kidnapped your bride-to-be. Now you stand before a massive gate. The first of many powerful Palace Guards blocks your way. Beyond looms Akuma's palace, where Princess Mariko languishes. You must save her from Akuma's cruel clutches. Your only weapon—karate.

Remain calm, and focus your will on your goal. That is the way of the Karateka.

Getting Started

1. Insert the Karateka cartridge into your ATARI 7800 Pro-System as explained in your Owner's Manual.
2. Plug your controller into the left controller jack.
3. Press the **{Power}** button to turn on your console.
4. Press **{Select}** to start the game.
5. Press **{Pause}** to pause a game; press it again to resume play.
6. Press **{Select}** to restart the game or press **{Reset}** to return to the title screen.

Playing the Game

You start the game in the standing position, facing the first Palace Guard. The red arrows at bottom left of the screen tell how many karate hits you can withstand. Each time you get hit, you lose an arrow. When you avoid getting hit, your arrow supply is gradually refilled. If you lose all your arrows, you lose the game.

The blue arrows at bottom right of the screen tell how many karate hits the Guard can withstand. Each time you hit your opponent, he loses an arrow. When he is not getting hit, his arrow supply is refilled. When all blue arrows are gone, the enemy is defeated.

You can vary your game difficulty level by using the left switch on the front of your console (next to the left controller jack). Pushing the switch to the left decreases game difficulty; pushing the switch to the right increases game difficulty.

The game ends when you defeat all Palace Guards, or when you lose your last arrow.

Survival Tips

You face the Guards one at a time. If you don't fight, your opponent advances to attack you.

Each Guard has a unique karate skill, and Guards get tougher as you move farther into the Palace.

When you defeat an enemy, run foward to face a new opponent.

Beware of danger when standing or running. In these positions you're unprotected. One blow from a Guard will destroy you.

ATARI® 7800™ Game Manual



Scoring

Unseating a Buzzard Rider

Bounder ..... 500 points

Hunter ..... 750 points

Shadow Lord ..... 1500 points

Picking Up Eggs

First egg per round ..... 250 points
Second egg per round ..... 500 points
Third egg per round ..... 750 points
Fourth or more eggs per round ..... 1000 points
Egg grabbed in midair ..... 500 bonus points

Displaying Skill

Surviving Survival Wave ..... 3000 points
Cooperating in Team Wave ..... 3000 points
Unseating other player in Gladiator Wave ..... 3000 points
Unseating other player at other times ..... 2000 points
Destroying a Pterodactyl ..... 1000 points
Losing a life ..... 50 points

You earn an extra life for every 20,000 points you score. Each player's current score and number of lives left are shown at the bottom of the screen, Player 1 on the left and Player 2 on the right. No more than four lives can be shown, even if more have been earned. Final scores remain on screen during the demonstration sequence that follows each game.

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Moving Your Player

Use your controller to move, punch, and kick. Follow the chart:

Original Position	Action	Controller Operation
Standing	Assume fighting stance.	Press right button.
	Run forward.	Move handle right.
Fighting Stance	Advance.	Hold down left button, move handle right.
	Retreat.	Hold down left button, move handle left.
	Kick. Kick high. Kick low.	Move handle right. Move handle to upper right. Move handle to lower right.
	Punch. Punch high. Punch low.	Move handle left. Move handle to upper left. Move handle to lower left.
	Resume standing position.	Press right button.

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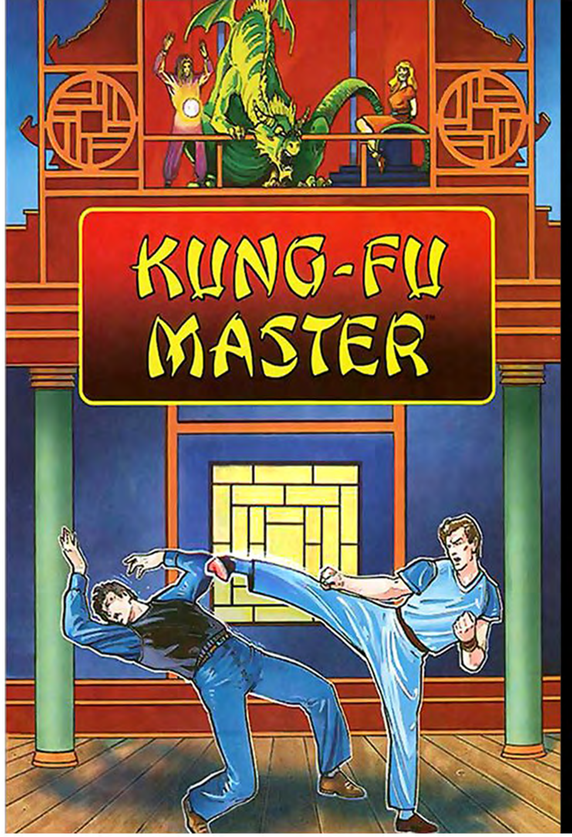
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ATARI® 7800™ Game Manual

SUPER GAME

karateka™





AM-039-03

ABSOLUTE ENTERTAINMENT

KUNG-FU MASTER

The gorgeous Princess Victoria is imprisoned in the Evil Wizard's Temple. As Kung-Fu Master, you must free her. Unfortunately, the Temple's five tortuous levels are seething with menacing foes. Smash your way through one level and start the next with a renewed energy meter and timer. Once you free your Princess, it's back to the beginning where your foes return faster and nastier.

Getting Started

1. Turn game system power switch OFF.
2. Insert the Kung-Fu Master cartridge as directed in your game system's owner's manual.
3. Turn the power switch ON.
4. Press the GAME RESET lever to begin a 1-player game. Press the GAME SELECT lever, then the GAME RESET lever to begin a 2-player game.

Game Status Area

Watch this important information in the upper half of your screen:

Score
As you kick and punch your way to victory your score will increase with each successful blow. You will also earn points for each enemy guarding the end of each temple level.

Timer
As time runs out this number keeps getting smaller. When it reaches 0 one life is over.

Your Energy Bar
The first bar, labeled PLAYER, meters your energy level. When it runs out one life is lost.

Enemy Energy Bar
The second bar, labeled ENEMY, meters the energy for your final foe on each level of the temple. You must destroy all his energy to defeat the enemy and move on to the next level.

Lives
The head icons to the right of the energy bars represent the number of lives remaining. You start with four lives at the beginning of the game.

Floor Indicator
The five squares at the bottom of the status area represent the five levels of the Evil Wizard's temple. The level you are currently fighting on is represented by a flashing yellow square. The levels you have conquered are represented by solid yellow squares.

Note on two-player games:
Play alternates whenever a player loses a life. The second player's timer, and energy bars appear when the first player loses a life and vice versa. If one player loses all his lives, the other player continues without interruption until the game is over.

Temple Enemys

Henchmen
One kick or punch knocks them out. Don't let them get too close or hold on to you and watch out from all sides.

Knife Throwers
Two punches or kicks will take them out. Duck or jump to avoid their knives.

Midgets
These tumbling trouble-makers approach from all sides. A low kick or punch works best or knock them with your head by jumping up as they tumble over you.

Dragon Balls
These falling balls conceal dragons. Destroy each ball with a single kick or punch before it hits the ground or fight the dragon when it emerges.

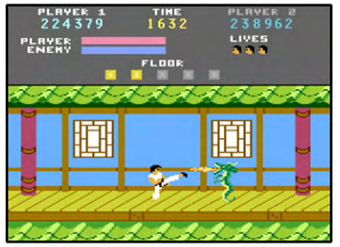
Snake Baskets
The falling baskets hold terrible snakes. Smash them before they hit the ground or jump to avoid the creatures inside.

Spinning Bombs
These bombs spin for a moment and then explode in any direction. Move away from them to avoid their blast.

Killer Moths
These stingers will try to hurt you. Hurt them first with a kick or punch.

The Five Masters
One is waiting for you at the end of each level. He can't kill you with one blow but each hit will deplete some of your energy. If your energy is already low when you meet him–watch out! Here's who waits for you and where:

Level 1–Stick Fighter
Level 2–Boomerang Thrower
Level 3–Giant Kicker
Level 4–Lightning Magician
Level 5–Gang Master



Your Moves

To move right or left: Move joystick right or left
To jump: Push joystick forward
To squat: Pull joystick back
To kick high: Move joystick right or left and press button
To kick low: Pull joystick back and press button
To punch high: Pull joystick diagonally forward to right or left and press button
To punch low: Pull joystick diagonally back to right or left and press button
To break Henchman's hold: Jiggle joystick from side to side

Earn More Points and More Lives

Enemy	Points Per Kick	Points Per Punch
Henchman	100	200
Knife Thrower	500	800
Midgets	200	300
Dragon Ball	2000	2000
Killer Moths	500	600
Stick Fighter	2000	2000
Boomerang Thrower	3000	3000
Giant Kicker	3000	3000
Lightning Magician	5000	5000
Gang Master	10,000	10,000

Any time left at the end of a level is multiplied by 10 and added to your score. Any energy left at the end of a level is multiplied by 100 and added to your score.

You can win an extra life at 75,000 points. Good luck!

Final Words To The Wise

Don't punch or kick without a reason. A true Kung-Fu Master strikes quickly and carefully.

Find your enemy's weak spot. Learn what kind of blow hurts each foe the most.

Don't battle snakes or spinning bombs. The best you can do is stay out of their way.

No single enemy blow can kill you. (You are a *Master* after all.) Each blow, however, does deplete your energy and makes you weak. The right blow at the wrong time CAN kill you.

Watch your timer. When it runs out one life is lost.

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Mario the carpenter and his brother Luigi are hopping mad! The water pipes in their house are blocked with pesky crawling creatures. If the two brothers can't get rid of them, they'll never take a bath again!

Getting Started

1. Insert the Mario Bros. cartridge into your Atari 7800 as explained in your Owner's Manual.
2. Plug a controller into the left port on the front of the system for one player; plug a second controller into the right port for two players.
3. Turn on your television; then press **[Power]** to turn on your Atari console.
4. Press **[Select]** or move the directional lever on your controller forward or backward to choose a one-player or two-player game.
5. Press **[Select]** or move the directional lever on your controller left or right to choose a game level.
6. Press player 1's fire button or **[Reset]** to begin the game.
7. Press **[Pause]** to pause a game. Press it again to resume play.
8. During a game, press **[Select]** to return to the title screen. Press **[Reset]** to restart.

Playing the Game

Your task is to help Mario kick the pipe pests off the floors and into a bucket of water. Press your controller button to make Mario jump up and punch the floor (and the pest) above him. Move the directional lever on your controller left or right to make Mario run into stunned pests to kick them. Press your controller button while Mario is running to make him jump from floor to floor.

Mario starts the game with three lives. Each time he kicks a pest off a floor, you earn points. If an active pest or a fireball catches Mario, he loses a life. When all the pests are knocked off, the next phase begins.

Pests in the Pipes!

You earn an extra life at 20,000 points. Scores and the number of lives remaining appear at the top of the screen. The high score appears in the top center. The phase you're playing appears in the bottom left corner of the screen.

A coin spurts out of a water-pipe each time Mario kicks a pest off the floor. Make Mario run into the coin or punch it from below to earn 800 bonus points.

The POW switch appears near the bottom center of the screen. When Mario hits the switch, it delivers a punch to all pests on the screen. You can use the POW switch three times before it disappears. You receive a new POW switch in rounds 8 and 13, and every fifth round after that.

The game ends when Mario loses all his lives. Press **[Reset]** or the fire button to begin a new game.

Coin Phase

At certain times during the game, the pests disappear and a coin phase begins. The screen is filled with dangling coins. Mario has only a few seconds to grab as many coins as possible. Every coin Mario gets earns 800 bonus points. A timer at the top of the screen counts down the seconds: 20 seconds for each coin phase. Extra points are awarded if Mario gets all the coins before the time expires.

Two-Player Game

In two-player games, one player is Mario and the other player is Luigi. Luigi plays the game the same way Mario does. You can work as a team, with one player punching the pests and the other player kicking them off the floor.

Or you can compete with each other for the highest score. If you do, watch out for sneak attacks– your opponent may punch a pest back on its feet just as you're about to kick it off the floor!

The Pests

Knocking off a pest is a two-part maneuver. First punch the floor directly beneath a pest to flip it onto its back. Then jump up to the floor and kick the stunned pest off the floor before he recovers.



Eliminate **Shellcreepers** by punching them once from below and then kicking them off the floor before they can get away.



At the first punch, **Sidesteppers** become enraged and start moving faster. Punch them again to flip them over; then kick them off the floor.



Fighterflies hop from one section of the floor to another. The only time Mario or Luigi can flip one over is when it's touching the floor.



In higher levels **Slipice** appears. He's a mean iceman who freezes floors into slippery ice. Punch him from below to keep him from chilling the floors.



Fireballs can fry Mario and Luigi to a crisp. Avoid fireballs by jumping over them or by jumping to another level. Punch fireballs to destroy them.

Plumbing Tips

Use your POW switch when more than one pest is on the screen.

Watch out for the last pest on the screen. It speeds up and is much harder to punch.

Hit a Sidestepper twice quickly. If you're fast, you can flip it over before it scurries off to a different floor.

Punch pests near the edge of a floor so they fall to the level you are on.



Scoring

Here's how to earn points:

Kick a pest off the floor	800 points

Kick multiple pests off the floor quickly:

1st pest	800 points
2nd pest	1600 points
3rd pest	2400 points
4th pest	3200 points
Get or punch a coin	800 points
Punch Slipice	500 points
Punch green fireball	200 points
Punch orange fireball	1000 points
Punch a pest	10 points

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C300018-050 Rev.A

The Ultimate Challenge!

After months of practice you made it to the final round of the Atari Wrestling Federation Championships. Now you stand gloriously in the ring, sure to make enough dough from this title bout to retire to a farm in Vermont. If you can survive.

The announcer, a little man with a voice like the muffler on a half-dead pickup truck, reaches for the overhead microphone. He announces the name of the champion, a 394-pound mountain who hasn't lost a match since Troy was sacked. The crowd roars. Then, between giggles and snickers, the announcer spits out your name. Your fan cheers as the undertaker edges his way toward your corner and pulls out his measuring tape.

But you know you can do it. After all, you've made a science of the Flying Body Press. So what if your opponent outweighs you by 286 pounds.

The opening bell clangs as the bout begins. The champion lumbers toward you like a freight train gone berserk. This is not going to be easy. Do you have the guts and the skill to defeat the mad man of the mats? Will you retire to that farm or spend the rest of your life in intensive care at the local hospital? It's too late to back out now, so give it your best shot. Good luck! You'll need it.

Getting Started

1. Insert the Mat Mania Challenge cartridge into your Atari 7800 system as explained in your owner's manual.

2. Plug a controller into the left port for a one-player game. Plug a second controller into the right port for a two-player game.

3. Switch on your television. Then press **Power** to switch on your system. The Mat Mania Challenge title screen appears.

4. To begin game option selections, press a fire button. The first play option displays along the bottom of the screen.

5. Move the controller in any direction (right, left, forward, or backward) to select a one or two-player game. After you've made your selection, press a fire button.

6. Depending upon whether you selected a one or two-player game, the following occurs:

   If you selected a one-player game, then the difficulty level selection option displays along the bottom of the screen. Move the controller in any direction to select the difficulty level (easy, medium, or hard), then press a fire button again to begin the match.

   OR

   If you selected a two-player game, the match begins once you press the fire button.

   Note: In a two-player game, you don't select the difficulty level. It's only when you play against the computer that you must select the computer's skill level.

7. If you want to return to the selection screen to change game options, press **Select**. To reset with the current game options, press **Reset**.

8. Press **Pause** to pause the game. Press **Pause** again to return to the game.

Playing the Game

Mat Mania Challenge simulates a series of wrestling matches between either two players or one player and the computer.

Wrestlers compete against challengers for a score. The top of the screen displays each wrestler's current score and the time remaining in the match.

The object of the match is to either pin your opponent for a count of three, keep him out of the ring for a twenty count, or outscore him.

Each match lasts three minutes. Your points accumulate throughout the match. If neither wrestler is pinned for the count by the end of the match, the player with the highest number of points wins.

Two-player games consist of up to three matches. If one player is pinned, the game ends and the title screen appears. If no one is pinned by the end of the third match, the player with the highest score wins.

In a one-player game, if you pin or outscore the computer opponent, you will move on to the next match If the computer wins, the game ends and the title screen appears.

Use the controller to maneuver the fighters. When the wrestlers are close to each other, they go into grapple position.

Wrestling Moves

Mat Mania Challenge offers several bone-crushing moves designed to drop your opponent for the count The available moves at any given time depend on the current situation. For example, if you have your opponent in a head lock, press the right button to perform a pile driver. Or, while running across the ring, move the controller any direction and press the right button to clothesline your opponent.

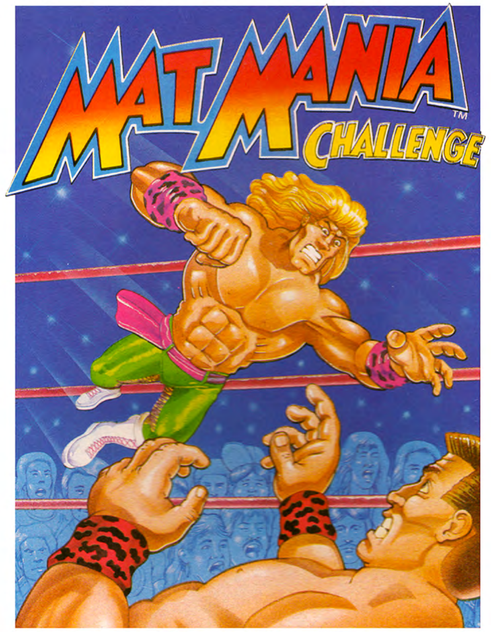
Below is a table listing the possible moves and how to make them.

	Move	Action
Basic Moves	Walk	Controller any direction
	Run	Both buttons
	Punch	Left button
	Kick	Right button
	Climb Post	Controller up
While Running	Shoulder Jab	Left button
	Flying Kick	Right button
	Sidekick	Controller left/left button
	Clothesline	Controller right/right button
In Grapple	Headlock	Right or left button
Opponent in Headlock	Hammer Throw	Left button
	Pile Driver	Right button
	Overhead Slam	Controller left/left button
You are in Headlock	Knee Drop	Left button
	Back Drop	Right button
After Opponent is Hammer Thrown Off Ropes	Flying Kick	Right button
	Crouch	Left button
	Elbow	Controller left/left button
	Clothesline	Controller right/right button
From Post	Knee Drop	Left button
	Back Drop	Right button
While Opponent is Down	Pick Up	Left button
	Pin	Right button

If your opponent throws you out of the ring, you have twenty seconds to get back in the ring. Move your wrestler in front of the ring and climb through the ropes by moving the controller up.

If one wrestler is thrown out of the ring, the other wrestler can jump over the left or right side of the ring. Wrestlers can fight outside the ring, but they must be back in the ring before the referee counts to twenty.

ATARI® 7800™ Game Manual



Strategy

It takes quick reactions and good timing to be a champion. Learn to anticipate your opponent's move and react accordingly.

Wear your opponent down with repeated punches.

Don't try to pin your opponent every time he hits the floor. Pick him up and destroy him. This increases your point total. Besides, it's more fun to bash heads than to gain a quick victory.

Learn to use the ropes and the post. Throw your opponent against the ropes. When he bounces back, give him a quick clothesline or similar move. If he hits the floor in the right place, climb the post and drop on him.

If your opponent has you up against the ropes and he's beating the tar out of you, press both buttons to run. Of course, your opponent will be in the way, but you may have a chance to escape and turn things around.

Remember, pain is good—when the other guy feels it. Don't go easy on your opponent. Mercy may be sportsmanlike, but who wants to be nice?

Scoring

Below is a list of the number of points awarded for each move.

Pick Up	50
Punch	50
Clothesline	100
Hammer Throw	100
Kick	100
Elbow	200
Flying Kick	300
Overhead Slam	300
Running Clothesline	300
Shoulder Jab	300
Sidekick	300
Crouch	400
Back Drop from Headlock	800
Knee Drop from Headlock	800
Pile Driver	800
Running Flying Kick	800
Back Drop from Post	1000
Knee Drop from Post	1000
Pin	4000

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Fore!

This is it! A hush falls over the California countryside as you stand on the eighteenth hole of Pebble Beach. You're five long feet from the hole and you have a one-stroke lead in the biggest tournament of your life. Your caddy hands you your lucky putter. You line up your shot, and swing. The ball rolls slowly toward the hole. There's a tense moment as it almost rings the cup. Finally, the ball falls in. You retain your title!

Getting Started

1. Insert the Mean 18 cartridge into your Atari 7800 game system as explained in your owner's manual.
2. Plug a controller into the left controller port. In a two player game, plug another controller into the right controller port.
3. Switch on your TV, then press **Power** to switch on your system. The Mean 18 title screen appears. Press the fire button to show the options selection screen.
4. Press **Select** or move the left controller forward or back to select play options. In a two player game, use the right controller to select play options for player number two. Press a fire button after making each selection to move to the next option.

Number of players	One or two
Skill level	Beginner or Expert
Tees	Regular or Pro
Game play	Stroke or Match

Note: If you select beginner, the margin of error is less, but you can still slice and shank the ball. Expert players must choose their own clubs and make more accurate shots.

Using the Pro Tees option makes for longer distances to the greens.

Stroke (medal) is normal game play. When you select Match, the best player on each hole wins. Match play is only available for two player games.

5. After selecting options, an overhead view of the first hole appears. The overhead view gives the hole number, distance from the tee to the hole, and the par. Press a fire button to begin playing golf.
6. During play you can do the following if needed:
   - To restart the game and select new play options, press **Reset**.
   - To see an overhead view of the hole, press **Select**.
   - To see your score card, press **Pause**.

Note: Press a fire button to return to the regular playing screen after using any option above.

Playing the Game

Mean 18 allows one or two people to play a round of golf at Pebble Beach. This simulation of the classic game blends strategy and skill.

Order of Play

At the beginning of each hole, the order of play is determined by honors. That is, the player that won the previous hole goes first. Once all the players have teed off, the player farthest from the hole plays next.

Making a Shot

To change a club selection, move the controller forward or backward. You can control your aim by moving the controller left or right. Move the controller left or right to shift the view, with a partial left or right rotation possible.

A complete shot requires three taps on the fire button as follows:

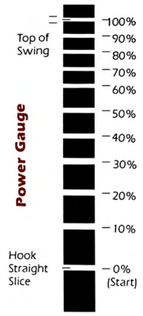
1. Tap once to start your backswing.

   Each line on the power gauge increases the power of your swing by 10% of the club's rated potential distance (see **Club Distance Table** below). The dark area at the top indicates overswing which significantly reduces ball control and results in a longer, wilder shot.
2. Tap again to begin downswing.

   Press the fire button a second time to start the downswing at the desired point on the power gauge. An arrow marks the point where this occurred. Stopping your backswing part way up results in a shorter shot, useful for chipping.
3. Tap a third time at the bottom of your swing.

   The third tap snaps your wrists at the bottom of the swing. Snapping the wrists early, above the line where the swing began, results in a hook. A hooked ball curves to the left. Snapping the wrists late, below the line where the swing began, results in a slice. A sliced ball curves to the right. An arrow marks the point where the wrists were snapped.

   Warning: If you don't snap your wrists during the swing, expect to find your ball in the rough. Not snapping wrists results in a severe slice.



Putting

Move the controller left or right to aim your putt. A line between your ball and the cup helps you aim.

The arrows on the green indicate the direction in which the green breaks. The ball will move in the direction the green breaks. Therefore, you must anticipate the correct "line" the ball should travel to sink your putt.

As with distance shots, putts require you press the fire button twice. Press the first time to set the power and the second time to set the accuracy as you would with a regular shot.

Club Distance Table

With a good full swing, each club averages the following distance and loft. Loft is the angle of the club face. The ball goes higher in the air as loft increases.

Club	Distance (yards)	Loft (degrees)
Driver	250	16
3 Wood	230	22
4 Wood	215	25
2 Iron	207	18
3 Iron	197	22
4 Iron	184	25
5 Iron	172	30
6 Iron	159	34
7 Iron	148	38
8 Iron	136	42
9 Iron	124	46
P-wedge	112 (Pitching wedge)	
S-wedge	100 (Sand wedge)	
Putter	Each mark on the power gauge is approximately 8 feet. Make allowances for breaks on the green.	

Terrain

When landing in a rough, or using short irons (such as the 9 iron) the ball comes to a stop more quickly than normal. The ball "bites" more quickly on a green than on the fairway. When landing in sand, the ball comes to a stop very quickly (although the ball may still skip out of the trap). When using a wood or long iron (for example, 3 wood or 3 iron) the ball continues to roll farther unless it lands in the rough or a trap.

If a ball comes to rest out of bounds, a penalty stroke is taken (in addition to the stroke played), and the shot must be replayed.

If a ball lands in the water, a penalty stroke is taken (in addition to the stroke played). The ball is replayed.

Trees

When a ball hits a tree, it either ricochets back toward you along a random angle (if you hit a solid brown or black part of the tree), or goes through the tree (slows down and exits sideways along a random angle).

Greens

When all players have reached the current green, the screen switches to an overhead view of the green, showing the position of all balls. The player furthest from the hole putts first, and play proceeds normally, except that players have the option of finishing their putts (like real golf etiquette).

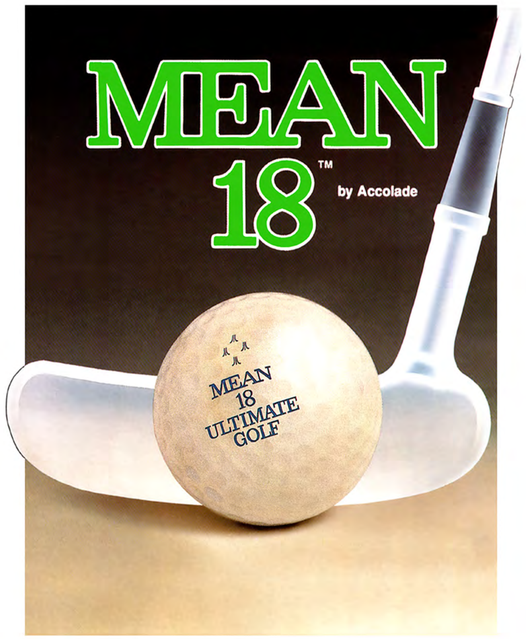
Strategy

A wood results in a poor shot from a deep rough or sandtrap. Use an iron.

Make sure not to overswing. An overswing almost certainly results in a poor shot.

Each shot's trajectory is a combination of your swing and luck. When the ball hits the ground, it randomly bounces left or right.

When hitting from different terrains, use a bigger club than normal to achieve the same distance (light rough, one club; deep rough and sand, two or three clubs).



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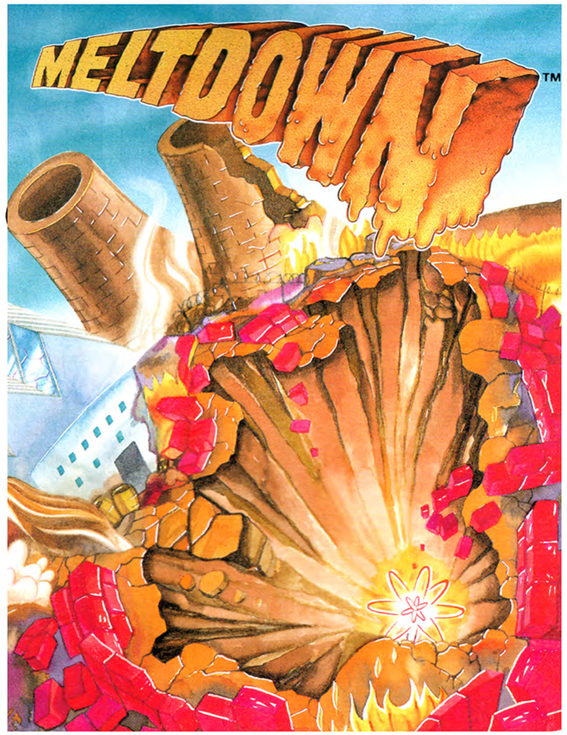
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DON'T OVERREACT!

Don't panic! A gang of international terrorists has systematically set about destroying the world. They have sabotaged a number of nuclear reactors by unleashing a deadly string of "sparkx" that will break down the protective control rods and make their way into the very core of each reactor. If the sparkx reach the core, the end result will be a dreaded MeltDown. If the terrorists are successful in their hideous plot, we can kiss this world goodbye!

Only you stand between life as we know it and total annihilation. You are armed with a specially engineered sparkx-destroying gun, a blueprint of each reactor, your wits, and your desire to save the world. Get moving. There's no time to lose!

GETTING STARTED

1. With your 7800 game system switched off, insert the MeltDown cartridge into the cartridge slot as described in your owner's manual.

2. Connect a light gun to the left controller port. Press the **POWER** button on your console.

3. Switch on your TV.

4. The MeltDown title screen displays. Press **SELECT** to choose number of players (one or two players) and the difficulty level (Novice or Expert). The Expert level contains faster and more numerous Sparkx. Pull the light gun trigger to select the displayed options.

5. The Passkey screen displays. Begin play on level one by shooting the word START. Begin play on a specific level by entering that level's four character passkey code. To enter a passkey code, shoot the arrows above and below each character slot to display a

higher or lower number. Shoot the word START to begin on that level.

Note: The passkey screen displays a level's four character passkey code the first time you advance to that level. To begin play, shoot the word Start.

Optional Game Controls

The following optional game controls allow you to pause and restart the game:

- To pause the game press **PAUSE**. Repeat to resume play
- To return to the title screen and restart the game (during gameplay), press **RESET**

PLAYING THE GAME

MeltDown is a fast-action arcade game. The object of the game is to keep deadly sparkx from eating away at the cores of twenty different nuclear reactors. If you can't blast the sparkx before they chew up the reactor cores, the result is a MeltDown!

The area surrounding each reactor's core is filled with radioactive matter. Two protons rapidly circle the core. When the two protons intersect, sparkx are released into the reactor. As many as 14 sparkx can be on screen at the same time. You must shoot the sparkx quickly before they can damage the reactor core.

Inside the core of each reactor are eight or nine blue control rods arranged in various geometric patterns. Each time a sparkx hits a control rod, the rod sustains damage. These rods keep the walls of the reactor from collapsing. If the rods are damaged, the reactor walls begin to collapse. If the rods are destroyed the walls collapse completely and the entire reactor suffers a MeltDown.

Reactor Statistics Screen

The Reactor Statistics screen appears whenever you advance to a new reactor.



High Score displays the high score for the current play session.

Reactor Blueprint displays a layout of the reactor. This helps you plan out your attack before you begin play.

Score displays your current score. The score is accumulated over the current play session.

Sparkx to Eliminate lists how many Sparkx you need to destroy to save the reactor.

Use the light gun to shoot at the sparkx as they bounce off the borders and control rods. When you destroy a sparkx it will disappear. Be careful! A bad shot from you can damage the control rods. If you place a shot outside the reactor core into the containment wall you will also damage the reactor.

If you shoot and don't hit anything, a barrier will appear. The barrier will function like a wall until it fades away. You can have up to four barriers on screen at a time. The sparkx will rebound off the barriers, so well-placed shots can reflect sparkx away from the control rods. In addition to shooting sparkx and setting up barriers, you can also protect the reactor core by using special protective Power Crystals and bonus blocks found in each reactor. (See **Power Crystals** and **Bonus Blocks**.)

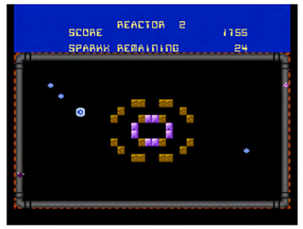
After a time the earth will suffer damage from reactor radiation. The damage will result in increased seismic activity. The earthquakes will further damage the control rods. Protected rods suffer less damage from earthquakes. (See **Protect Control Rod** power crystal.)

Save all 20 reactors to win the game. If your score is higher than the lowest score displayed on the high scores screen, the high scores initials screen displays. Enter your initials to be displayed next to your high score. The high scores screen will then display in demo mode. High scores are only retained during the current play session. Once the game is switched off, your high scores earned are erased.

SCREENS

Two MeltDown screens are important to actual game play. One is the Reactor Statistics screen which lists information about each reactor. The other is the Action screen, where game play takes place.

Action Screen



Control Rods provide the necessary protection to keep the reactors cool and prevent potential MeltDowns. Each control rod can sustain five hits before it is destroyed.

Power Crystals displays the types of Power Crystals you will encounter in the reactor.

Protons move more quickly to make more sparkx when you destroy all the sparkx currently in a reactor. This helps you finish the round more quickly before the 5 earthquakes hit.

Reactor Number displays the number of the reactor you are currently attempting to save.

Reactor Walls collapse in on the reactor core when the reactor rods sustain damage.

Score lists your current score.

Sparkx Remaining lists the number of sparkx still to be destroyed before the reactor is saved.

ITEMS

In addition to deadly Sparkx, other items can be found in reactors. These items can help you in your fight to rid each reactor from Sparkx.

Sparkx

Sparkx are the deadly invaders that threaten power plants with devastating meltdown. Shoot Sparkx to destroy them.

Container Sparkx open every round of play. Container Sparkx can float into the reactor from various points. If they hit the reactor wall, a control rod, or one of your shots, they will burst into six different Bounder Sparkx, which will bounce all over the playing field. Then you must corner and destroy all six Bounder Sparkx!

Bounder Sparkx are the most common type of sparkx. These tiny sparkx bounce off the different elements within the reactor and off the reactor itself, inflicting damage wherever they hit.

Exploding Sparkx are very deadly. These sparkx slowly change color from blue to red. If you blast an exploding sparkx while it is still blue, the energy is absorbed. If you hit one of these sparkx after it has changed to red, it sends particles flying in four directions, away from the point of impact.

Expanding Sparkx require five hits to destroy, and they expand slightly each time they are hit. These sparkx are slightly more damaging if they hit the reactor's wall after they have expanded.

Quick Sparkx also require five hits to destroy, but they increase in speed rather than size with each hit.

Note: Red sparkx are more damaging than blue sparkx.

Power Crystals

Power Crystals are identified by a single letter or number (shown in parenthesis after the name of each Power Crystal). Shoot a Power Crystal icon release its special power. The special power of the shot crystal will remain in effect until you finish that reactor level. The single exception is Control Rod Repair.

Big Shot (B) doubles the size of your shot's barrier for that round. This is especially helpful in creating blocks around sparkx and around the control rods.

2 Extra Shots (2) allows you to place up to six barriers, instead of the usual four.

Continuous Shot (C) allows you to shoot continuously--a real finger saver!

Freeze (F) causes everything inside the reactor to slow and then freeze for a short time, before thawing and resuming full speed.

Killer Barriers (K) are deadly to sparkx. Instead of bouncing off the barriers left by missed shots, sparkx running into Killer Barriers are destroyed.

Control Rod Repair (R) repairs some of the damage done to the control rods in that round.

Protect Control Rods (P) puts a series of indestructible barriers around each of the control rods for the duration of the round.

Double Points (D) bonus doubles the point value for each item you have eliminated.

Bonus Blocks

Bonus Blocks are impervious to sparkx damage. A bonus block appears at random locations within the reactor whenever you temporarily eliminate all the sparkx from the reactor before the next sparkx is released. The block remains in position for a short time and then disappears.

STRATEGY

Use the Freeze Power Crystal as often as you can. Destroy frozen sparkx before they thaw.

Hit the sparkx as soon as they appear. The earlier you destroy sparkx, the less damage they cause.

Learn to protect control rods by surrounding them with barriers. Protected control rods suffer less damage from sparkx and earthquakes.

SCORING

Container Sparkx	10 points
Bounder Sparkx	20 points
Exploding Sparkx	40 points
Exploded Sparkx Particles	40 points
Expanding Sparkx	
(The first 1 to 4 hits)	10 points/hit
(The fifth and final hit)	50 points
Quick Sparkx	
(The first 1 to 4 hits)	10 points/hit
(The fifth and final hit)	50 points
Sparkx hitting barriers	1 point

Bonus Blocks are worth 100 points for the first block, and 100 additional points for subsequent blocks. For example, your first block is worth 100 points, but your fourth block is worth 400 points. If you miss a block, the block point value drops back to 100 points.

Shooting a Double Points power crystal doubles all earned points from bonus blocks.

Asteroids Hints

Hidden Credits

Using a Pro-Line controller as the second controller:
On the main title screen, press the **Fire Button**.
1) Hold 'Up' and press **Pause**.
2) Hold 'Down' and press **Pause**.
3) Hold 'Left' and press **Pause**.
4) Hold 'Right' and press **Pause**.

Dig Dug Hints

Continue game play:

Repeatedly tap **Left Fire Button** after the last life is lost.

Fatal Run Hints

Checkpoint Passwords:

Enter these passwords for the corresponding checkpoint:
1- Eagle1
2- Zebra
3- Lynx
4- Hornet8
5- Dolphin
6- Gorrilas
7- Turtle

ATOMIC - shows ending sequence.
CREDITS - Wait until music stops and demo mode begins. Instead of the mission statement, programmer info scrolls.
ASSETS - Select a new game, or enter a level password. You'll start with $9999.00!
MUTATE - unknown
CONQUER - Select a new game, or enter a level password. You'll start with infinite weapons and each type of weapon.
POWERFUL - Select a new game, or enter a level password. You'll start with an invincible car.
FORTIFY - Select a new game, or enter a level password. You'll start with **ASSETS + CONQUER + POWERFUL** specialties!

Food Fight Hints

Hidden Credits

1. Play one game up to at least level 23.
   This is easy if skill set to beginner and start on level 16.
2. After that game, on the level select screen, select level 23.
3. Hold the **Pause** button and do the joystick sequence:
   Up, Down, Right, Left, Up, Down, Right, Left.

Joust Hints

Hidden Credits

Power console on and press **Select**.
Press **Joystick 1** 'Down' 53 times and then 'Left' 41 times.

Meltdown Hints

Passcodes

Level	Novice	Expert	Level	Novice	Expert
2 -	7967	8015	12-	5829	2891
3 -	9682	8429	13-	3212	1020
4 -	2728	5232	14-	6652	7402
5 -	4149	0469	15-	8692	2245
6 -	2909	9549	16-	1416	6157
7 -	3063	3738	17-	4761	1024
8 -	5229	2531	18-	0844	5485
9 -	9030	3823	19-	7571	4264
10-	0779	1735	20-	8735	7192
11-	2955	3368			

Ninja Golf Hints

Hidden Joystick Test:

Turn on *Ninja Golf* while holding down **Pause**.
Screen will be black.
Let go of **Pause**, hold down **Select**, and toggle the **Right Difficulty Switch**.

Planet Smashers Hints

Warp Codes:

LEVEL 1- Purple - Green - Yellow
LEVEL 2- Green - Red - Blue
LEVEL 3- Yellow - Blue - Green
LEVEL 4- Blue - Yellow - Red
LEVEL 5- Red - Green - Blue
LEVEL 6- Yellow - Purple - Red
LEVEL 7- Red - Purple - Green

Hidden Credits and Invincibility mode:

Set the **Left Difficulty Switch** to the 'right' position and the **Right Difficulty Switch** to the 'left' position.
Hold the **Pause** button and power the console on.
Release the **Pause** button and wait for the High Score screen to appear. Wait for 4th best score to appear.
Then simultaneously you must set the
Left Difficulty Switch to the 'left' position and
Right Difficulty Switch to the 'right' position.
If done correctly, the text:
"Planet Smashers... Programmed by: James V. Zalewski Datafast Computer Services 1989" should appear and hidden *invincibility mode* should be active.

Scrapyard Dog Hints

Three Free Cans on Eisenhower Lane:

To get three extra cans, get onto the second level 1-2.
You will be standing under a ledge. Go to the ledge's end.
DO NOT GO ONTO THE NEXT LEDGE.
If part of your head is still under it,
jump up three times for your cans.

Change background music:

Move the **Left Difficulty Switch**.

Completing level 2-3:

There is a large gap in level 2-3 that Louie must cross. Jump on the middle sewer pipe, then jump on the pipe to the left. Walk to the left edge of this pipe and, then run to the right. Continue running until Louie reaches the edge of the third, and lowest, pipe in the series. Then, jump to cross over the sludge gap.

Sentinel Hints

Turn On/Off Sound:

Set the **Left Difficulty Switch** to the 'left' position for sound, set it to the 'right' position for no sound.

Tower Toppler Hints

Level select:

Move the **Left Difficulty Switch** to the 'left' during game play to display other towers. Move the **Left Difficulty Switch** to the 'right' to select the currently displayed tower.

Unlimited lives:

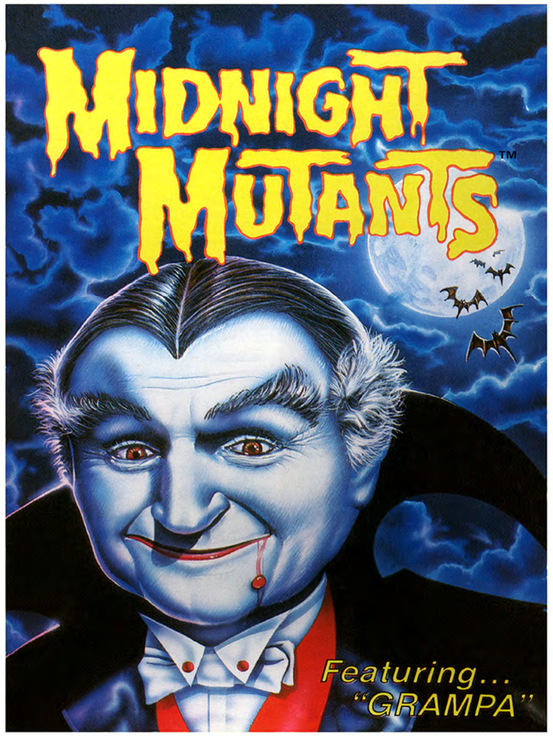
Use the "Level select" code to choose the tower immediately before your desired tower to be played with unlimited lives. After moving the **Left Difficulty Switch** to the 'right', intentionally lose all lives. Move the **Left Difficulty Switch** to the 'left' after the last life is lost, but before the *game over* screen appears. The next tower will appear. Move the **Left Difficulty Switch** back to the right to begin game play with unlimited lives.

Quick win:

Use the "level select" code to go back to *Level 1*.
Play the game as normal but when *Level 1* is completed you will get the *game completed* message as if you had beaten the entire game!

All hints blatantly stolen from **Atari7800.org**
Thanks, Mitch!!

ATARI® 7800™ Game Manual



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On a Strange Halloween Night ...

October 31, 1747

The cold October wind rattled through bare branches. Johnathon Harkman, Witchfinder General, thought it sounded like the clatter of dead bones. He pulled his high collar snug against the cold as he and his small party crossed the hard ground.

They were all quiet, save one. Dr. Evil, his hands bound behind his back, screeched and shouted as he was escorted to his death. "You're all going to pay!" His voice squeaked like the rusted hinges of the door to a crypt. "Each and every one of you," he shouted, looking around at his captors. His mouth was frozen into a twisted grin. His eyes glowed feral red. There was no doubt in the Witchfinder's mind that Dr. Evil was a powerful warlock.

"Don't fight it," the Witchfinder General whispered. "It's God's will."

Dr. Evil laughed. Then abruptly he glared at the witchfinder. "You're going to pay most of all."

It took three men to tie him to the stake. He fought with demonic strength, screaming and cursing and prophesying. Johnathon Harkman crossed himself, looked heavenward, then lit the pyre.

October 31, 1992

Jimmy was in luck. His parents had been called away on a business trip so he got to spend the week with Grampa. It wasn't just any week though, it was Halloween week and Jimmy didn't know anyone who was more fun at Halloween than his Grampa.

His Grampa celebrated Halloween like most people celebrated Christmas. He decorated the house, bought gifts for family and friends, and worked in his laboratory creating special elixirs and potions. Jimmy liked watching his Grampa work in the lab. Even though he didn't know what his Grampa was up to, he enjoyed watching him add carefully measured quantities to bubbling vats and beakers of green and grey liquid. But this year something was different. His Grampa seemed troubled as he frantically mixed and refined his potions.

"Are we going to get a pumpkin?" Jimmy asked, afraid his Grampa had forgotten. Grampa placed the beaker he'd been examining on the counter and gave the boy's shoulder a warm squeeze. "Of course," he said. "Get your coat."

It was dusk when they arrived at Lansdale's Pumpkin and Squash Patch. Though it was Halloween evening, there were still a lot of pumpkins to choose from. Jimmy got down on hands and knees and examined each one carefully, looking for the perfect carving pumpkin.

Suddenly, an enormous pumpkin that had been part of Lansdale's Halloween display exploded. Grampa ran to Jimmy's side. Neither could believe what they were seeing. In the spot where the pumpkin had been stood a tall slender man dressed in antique clothing. He was outlined in blue flames and his hair moved on its own, twisting and turning in the night air like the living locks of Medusa.

Jimmy suddenly understood why his Grampa had been so agitated. He had sensed the evil in the air.

"I said that I'd be back," Dr. Evil growled. He looked at the confused expression on the old man's face. "You don't know me," he continued, "but your great-great grandfather did. And I promised I'd be back for him." Cold blue flames flickered about, lapping at his ankles and shins. "Since he's not here ... " Dr. Evil said as he raised a badly burned hand, "you'll have to do." A bolt of blue fire leapt from his fingertips and hit Grampa squarely in the chest. It knocked him off his feet. As he struggled to get up, Grampa's skin began to glow a bright orange. Then things really got weird as piece by piece a pumpkin formed about him, trapping him in a plasmic pumpkin prison.

Jimmy ran to his Grampa's side but he couldn't free him of his vegetable prison. He turned towards Dr. Evil, ready to reason, to beg. But Dr. Evil was no longer there. He'd vanished just as quickly as he'd come.

Jimmy knew that he was the only one who could save his Grampa. And though he was confused and afraid, he was certain that if he were going to save his Grampa, it would have to be tonight ... Halloween!

Getting Started

Midnight Mutants is a single-player game in which you must collect weapons and magical items in order to protect yourself and arm yourself against the forces of evil. You're the only one who can stop Dr. Evil and save Grampa.

1. With your TV switched on, insert the Midnight Mutants cartridge into your Atari 7800 as described in your owner's manual.
2. Connect a controller to the left controller port.
3. Switch on your console. The Midnight Mutants title screen appears.
4. To begin the game, press either fire button.

Using the Controller

Use your controller to move Jimmy, use the currently selected weapon or to create a psychic link with Grampa. Move the controller stick right. left, forward or backward to maneuver Jimmy. The left fire button activates the currently selected weapon and the right button is used to contact Grampa.

The Grampa Help Screen

Grampa has powerful psychic powers. Trapped in his plasmic prison, his powers have been weakened. From time to time, if Jimmy concentrates real hard, he can make psychic contact with Grampa. At these times, Grampa may be able to offer assistance.

Press the right fire button to make contact with Grampa. If Grampa has advice for Jimmy it will appear on the screen beside a picture of Grampa. Press the right fire button again to return to the play field.

The Grampa screen also shows all of the items and weapons that Jimmy has collected. In order to use an item, it must be selected first. Only one item may be selected at a time. Brackets surround the currently selected item. To change the currently selected item, move the brackets using the controller until the brackets frame the desired item. Pressing the right fire button will return you to the play field.

Areas to Explore and Map

There are ten areas to explore. Use the map to help Jimmy find the important items he'll need to overcome his foe and save Grampa.

Fountain Jimmy's starting point.

Mansion The basement of the mansion contains the lab. Jimmy will discover three useful items while in the Mansion: the Knife, the Blaster and the Key.

Church To the right of the fountain is the Church. Inside, Jimmy will find an item which will protect him from the poisonous bite of the bats.

Cabin Located in the depths of the woods, Jimmy will need to investigate the cabin. While you're there, don't forget to check on the well.

Stables and Barn When you find the Stables and Barn, enter via The Bush That Casts No Shadow. Take the Axe with you when you enter the barn and watch out for hungry wolves.

Graveyard/Crypt Take the Key and the Blaster with you into the Graveyard.

Pumpkin Patch Keep your eyes open, or Jimmy will be left out in the dark.

Firplace/Caverns Reached from the Cabin. Jimmy needs the Lantern and a powerful weapon to explore the Caverns. Find the diamonds below the cliffs.

Optional Game Controls

The following optional game controls allow you to pause and restart the game:

- To pause the game press **PAUSE**. Repeat to resume play.
- To return to the opening screen and restart the game, press **RESET**.

Playing the Game

You move Jimmy through his hometown picking up valuable items and destroying enemies. Jimmy must also find and destroy mutant bosses and finally, Dr. Evil himself. At the bottom of the play screen is a status bar that will let you know how you're doing.

Health Jimmy's health is displayed on the gauge. Don't let the monsters touch you. Any contact will lower Jimmy's health. When his health guage reaches zero, the game is over.

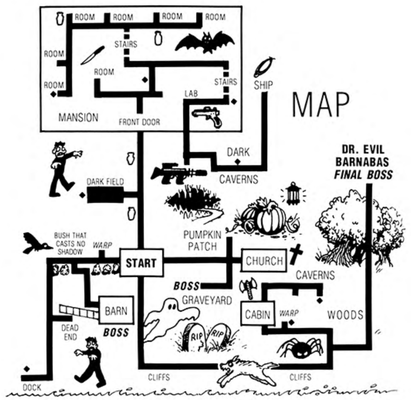
Blood This guage shows the purity of Jimmy's blood. Bats and ravens will inject impurities into his bloodstream if they bite him. When blood purity reaches zero, the game is over.

Item In the lower left corner of the screen is an area which displays the currently selected item.

Score Current number of points earned.



Item



Lab Caverns Reached from the Mansion. Jimmy will find the Mega Blaster, Necklace, and a Diamond in these caverns. Explore the shipwreck.

Dark Fields Jimmy will find Diamonds here.

Items to Find and Pick Up

These items can be found and should be picked up by Jimmy during the game. Once Jimmy picks up an item, the item is displayed on the Grampa Screen. To pick up an item, simply walk over it. To use an item, you must select it from the Grampa Screen, then push the left fire button to return to the game screen.

Potions These are either Red or Blue. Jimmy can carry only one potion of each color at a time. If he discovers a new potion of a color he already has, the new potion will be saved and the old one will be automatically used. Red Potions improve Jimmy's blood purity by 50%. Blue potions restore Jimmy's health. These potions are especially helpful when battling mutant bosses.

Knife The Knife is found inside the Mansion. Jimmy can use the knife to kill bats.

You can't get the Blaster until you've destroyed all the zombies in the basement of the mansion.

The key won't appear upstairs in the Mansion until you've destroyed all of the zombies in the bedroom.

You will need the Necklace hidden in the Shipwreck before you can get the Heart in the fountain to increase your power.

Sometimes you can get more powerful weapons earlier in the game. As you become better at Midnight Mutants, you'll be able to advance to areas more quickly and take shortcuts.

The Necklace is in the Caverns by the laboratory—reached through the Mansion's basement. You'll need the Lantern to enter the Caverns so secure that before attempting to find the Necklace. There is a shipwreck which contains the necklace which will allow you to go inside the fountain and get the heart. The heart will increase your power.

Scoring

Points are earned for picking up items and destroying foes, but the ultimate goal of Midnight Mutants is to destroy the Mutant Bosses one by one until you reach Dr. Evil. Destroying Dr. Evil will free Grampa from his plasmic prison.

Cross Found in the Church. Use the Cross to protect Jimmy from bats until Jimmy finds the Axe.

Axe The Axe has twice the power of the Knife. Jimmy will find the Axe inside the Cabin in the Woods. He will need the Axe to fight the first Mutant Boss.

Blaster Located in the basement of the Mansion. Jimmy must destroy all the Zombies before the Blaster appears. He'll need the blaster to fight enemies and the second Mutant Boss.

Key Jimmy will need the Key to enter the Crypt of the graveyard. He will find the Key on the second floor of the Mansion.

Lantern The Lantern lights Jimmy's way through the Caverns and Dark Fields. The Lantern is in the Pumpkin Patch.

Mega Blaster The Mega Blaster can be found in the dead-end area of the Caverns near the lab entrance. Jimmy will need the Mega Blaster to destroy Dr. Evil.

Necklace Find the Necklace and Jimmy can get the Heart in the Fountain. It is found in the Shipwreck in the Caverns. The Necklace also reduces all Mutant Boss damage by half.

Heart Permanently purifies Jimmy's blood as he tracks Dr. Evil. The Heart is in the center of the fountain but cannot be retrieved until the Necklace is found.

Diamonds These increase Jimmy's health. Diamonds will appear after Jimmy destroys some enemies.

Mutant Bosses

During Jimmy's quest he must battle huge, seemingly indestructible creatures know as Mutant Bosses. Although they seem indestructible, the Mutant Bosses each have a weak spot which you must find.

When Jimmy scores a hit, the Mutant Boss flashes. The flash lets you know that the Mutant Boss can be hurt. The health of the Mutant Boss is shown at the top of the screen.

Hints

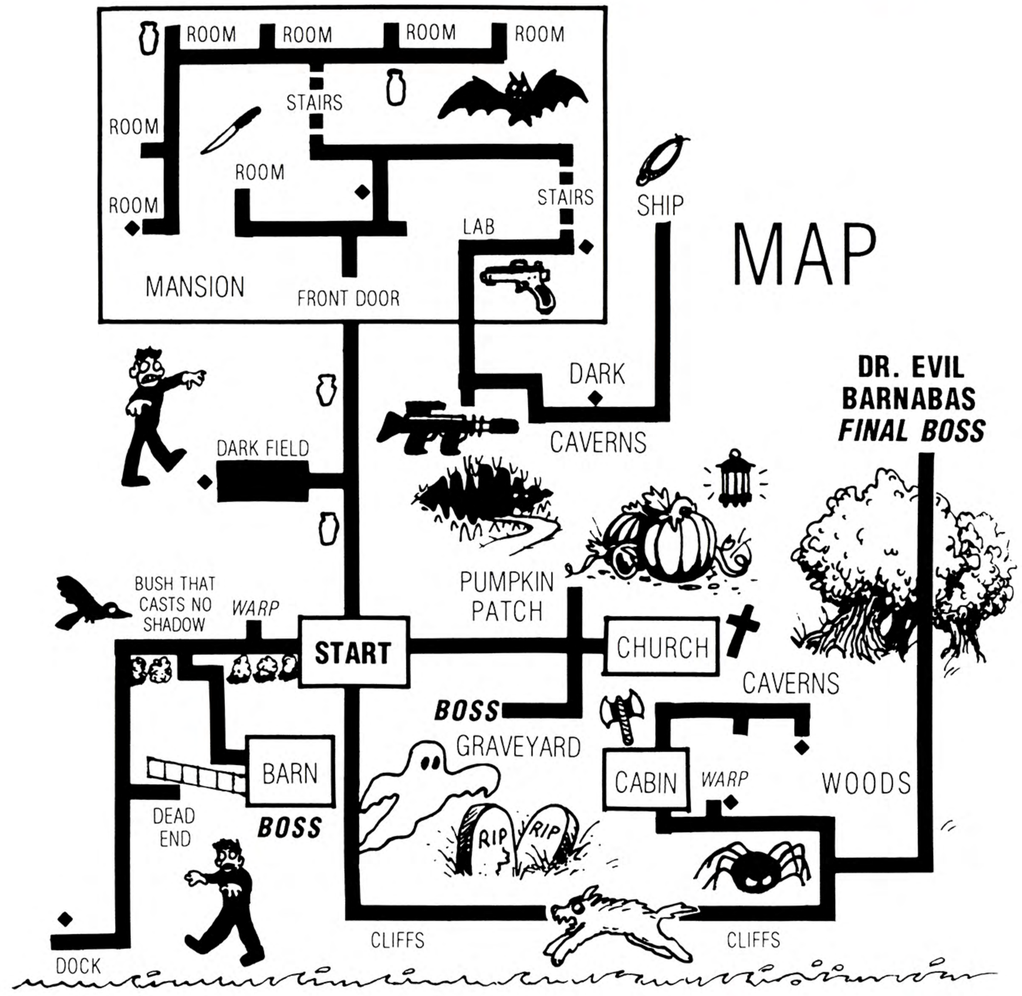
Get the Knife, Cross, and the Axe. You'll need these items first. Then, get the Blaster and the Key.

There is a warp hole just outside the Cabin. The warp hole takes you to the Corral.

You must have the Axe to fight the first boss inside the Corral.

The second Boss is in the graveyard, you'll need to use the key to enter. You'll also need the Blaster or Mega Blaster in order to defeat this boss.

Midnight Mutants map



Crossbow

Danger Zone Map & Adventurers





Rev 'er Up!

You finished it at last! And now you are going crazy waiting to test your sleek, hot, fast customized bike. It absorbs your every waking moment, you dream about it every night. It has become an obsession. And you know just the place to try it out.

The annual MotorPsycho Competition (for deranged, psychopathic, and other unusual biker types) is this weekend! Its obstacle-laden course is legendary among motorcycle maniacs. Of course, nobody in their right mind would attempt this course. The die-hard spectators remind you that fan is short for fanatic. They've staked out their favorite spots to view the races, and they are waiting for the roar of revving engines, the squeal of tires, the crunch of metal...

It's you against the clock and your bike is built for speed. All you need to do is point it in the right direction and go for it!

Four different tracks will separate the veterans from the rookies. (Or the schizophrenics from the psychotics.) Weekend amateurs will eat your dust, but you've got some pretty insane competition from your fellow, uh, pros. Some of these guys look hungry for the sweet taste of victory, but some of them look hungry for the taste of raw meat!

So rev 'er up and let 'er rip! The winner's circle (or the guy in the clean white coat) awaits.

Getting Started

1. With your 7800 game system switched off, insert the MotorPsycho cartridge into the cartridge slot as described in your owner's manual.

2. Connect a controller to the left controller port. Connect a controller to the right port to allow you to set your motorcycle's response time to the following commands: going into a turn, and returning to an upright position after a turn. (See **Setting Response Controls**.)

3. Press the **POWER** button on your console and switch on your TV. The MotorPsycho title screen displays.

4. Press **SELECT** to choose one of the four tracks.

5. To begin the game, press the fire button.

During play, you may start the game over by pressing **RESET**.

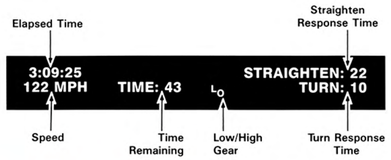
Playing the Game

MotorPsycho is a fast and frenzied motorcycle racing game. The object of the game is to race through any of four motorcycle tracks as quickly as possible while earning the maximum number of points.

Use the controller to maneuver your cycle and change gears. To shift to high gear, push the directional control forward. To shift to low gear, pull the control back. Press the right fire button to jump. You can't brake, so be very careful with those daredevil maneuvers! At the end of the game, your score and high score are displayed at the top of the screen.

Hold down the left fire button to accelerate. Downshift from high to low gear to lower your speed quickly.

During play, a control panel displays the following information at the top of the screen:



Setting Response Controls

Follow these instructions to use the right controller to set your motorcycle's response time:

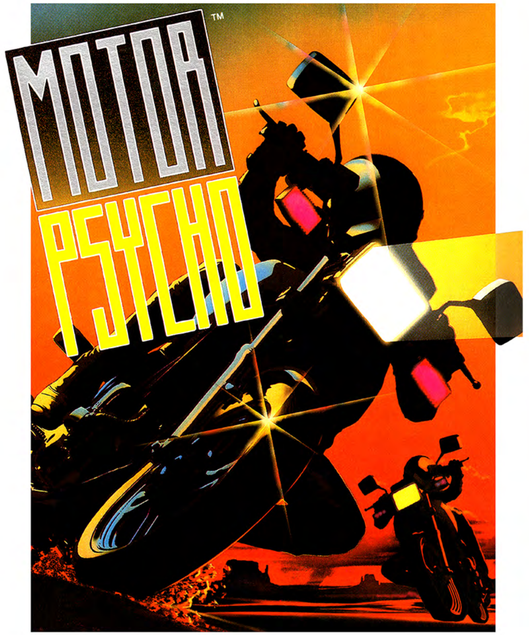
1. Set the A/B switch next to the left controller port to **B**. B is the position to the right. The Control Parameters Table with default settings displays in place of the Score/High Scores box.

2. Use the right joystick to set response times. To set the Straighten response time, move the right controller up or down until the desired number displays. (1 is the slowest response time, 25 is the fastest.) To set the Turn response time, move the right controller right or left until the desired number displays. (1 is the slowest response time, 12 is the fastest.)

   Straighten time is the length of time it takes your bike to return to an upright position after a turn. Turn response time is the length of time it takes your bike to lean into a turn.

3. Return the A/B switch to its original setting. The Control Parameters Table is replaced by the Score/High Scores box.

The settings will be in effect until you change them, or until the machine is switched off.



Strategy

Use down shifting to decrease speed quickly on sharp turns.

Different Straighten and Return response time settings work best on different tracks.

To save wear and tear on your thumb, strap a rubber band around the joystick button that controls acceleration for long play sessions.

Quick reactions and joystick moves can help you maneuver your way through other bikes on the track.

Scoring

Racers receive points for each section of track completed. Each track section is about two inches long on the screen. If the racer is on the ground, he will receive one point for each section of track. Two points are awarded for each section when the racer is in the air.

Hitting a ramp at a high enough speed to cause the bike to jump is worth 1000 points.

Jumping over an object results in additional points, if the racer doesn't hit the object and returns to the ground without crashing:

Object	Points
Enemy Bike	3000
Arrow Sign	2000
Cone	1500
Ramp	500

When the game ends, players receive 1000 points for each enemy passed during the race and 5000 points for every second of unused play time.

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Introducing the One, the Only. . . Ms. Pac-Man!

Pac-Man™ is in love! And what a star his sweetheart is, with her red ribbon and long eyelashes. Just like her leading man, Ms. Pac-Man™ chomps her way through mazes as she battles four ghosts. Round and round, back and forth, across the stage she races as she gobbles up dots, energy pills, teddy bears, fruit, and pretzels.

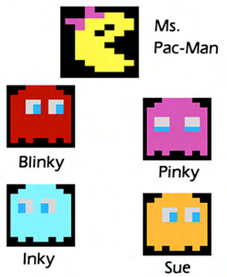
Can she escape the marauding ghosts? Or will this be her final curtain? Will Pac-Man ever see his lady love again?

Getting Started

1. Insert the Ms. Pac-Man cartridge into your ATARI® 7800™ ProSystem as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Move the controller handle forward or backward, or press **{Select}** to choose a one- or two-player game. Move the controller handle to the left or right to choose a maze difficulty level: Teddy Bear, Cherries, Strawberry, Orange, Pretzel, Apple, Pear, Banana.
4. Ms. Pac-Man will move in the direction you move the controller handle.
5. Press **{Pause}** to pause a game; press it again to resume play.

On with the Show!

Cast of Characters



Ms. Pac-Man Meets the Ghosts

Ms. Pac-Man appears at center stage. To earn a curtain call, she must eat all the dots in each maze without being gobbled up by the ghosts.

And she knows how to stall them. If she swallows one of the four energy pills, the ghosts change into blue costumes. She must chase them down and devour them before they change back again.

As Ms. Pac-Man finishes each round, a new fruit or pretzel appears on the screen, and the chase continues. Faster and faster she runs as she turns a corner here, avoids a trap there. The ghosts aren't far behind! Quickly she swallows an energy pill, then turns on them. But before she can bat her eyelashes, the ghosts change back and the chase is on again!

The Plot Thickens!

This is one tough performance. Ms. Pac-Man must scramble through four different maze patterns. And the mouth-watering teddy bears, fruit, and pretzels that bounce across the stage try to lure her toward the ghosts.

Fortunately, she has five lives in each show. But once they're gone, her performance is over—and so is the game!

But she can earn an encore. If she gets through the banana maze, Ms. Pac-Man enters the random fruit mazes. So hold your applause until the final curtain!

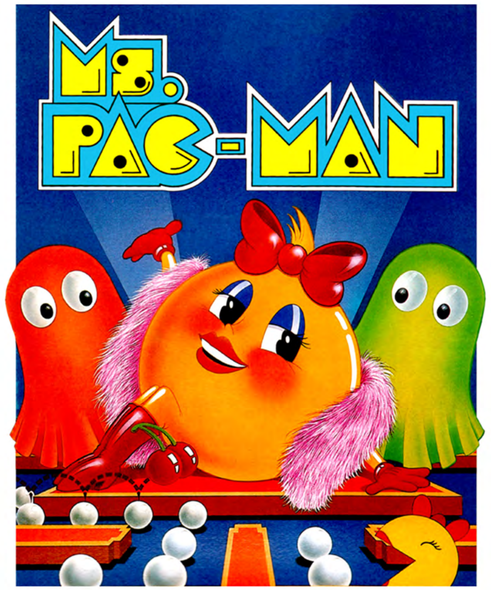
Stage Directions

Make sure Ms. Pac-Man eats the dots as quickly as she can. Don't let her take the energy pills too early, or she'll lose her only weapon against the ghosts. Wait until they start to gain on her. Then she can tease them toward the pill before she gobbles it up and turns the chase on them.

Remember: each maze has escape tunnels that lead offstage and back again. They could save her life!

Intermissions

Three cartoon breaks immediately follow the Strawberry, Apple, and second Random Fruit mazes.



Scoring

Levels



..... 50 points
..... 100 points
..... 200 points
..... 500 points
..... 700 points
..... 1000 points
..... 2000 points
..... 5000 points
Random Fruit .... 100-5000 points

Eating Things

Dot ..... 10 points
Energy pill ..... 40 points
First ghost ..... 200 points
Second ghost .... 400 points
Third ghost ..... 800 points
Fourth ghost ... 1600 points

After the first 10,000 points, you earn one extra life.

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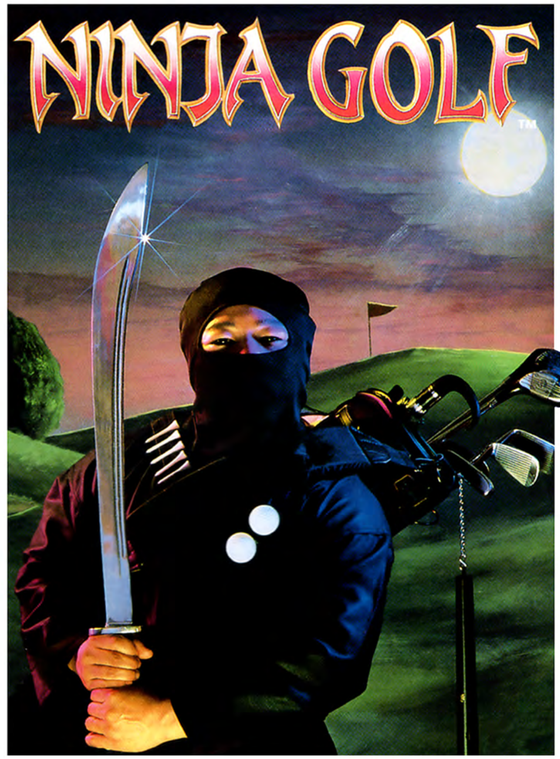


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BATTLE
FOR EVERY HOLE!

For ten years you've trained to be a Ninja. And now your Master tells you that it's time to take the final, most difficult test and become a Master Ninja. You must complete the game of death. You must play nine holes of... Ninja Golf?

You knew your Master was a bit weird, but nothing prepared you for this! You must attempt to sneak in a birdie between karate kicks while you battle Ninja opponents. Par for this course means leaving the green littered with fallen foes.

You gain points for both your golf game and defeating attacking Ninja. You can also earn points for finding treasures and other bonus items along the course.

Once you've completed all nine holes successfully, be ready to challenge the disguised Master Ninja. This final battle will determine whether or not you become a Master Ninja. And if you win, it will improve your golf score!

GETTING STARTED

1. With your 7800 game system switched off, insert the Ninja Golf cartridge into the cartridge slot as described in your owner's manual.
2. Connect a controller to controller port one. Press the **POWER** button on your 7800 game console.
3. Switch on your TV.
4. The Ninja Golf title screen appears. Press a controller button to view game options. Move the controller left or right or press **SELECT** to display the desired difficulty level (Easy, Normal, Hard, or Kamikaze). The higher the difficulty level, the more enemies appear on the

course. And the enemies get progressively tougher to destroy! Press either fire button or **RESET** to select the displayed option and begin your round of Ninja Golf.

Optional Game Controls

The following optional game controls are available:

- To pause the game press **PAUSE**. Repeat to resume play
- To return to the title screen and restart the game, press **RESET**
- To return to the title screen and restart the game with the currently selected difficulty level, press **SELECT**

PLAYING THE GAME

Ninja Golf is a fast moving game combining martial arts action and the challenge of video golf. At the beginning of the game you receive ten throwing stars and two extra lives. On every hole you can find additional throwing stars, magic shields to protect you from enemies, and items to increase your health rating or give you extra lives. (See **Items**.) The game is over when your health rating reaches zero and you have no lives remaining.

The Action window shows game play, including enemy encounters and items to be retrieved. Move your controller right to move forward, left to move backward, and down to crouch. To pick up an item, position your Ninja over the item and crouch. To kick, press the right controller button. To leap, press the left controller button. To throw a star, push the right controller button when the controller is in the neutral position or when your Ninja is crouching.

Each of the nine holes of Ninja Golf offers unique challenges. The first challenge on every hole is to aim your shot carefully to place the ball onto the green.

Use the Golf window to aim your shot. Your tee off position is shown by the flashing white ball, and the current trajectory is displayed by the shooting white ball. Move your controller to change the trajectory of the shot. When the shooting white ball reaches the best destination, press either controller button to choose that destination and swing. Once the ball is hit, your Ninja jogs after it.

On your way to retrieve your ball, you will be set upon by a variety of dangerous foes. Fierce frogs will leap at you, Ninja guards and warriors will attack without mercy, and golf course gophers will fling clods of mud. You must aim your shots carefully to avoid sand and water traps. Deadly snakes await you in the sand traps, and every water trap is infested with hungry sharks.

After you land on the green you must face a special challenge to place the ball in the hole. Press the fire button to shoot Ninja stars directly into the mouth of the fire breathing guardian of the hole. You can only carry ten Ninja stars at one time. When you deplete your supply of stars, move to the far left to replenish your supply. Kill the guardian to progress to the next hole. Dodge while you shoot, or your Ninja will end up a crispy critter for the guardian to devour.

When you have successfully destroyed the guardian, the hole SCORE screen appears. This screen displays information about your performance on the hole you just completed: the number of the hole, the number of strokes it took you to land on the green, and the number of bonus points you received.

Press the fire button to display the game SCORE screen. This screen displays the total number of strokes you have used. (Press the fire button to resume play.)

You earn points for destroying golf course foes and retrieving bonus items. You also receive points for making great golf shots. The less strokes you use to land on the green, the more points you receive.

STRATEGY

Save your Ninja stars for the more difficult sections of the game (water and forest areas).

For a higher score, take the shortest path between the tee and the green.

Sometimes the Ninja that runs away (or jumps over his enemies) lives to fight another day!

SCORING

You receive points for eliminating enemies, making your golf shots, and picking up items.

Golf Scores

Eagle..... 8,000 points
Birdie..... 7,000 points
Par..... 6,000 points

Enemies

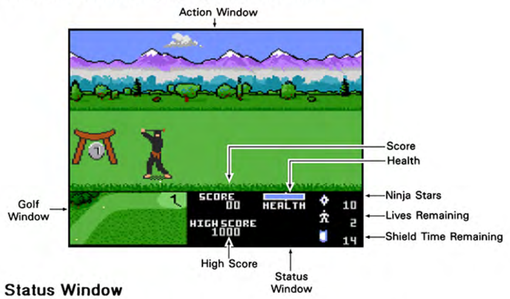
Ninja Warriors..... 170 points
Animals..... 100 to 200 points

Items

Power ups and treasure..... 10 to 50 points

SCREEN

The Action window is where game play takes place. The Golf window shows the trajectory of your golf shots, and the Status window displays game information.



Status Window

The Status window displays the following game statistics:

Score displays the score for the game in progress.

High Score is the highest score achieved during the current play session.

Health shows the life energy level of your current Ninja. When your health level reaches zero and you have an extra life remaining, your health rating returns to full force when the new Ninja takes over.

Ninja Stars display the number of throwing weapons you have left.

Lives Remaining displays the number of extra lives you have left.

Shield Time Remaining displays the number of seconds your shield will remain active. This section of the Status window will only display when you have an active shield.

ITEMS

To pick up an item, move your Ninja over the item and crouch. The following items can be found on every hole:



Throwing Stars allow you to attack your enemies from a safe distance.



Magic Shields provide total invulnerability for 15 seconds. The shielding begins when you pick up the Magic Shield.



Revitalization Potions increase your health rating.



Restoration brings your health rating back to the maximum level.



Free Man gives you one additional life.



Warp teleports your Ninja to the green.

Jump! Shoot! Score!

You're out on a dream court for a hot game of One-on-One. You're the Bird. Or you're Dr. J. And that's the last decision you'll have much time to make.

You can play against the computer or challenge a friend. Your capabilities—and your opponent's—will be just like those of All-Stars Larry Bird and Julius (Dr. J) Erving. The computer knows their shooting percentages (guarded and unguarded) and their pet shots. Your scoring ability will depend on your timing, how effectively you're being guarded, and where you're shooting from.

Like the game of basketball itself, One-on-One rewards you for playing with your head as well as your hands. Master the joystick moves, sharpen your timing, hone your reflexes until you can handle the Pro level ... and don't let the other guy outthink you.

Getting Started

1. Insert the One-on-One Basketball cartridge into your ATARI 7800 Pro-System as explained in your owner's manual.
2. For one player, plug your joystick into the left controller jack. For two players, plug a second joystick into the right controller jack.
3. Press the **[Power]** button to turn on your console. In a few moments the title screen appears, followed by the Game Options Menu.
4. Select your options (see **Game Options**). Select one of the Play Ball options last; this starts the game. (To start the game immediately without selecting options, press the left joystick button.)
5. Press **[Select]** for slow-motion play; press it again to resume normal play.
6. Press **[Pause]** to pause a game; press it again to resume play.
7. Press **[Reset]** to redisplay the Options Menu and start a new game.

Game Options

Each time you start a One-on-One session, the Game Options Menu appears. This is where you choose your game-play options. Move your joystick handle forward or back to move from line to line on the menu. Push the handle right or left to move from option to option on a line. The option you're on will flash; select it by pressing either joystick button.

PLAY BALL—You can choose to resume the last game, play a new game, or watch a demonstration game. Select an option from this line after selecting options from all other lines, since pressing a joystick button here starts the game.

SELECT GAME—Choose your game level: Park & Rec, Varsity, College, or Pro. Shots are easiest to block and make at the Park & Rec level, hardest at the Pro level.

PLAY MODE—Choose a two-player game, or choose to play against Dr. J or Larry Bird. The computer becomes the All-Star listed; you take on the role of the other Star.

SELECT END OF GAME—Choose to play for a set amount of time, or to a set score. If you choose "Timed game," a Timed Game screen appears. You'll then choose how long the quarters will be: two, four, six, or eight minutes.

If you choose "Play to set score," a Play to Set Score screen appears. Select either a traditional 21-point game, or set your own game score. If you select "Play to XX points," a score will appear on the bottom of the screen. Push the joystick handle left to reduce the score, or right to increase it.

POSSESSION—"Winner's outs" means that the player who just made the basket will stay on offense. "Loser's outs" means that the other player will receive the ball.

Playing the Game

Move the joystick handle to move your player around the court. The player moves in the same direction you move the handle.

When you have possession of the ball, you can press the right joystick button to call time out (up to three times per player per game). A time out lasts several seconds, then game play resumes automatically.

Offense

Press the left joystick button to start a jumpshot. Release it to shoot the ball towards the basket. A quick press on the button causes you to spin 180 degrees.

If the shot clock (upper right corner of screen) runs down before you shoot, a turnover results.

Defense

When the offensive player is dribbling, press your left joystick button to go for a steal.

When the offensive player is shooting, press your left button to block the shot.

When the shot is in the air, press your left button to go for the rebound. If you get the rebound, you must take the ball out beyond the free throw line before you shoot.

Illegal Moves

Offense loses the ball for:

- Travelling—failure to release the ball during a jump.
- Charging—running into the defensive player when he's standing still.
- Failing to shoot before the shot clock reaches zero.

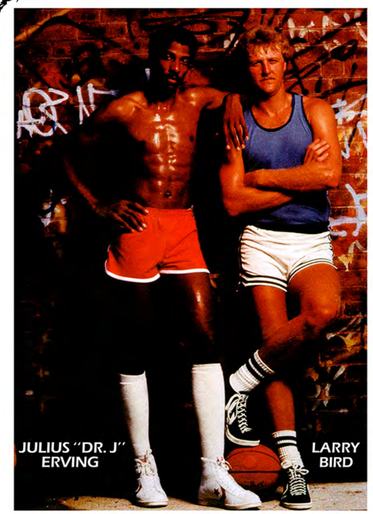
Defensive fouls are:

- Hacking—hitting the offensive player.
- Blocking—physically moving into the offensive player.
- Reaching in—going for the steal but fouling instead. If the defensive player has committed fewer than five fouls, the offensive player gets the ball out of bounds and the shot clock is reset. If the defensive player has committed five fouls or more, the offensive player goes to the free-throw line. He shoots one free throw; if he makes it, he shoots another.

If the defensive player fouls while the offensive player is shooting, and the basket is good, the offensive player goes to the free-throw line for one free throw. If the offensive player didn't make the basket, he gets two free throws.

When the ball goes out of bounds, the shot clock is reset and play resumes at the top of the free-throw circle.

ONE-ON-ONE BASKETBALL™



Scoring

Just like pro ball!

Basket made from behind the 3-point line	3 points
Regular basket	2 points
Free-throw basket	1 point

Fatigue and Hot Streaks

Continuous running and jumping tires out a player. Dribbling slowly and in place gives some energy back to both players. Calling time out gives a full rest to both players.

Energy loss and gain are reflected by changes in each player's Fatigue Bar (Dr. J's is lower left of screen; Bird's is lower right). The longer the bar, the more fatigued the player. Tired players don't move as quickly as fresh or rested players, and they don't defend or shoot as well.

There's no Hot Streak bar. But the opportunity to get hot, to shoot four or five baskets in a row and then make a shot from anywhere, is built into the game. You'll have to feel when it's happening to you, and act accordingly.

Instant Replays and Shattering Backboards

Sometimes you'll make an especially nice play and the computer will agree by freezing the action and showing you a slow-motion, instant replay. You'll also be pleased with yourself when a particularly ferocious dunk shatters the backboard!

All-Star Strategy

As Dr. J, you're a step quicker when driving to the basket. When you're in close, your moves are fancier; you can stretch higher and farther; you can hang in the air longer.

As the Bird, you're bigger and stronger so you're a better rebounder. Your defensive game is more physically intimidating. You've also got the better outside shot.

Dribble with your back to the other player, making it harder for him to steal the ball.

Shoot while jumping away from the basket—"fall-away" shots are harder to block.

Get between the other player and the basket when going for a rebound.

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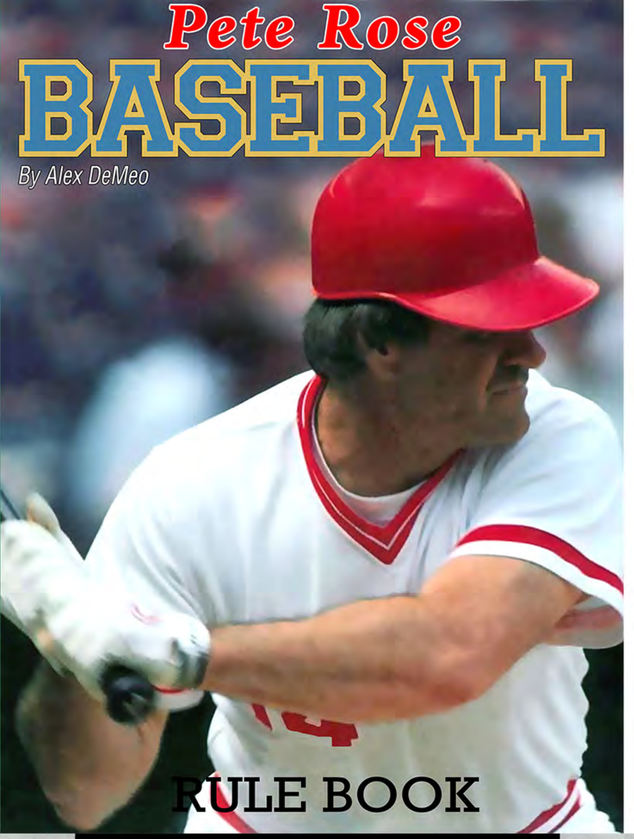
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ATARI®

Pete Rose BASEBALL

By Alex DeMeo



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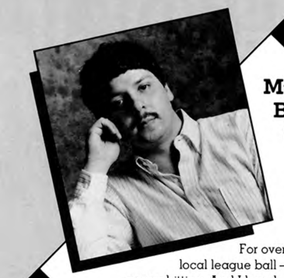
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MY BASEBALL STATS



My Baseball Stats

by Alex DeMeo
Designer of Pete Rose Baseball™ & die hard sports fan

For over 10 years I've coached and played local league ball – spending most of that time pitching and power hitting. And I loved every inning of it.

I tried to capture those action-packed feelings in your Pete Rose Baseball™ video game. In fact, I've designed a game so fun and so real – that you'll want to put on a pair of cleats and hit a few out. So even if you can't physically be at the ball park, you can still feel all the excitement of competitive pro baseball – without ever leaving your room!

I've spent years designing sports games. I trained long and hard for this moment. And now that it's here – let's not waste another minute.
Play ball!

This game is dedicated to the memory of my dear Brother, David.

THE LINE UP

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FIELDING.....6
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INSTRUCTIONS

TO BEGIN:

1.) With power off, insert your Pete Rose Baseball™ cartridge into your Atari® 7800™ game system according to the manufacturer's instructions.

2.) Plug joystick into left controller for controlling the home team. If 2 players, plug additional joystick into right controller for controlling the visiting team.

3.) Turn power on.

4.) Press RESET to begin a one player game. (At any point during the game, simply press RESET to start again)

PLAY BALL!

Pressing SELECT will bring you to the Pitching/Batting screen to start a new game. Then, you'll have the choice of either playing the computer (1 player) or an opponent (2 player), which is displayed at the top of the screen.

Repeatedly pressing SELECT will switch between these two modes.

To "Play Ball," press RESET and the game will begin.

THE SERIES...

It's the last game of the World Series. You're in the 9th inning. Bases loaded. One out. And you're up at bat.

What do you do? Swing away? Wait for a walk? Go for the fences? It's all up to you, just like in real pro ball.

Sure, we'll give you the options. And some tips. Like in pitching. Batting. And fielding. But, it's your call.

There are 6 full-color, live action screens – just like the ones you see on TV! The pitching/batting screen, left infield, right infield, leftfield, centerfield and rightfield.

So, start warming up. Step up to the plate. And take your best swing at winning the series!

RUNNING, FIELDING

First, 2nd, 3rd and home!

RUNNING:

After you hit the ball, you control the runners. All of the forced runners will advance automatically – if the ball is hit on the ground or bounces before its caught. Runners who aren't forced, will rely on your coaching.

There are 4 joystick controls for running:
Joystick Left, Button Released..... Advance all runners
Joystick Right, Button Released.... Hold all runners
Joystick Left, Button Pressed ..... Advance lead runner
Joystick Right, Button Pressed ..... Hold lead runner

INFIELD FLY RULE:

If a fly ball is hit to the infield, and there are less than 2 outs, and first base is occupied – the runners will not advance and the batter will be called out.

How to make the plays – and get the outs

FIELDING:

After the ball is hit, you'll see either the left or right infield screen – depending on the flight of the ball. While the infield screens are displayed, with the button pressed, you can select a fielder based on the following joystick positions:

For Left Infield:	**For Right Infield:**
Up..... 2nd Base	Up..... 2nd Base
Down ... Catcher	Down ... Catcher
Right.... Pitcher	Right.... 1st Base
Left..... 3rd Base	Left..... Pitcher

If it's smacked into the outfield, the left, right or centerfield screen will be displayed.

Once you've guided your fielder to retrieve the ball, with the button pressed, use the following joystick controls to throw:

Up..... to 2nd base	Left..... to Third Base
Down ... to Homeplate	Right.... to 1st Base

PITCHING, BATTING

Excitement on the mound!

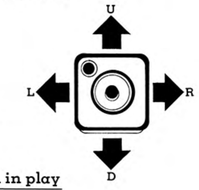
PITCHING:

First, decide whether you want the pitch inside or out. Move the joystick left or right to position your pitcher on the pitching rubber. Next, use the joystick to control the velocity of the pitch. Up for fast. Down for slow.

Once you've positioned your pitcher and selected a pitch speed, press the button to start the wind up and move the joystick up for a fast ball. Down for a sinker. Left, a screwball. Right, a curveball. Or center for the change-up.

When the pitcher releases the ball, the joystick position will determine what pitch is thrown.

U Fast Ball
D Sinker
L Screwball
R Curveball
C Change-Up



Putting the ball in play

BATTING:

To get the ball rolling – or flying, you first have to connect.

Use the joystick to move your player around in the batter's box. You can move the batter up or down to swing high, down the middle, or low. You can also move left or right – for hitting inside and outside pitches.

As you see the pitch coming, you can make split second adjustments – to best handle the pitch thrown.

As the ball approaches the plate, press the button to swing.

MORE FIELDING AND TIPS

The flashing arrows in the baseball diamond at the top of the screen will remind you of joystick positioning for making throws. Since the infield is never displayed all at once, the small baseball diamond will inform you of the current positions of the runners.

*A base note – your infield players can only move up and down within the following boundaries.

Short or 2nd baseman.....
3rd or 1st baseman.....
Pitcher.....
Catcher.....



TIPS FROM THE PRO'S

- To judge a fly ball, chase the ball's shadow – NOT THE BALL ITSELF! It'll always land to your advantage – trust me!
- Remember to watch the flashing arrows in the small baseball diamond at the top of your screen, when trying to decide which base you want to throw the ball to.
- Of course, official baseball rules apply... 3 strikes, you're out, 4 balls, take your base. 3 outs, the innings over. And so on.

...I hope these tips will give you a better grip on the game – and a great shot at winning the championship.

Now that we've covered all the bases – get your pro ball career off to a flying start. Select an opponent. Press reset. And play ball!

Alien Invasion!

While exploring a far-off region of the cosmos, your best friend's starship was ambushed by hostile aliens from a remote galaxy. These hostile aliens have informed Earth that they are sending a crack intergalactic invasion force, the Planet Smashers, to take over your planet.

You know that with a name like the Planet Smashers these guys are not going to leap at a chance to vacation in Geneva and talk peace. These vicious aliens murdered your friend, they intend to pillage your planet and enslave your fellow humans. Besides, they're really ugly!

You can't wait to take your starship out to meet these ill-begotten space cadets. You can't allow even one Planet Smasher to reach the Earth!

Getting Started

1. With your TV switched on, insert the Planet Smashers cartridge into your Atari 7800 as described in your owner's manual.

2. Connect a controller to the left controller port. In two-player Planet Smashers, connect a controller to each controller port.

3. Switch on your console. The Planet Smashers title screen appears. If you do not touch your controller, the High Scores screen appears, listing the ten top scores. Press the fire button to continue.

4. To select one or two player Planet Smashers move the controller up or down to display the desired selection.

   To select difficulty level (Easy or Hard) move the controller left or right to display the desired selection. In Easy mode the capsules drop more slowly than they do in Hard mode, the enemies are slower to move and shoot, and the Warp Capsule colors needed to progress to the next level are the same every time you play. In Hard mode the enemies are faster and the Warp Capsule colors needed to progress to the next level are randomly generated every time you play. In two player Planet Smashers, each player can select a different difficulty level.

   To select the displayed options and begin play, either player can press a controller fire button.

Optional Game Controls

The following optional game controls allow you to pause and restart the game:

- To pause the game press **PAUSE**. Repeat to resume play.
- To return to the title screen press **RESET**.

Playing the Game

Planet Smashers is an exciting vertical scrolling space shooter. You must expertly maneuver your ship to avoid deadly alien fire. Blast away with speed and accuracy to destroy seven waves of mutant invaders before they get a chance to destroy the Earth! While you do battle with these vicious creatures in their home galaxies, the Earth will have more time to build shields against alien attack.

Begin by commanding the first of your four sleek starships. You can maneuver your starship within the lower half of the game screen. Moving the controller moves your craft right, left, up, or down. Press the left fire button to shoot.

Without shields, each starship will be destroyed by only one hit from enemy fire, or one collision with an alien craft. Learn to dodge quickly to protect your starship! The game ends after your last starship is destroyed.

Score points for each alien starship you destroy. Shoot alien cargo vessels to release valuable items. Move underneath released items to pick them up and upgrade your ship. Be careful! Some released items are destroyed if you shoot them.

You'll need the Warp Capsule to speed on to the end of the current galaxy in your fight to keep the alien horde from reaching Earth.

After surviving regular alien attacks, you must destroy the alien leader of each galaxy. The leaders are tough to destroy, and have killer attack abilities. Your final encounter will be with the dictator of the Planet Smashers, a nasty video game alien who will put your most horrible nightmares to shame.

After you have destroyed the evil dictator, the high scores screen appears. If you have managed to beat one of the high scores listed, your score will appear on the high scores screen.

In two player Planet Smashers, each player must successfully complete the game before the Earth can be saved.

Screens

Game play takes place on the Action screen. The Status bar displays game information.

Status Bar



Warp displays the colored Warp Capsules you have collected. Empty Warp boxes flash briefly when needed Warp Capsules are collected out of sequence.

2 (Number of Ships) displays the number of reserved starships.

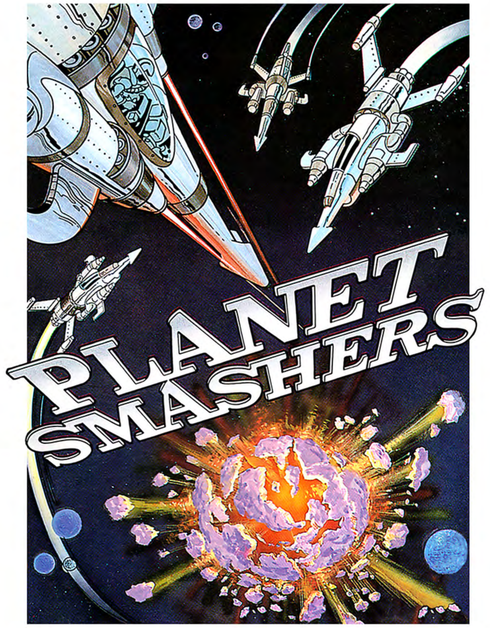
Range tells how close you are to the galaxy leader.

Shield displays the number of shields remaining.

Cloak displays the number of cloaks remaining.

Earth Shield displays the status of the Earth's protective shields. Earth Shield status will decrease with every alien ship and leader you let slip past you. If the Earth Shield status is zero, your reserve ships are destroyed.

Score displays your score.



Items

The following capsules are released from destroyed alien cargo ships. Move directly underneath falling capsules to pick them up.

Weapon Capsule increases the fire power of your ship's weapons. There are 10 levels of Weapon Capsules. You begin the game with basic fire power, which means you must press the fire button each time you wish to fire one round. Weapon Capsules give you automatic rapid fire. Hold down the fire button and your weapon will fire repeatedly. Each level will increase the rapid fire speed.

Shield Capsule protects your ship from a single hit from enemy fire or impact with an enemy vessel. The impact or hit destroys the shield. You can store up to six shields.

Cloaking Capsules make your starship invisible for twenty seconds. But be careful. Just because the enemies can't see you does not make you invulnerable to stray lucky shots! You can collect and store up to six Cloaking Capsules. To activate the capsule, push the right controller button.

Galaxy Warp Capsules drop from special cargo ships. Each galaxy has a special three color code. When playing Easy level Planet Smashers, each level's three color code sequence will be the same every time you play that level. In Hard level Planet Smashers each level's three color code sequence is randomly created every time you play that level.

You must collect Galaxy Warp Capsules in the exact order of the three color code. You can change the color of a Galaxy Warp Capsule by shooting it before picking it up.

When you collect the correct color, an empty box will be filled in the WARP section of your statistics screen. The boxes fill from left to right. If you collect a needed color out of sequence, the box in which the color belongs will flash briefly but not fill. When you fill all three boxes, you will be transported directly to the end-of-galaxy encounter with the alien leader of that galaxy.

Extra Ship Capsules can gain you an extra ship to use against the evil Planet Smashers. But this cargo is so precious the aliens have protected it with a dangerous trap. When the cargo capsule containing the extra ship is released, it is sometimes charged with deadly energy that will destroy your ship if you attempt to pick up the capsule. When the capsule is dangerous it will display a chilling death's head symbol. It is safe to pick up the capsule during the period when it displays a ship symbol.

Scoring

Earn points by destroying the following alien invaders:

Enemy Bombs	25
Cargo Ships	100
Fighters	300
Bombers	500
Rammers	500
Bosses's Guns	1000
Bosses	5000 or more

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Drivers, Start Your Engines!!

Are you good enough to race with the best? Do you have the nerve and skill to be a professional race car driver? Pit yourself against the clock and the competition—the world's top high-performance Formula 1 racers—and let's find out.

Choose among four race courses. The Test course is the easiest. On the Fuji track you'll encounter some obstacles—billboards, puddles, and other cars. The Seaside track is the intermediate course, set in a landscape by the sea. And the Suzuka is the most difficult of the tracks, set in the midst of a traveling carnival.

Getting Started

1. With your Atari 7800 set up, insert the Pole Position II cartridge into the console and plug a joystick into the left controller port.
2. Turn on your television or monitor and press the **[Power]** key to turn on your Atari console. The Pole Position II track selection screen appears.
3. The four tracks are listed on the screen, one in each corner. Move the joystick handle in the direction of the track you want, or press the **[Select]** key. The name of the track you choose will blink.
4. When you're ready to qualify for a race, press either fire button.

Maneuvering Your Racer

Steer your racer by moving your joystick handle left or right. Press the left fire button to accelerate. Press the right fire button to brake. Start out in low gear by pulling back on your joystick handle. To shift into high gear, push your joystick handle forward.

Qualifying

Before you can compete in any of the races, you must qualify for one of the eight starting positions. You have 120 driving seconds in the qualifying run, but you must achieve a lap time of 73 seconds or better to qualify for a race.

When you qualify for the pole position you're given the prime starting position in the inside lane. This is the "pole position." If you don't qualify, you'll be allowed to continue driving for the remainder of the 120 seconds.

Go for It!

Once you've qualified, the race you've selected begins in a matter of seconds. Try to keep your car on the road—you lose time when you drive off the track. Skidding also causes your car to slow down. Gun it on the straightaways. If you find yourself going too fast, downshift for the difficult turns.

If you hit another car, you and the obstacle you hit will explode, costing you precious time. You'll also wipe out if you run into a road sign. Hitting a puddle will slow you down considerably. No matter how many times you crash, you'll receive another car until your time runs out.

If you're in the middle of a race and want to start over on the same track, press **[Reset]**. If you want to start a new game on a different track, press **[Select]**.

Press **[Pause]** to pause during a game; press it again to resume play. After a pause of 15 to 30 minutes the screen will go blank. Simply move your joystick handle and the game screen will reappear.

DRIVERS START YOUR ENGINES!!

Insert the Pole Position II cartridge as explained in your 7800™ ProSystem owner's guide, and turn on your system. Plug a controller into jack 1.

The four tracks are listed on screen, one in each corner. Move the joystick in the direction of the track that you want, or press the SELECT key—the name of the track you choose will blink.

The first lap in a race has a maximum time limit of 75 seconds. Each race has a total of five laps you must complete. You begin a new lap—with an additional 60 seconds to complete it—only if you've finished the previous lap in the allotted time.

When you're ready to qualify for a race, press either fire button. Once you've qualified, the race you've selected begins in a matter of seconds.

If you're in the middle of a race and want to start over, press RESET. Pressing SELECT will return you to the screen where you can choose the race you want.

Press PAUSE to pause during a game; press it again to resume play. After a pause of 15 to 30 minutes, the screen will go blank. Simply move your joystick and the game will reappear.

MANEUVERING YOUR RACER

Steer your racer by moving your joystick to the left or right. Press the left fire button on your controller to accelerate. Press the right fire button to brake. Start out in low gear by pulling back on your joystick. To shift into high gear, push your joystick forward.

QUALIFYING

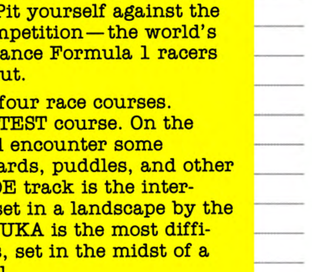
Before you can compete in any of the races, you must qualify for one of the eight starting positions. You have 120 driving seconds in the qualifying run, but must achieve a lap time of 73 seconds or better to qualify for a race.

When you qualify for the pole position you're given the prime starting position in the inside lane. This is the "pole position." If you don't qualify, you'll be allowed to continue driving for the remainder of the 120 seconds.

GO FOR IT!

If you hit another car, you and the obstacle you've hit will explode, costing you precious time. You'll also wipe out if you run into a road sign. Hitting a puddle will slow you down considerably. No matter how many times you crash, you'll receive another car until your time runs out.

Try to keep your car on the road—you lose time when you drive off the track. Skidding also causes your car to slow down. Gun it on the straightaways. If you find yourself going too fast, downshift for the difficult turns.



ATARI® 7800™ Game Manual



Scoring

- Every lap traveled is worth 10,000 points.
- Each car you pass is worth 50 points.
- When you finish the race, each second of time left on the time clock is worth 200 points.

Bonus Points

The table below lists the qualifying lap times for the eight starting positions in the race, and the number of bonus points awarded for each qualifying time.

Starting Position	Lap Time	Bonus Points
1	58"50	4000
2	60"00	2000
3	62"00	1400
4	64"00	1000
5	66"00	800
6	68"00	600
7	70"00	400
8	73"00	200

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ATARI®

VIDEO GAME CARTRIDGE FOR THE ATARI® 7800™ ProSystem

ATARI 7800

SCORING

- Every lap traveled is worth 10,000 points.
- Each car you pass is worth 50 points.
- When you finish the race, each second of time left on the Time clock is worth 200 points.

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8	73''00	200

POLE POSITION II*

High-Performance Racing at its Best

Are you good enough to race with the best? Do you have the nerve and skill to be a professional race car driver? Pit yourself against the clock and the competition—the world's top high-performance Formula 1 racers—and let's find out.

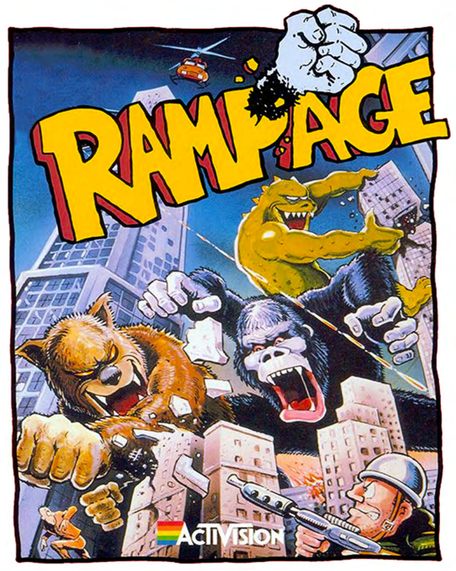
Choose among four race courses. There's the easy TEST course. On the FUJI track you'll encounter some obstacles—billboards, puddles, and other cars. The SEASIDE track is the intermediate course, set in a landscape by the sea. And the SUZUKA is the most difficult of the tracks, set in the midst of a traveling carnival.

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C024867-08 Rev A. K. I. 2. 1988

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For the Atari® 7800™

ACTIVISION.

RAMPAGE was reprogrammed for the Atari 7800 by Spectral Dimensions.
Produced for Activision by Tom Sloper.
Product management by John Crompton.
Product testing by Steve Imes.

For a recorded message about our newest software, call 415 329-7699. For technical help, call Product Support between 9:30 a.m. and 4:30 p.m. Pacific time Monday through Friday: 415 329-7699.

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2. Write the name of the product and the type of game system you have on the front of the package.
3. Enclose your return address, typed or printed clearly, *inside* the package.

Send to:

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Product Support
Activision
P.O. Box 3048
Menlo Park, CA 94025

ACTIVISION.

AM-049-03

Partners in Crime

You and your buddy are ready for a little mass destruction. You'll demolish buildings, grab and chomp horrified humans, and flatten puny helicopters and other antagonists who try to stop you.

But you won't stop at just one town. RAMPAGE has 132 cities for you to totally trash. And you can put together one riotous wrecking crew from the likes of George the Ape, Lizzie the Lizard, and Ralph the Wolf.

Getting Started

1. Connect up your video game system according to the manufacturer's instructions.
2. Plug in your joysticks. For a one-player game, use the left joystick.
3. With the power OFF, insert the RAMPAGE cartridge.
4. Turn the power ON. The RAMPAGE title screen will appear. Press your joystick button or move the joystick to go to the Monster Selection Screen.

Selecting Your Wrecking Crew

At the Monster Selection Screen, move the joystick up or down to highlight the name of your favorite monster, then press the joystick button once to select that monster. In a two-player game, the second player then selects one of the remaining monsters using the same procedure.

Once your monster has been selected, press the joystick button a second time to start a one-player game. In a two-player game, the game will start immediately after the second monster has been selected.

Trashing Cities

You can destroy as many as 132 cities. Your goal is to demolish every building in each city while trying to avoid enemy fire.

As you CLIMB a building, you'll PUNCH holes in the walls and GRAB and CHOMP people and other delectables. Keep an eye out for helicopters, trolleys, boats, police cars, and tanks. A good PUNCH will lay 'em out cold.

Stalking Through the City

To WALK right or left, move the joystick in the direction you want to move.

Scaling Skyscrapers

To CLIMB a building, move RIGHT or LEFT to approach it, then move the joystick UP to climb. You can also grab onto a building as you jump past it by holding the joystick up.

Punching

To PUNCH, hold the joystick in the direction you want to punch, then press the left joystick button.

Chomping

Whenever you PUNCH certain enemies or innocent bystanders, you'll automatically GOBBLE them up.

Jumping

To JUMP, simply press the right joystick button with the joystick centered.

Your Energy Level

The DAMAGE BAR directly under your score lets you know how you're doing.

If you run out of energy completely, you'll automatically turn into a measly human. To transform back into a monster, press the joystick button before you exit the screen. If you have already exited or been eaten, press the joystick button and the Rampage Blimp will deliver your new monster. You may bring in a new monster and continue building on your current score two times only.

Keeping Score

Action Item	Points Awarded
Punching a Building Vertically	50
Eating a Pedestrian or Soldier	50
Punching a Building Horizontally	100
Punching a Taxi	100
Punching a Pickup Truck	200
Punching Another Monster	225
Punching a Tank	500
Punching a Police Car	500
Eating a TV (when it's turned off)	500
Grabbing Money	500
Eating Flowers	500
Punching a Trolley or Boat	750
Punching a Helicopter	750
Eating a Transformed Monster	1000

Playing Tips

- Try to eat as much food as possible to keep up your energy level. But beware! Some delectables—like cactus, toasters, bottles of poison, and TVs (when turned on)—may give you a bad case of indigestion.
- If you're in a hurry, JUMPING is much faster than WALKING.
- To avoid enemy fire from police cars and tanks, try to position your monster behind each such vehicle and then destroy it with a powerful punch.
- In a two-player game, punch the other player's monster to reduce his remaining strength, as indicated by his DAMAGE BAR. If he's transformed into a helpless human, gobble him up to gain extra strength and bonus points.
- Don't spend too much time in the water. Your strength will drain rapidly.

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Play Ball

You smell the freshly cut grass as you walk out of the dark, cool tunnel into the hot afternoon sun. You hear the crack of leather on wood as the team's power hitter takes batting practice. Today's the day—you're starting in the big leagues. After warming up in the bullpen, you're ready to take the mound. You get a few last-minute instructions from the pitching coach, and then it's time. Slowly you walk to the center of the diamond. The batter steps in, and you're ready to play ball!

Getting Started

1. Insert the RealSports Baseball cartridge into your Atari 7800 as explained in your Owner's Manual.
2. Plug a joystick into the left controller port for one player; plug a second joystick into the right controller port for two players.
3. Turn on your television; then press **[Power]** to turn on your Atari console. The RealSports Baseball title screen will appear.
4. Move either joystick handle forward or back, or press **[Select]**, to choose a one-player or two-player game. Move either joystick handle to the left or right, or press **[Select]**, to choose up first or up second. If no selection is made, the game will go into Demo mode.
5. Press **[Reset]** or any joystick button to start the game. An empty field appears. The players then come out onto the field, and the batter steps up to the plate. The scoreboard appears at the top of the screen, and balls and strikes are tallied in the upper right corner.
6. Press **[Pause]** to pause the game; press it again to resume play.

Playing the Game

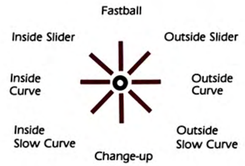
When your team is at bat, the direction the joystick is pushed determines the type of swing:

Swing Type	Joystick Direction
High	Up
Normal	Middle
Low	Down
Bunt Left	Left
Bunt Right	Right

To swing the bat, press the left joystick button and move the joystick handle. The batter swings on the release of the joystick button. If the ball is hit, the batter automatically runs to first base.

The right joystick button moves the runner along. The controllable runner is highlighted. Move the joystick handle up and press the right joystick button to advance the runner. To make the runner retreat, move the joystick down and press the right joystick button.

When your team is in the field, use the right joystick button to set up for the pitch and to bring in the opposing batter. Select your pitch by moving the joystick handle in one of the directions indicated below. To throw the pitch, hold down the right joystick button and then move the joystick handle in the desired direction.



After the ball is hit, the fielder closest to the ball makes the play. You control the fielder's movement by moving the joystick handle in the direction you want the player to move. To throw the ball to one of the bases, move the joystick handle in one of the directions indicated below and press the left joystick button.

Throw Direction	Joystick Direction
First Base	Right
Second Base	Up
Third Base	Left
Home Plate	Down

To return the ball to the pitcher, press the left joystick button with the handle in the center position. To run with the ball, use the joystick to move the player. Fielders automatically return to their positions when the ball is returned to the pitcher and the right joystick button is pressed.

A team remains at bat until three outs are recorded.

Playing Tips

Runners automatically run to the next base when a ball is hit. The controllable runner is highlighted.

Vary your pitches to keep opposing batters off guard.

Giving your players who are on base a head start will help when you are playing against the computer.

JUNE 2084
ORIGINATOR: MOONBASE 0712Z
CLASSIFICATION: TOP SECRET
MISSION: OPERATION ROBOTRON

At first it was a technological breakthrough. Humans created the Robotrons—a species of robots so advanced they didn't need their inventors in order to think and act. But the Robotrons have turned on their creators! They're now determined to destroy humanity—or reprogram the survivors, turning them into destructive mutants!

Getting Started

1. Insert the Robotron: 2084™ cartridge into your ATARI® 7800™ ProSystem as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Move the controller handle forward or backward, or press **(Select)** to choose a one- or two-player game. Move the controller handle to the left or right to choose a difficulty level: Novice, Intermediate, Advanced, Expert, or Challenge.
4. Press either controller button to fire—your anti-robot laser gun will shoot in the direction you move the controller.

   You can play Robotron with one or two controllers:

   For a one-player game, move with left controller, and fire with left controller button in the direction the player is moving. Or, move with left controller, and fire by moving the right controller in the direction you want to fire.

   For a two-player game, Player 2 uses the left controller for moving and either the left controller fire button or the right controller for firing.
5. Press **(Pause)** to pause a game; press it again to resume play.

Playing the Game

Alert!
Recently intercepted Robotron communiques reveal that only a few clones of the last human family remain alive on Earth!

Your Mission
Prepare immediately to step up the counter-attack. Save the surviving humans!

Extreme Danger
The Robotrons know about you—the only one immune to their reprogramming. They will stalk you relentlessly.

Technical Data
Your only weapon is your anti-robot laser gun. With it you can destroy the entire Robotron species except the Hulk.

The Robotrons attack in waves, with different kinds of Robotrons in each wave. A new wave appears each time you destroy all the Robotrons on your screen—except the invincible Hulk. You have five lives, and for every 25,000 points you score, you earn another life and another chance to complete your mission.

Strategy

By saving as many remaining humans as you can, you'll rack up the most points. To do this, quickly get clear of the middle of the screen at the start of each Robotron wave, but avoid the corners. Concentrate on wiping out the Spheroids and Quarks first. Eliminate most of the rest of the Robotrons, leaving a few Grunts alive. Then pick up the remaining humans before you destroy the last Robotrons.

You are the only hope for saving humanity. Good Luck!

16:23 MOONBASE
0712Z DISCONNECT

Robotrons

Mindless Grunts
The Grunts are beastly robots with one mission: to do you in.

Indestructible Hulks
Alone of all Robotrons, Hulks cannot be destroyed but can annihilate the human clones. Your laser gun only slows them down. Avoid the Hulks at all costs.

Giant Brains
Launched every fifth wave, the Giant Brains can electrocute you where you stand. If a Brain catches a human, it reprograms the victim, who then turns against you viciously as a mutant Prog. The Brain also fires deadly Cruise Missiles that seek you out mercilessly.

Sinister Spheroids and Their Deadly Spawn
Spheroids bring forth the Enforcer Embryos, which grow into evil Enforcers. Enforcers heighten the attack by launching Enforcer Sparks.

Galvanizing Electrodes
The Electrodes block your path, changing form with each new wave. You must vaporize them with your laser gun or they'll destroy you!

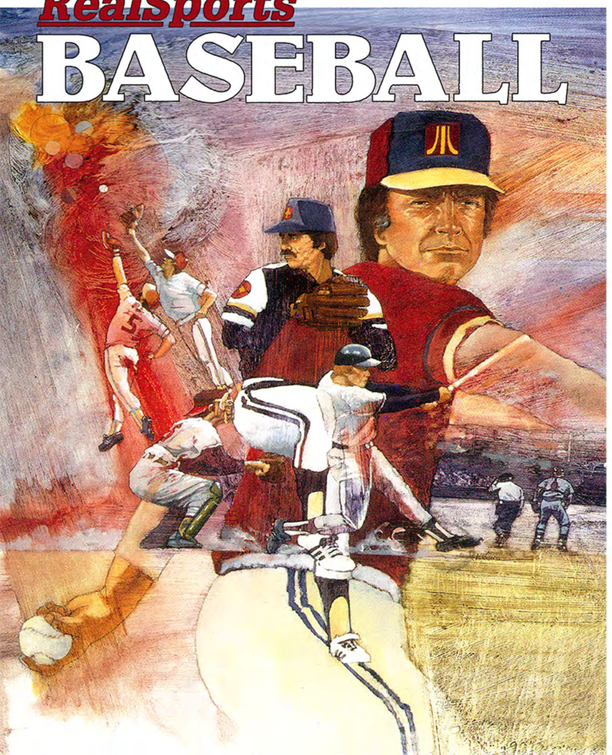
Cubic Quarks and the Torturing Tanks
Quarks swiftly produce beastly Torturing Tanks that throw off Bounce Bombs.

Last Surviving Family

Man, Woman, and Child
Only a handful of human clones remain on earth. Touch as many as you can to place them under your protective powers.

ATARI® 7800™ Game Manual

RealSports BASEBALL



Scoring

As in a real baseball game, the team with the highest number of runs after nine innings wins the game. But who knows? If the game is tied at the end of the ninth, it could be a long day—or night—at the old ball park.

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ATARI®

Scoring

In Each Wave

First human saved	1000 points
Second human saved	2000 points
Third human saved	3000 points
Fourth human saved	4000 points
Fifth and more humans saved	5000 points each

Destroying the Robotrons

Cubic Quark	1000 points
Spheroid (before it hatches Embryos)	1000 points
Giant Brain	500 points
Torturing Tank	200 points
Enforcer	150 points
Mindless Grunt	100 points
Prog	100 points
Cruise Missile	25 points
Enforcer Spark	25 points
Bounce Bomb	25 points

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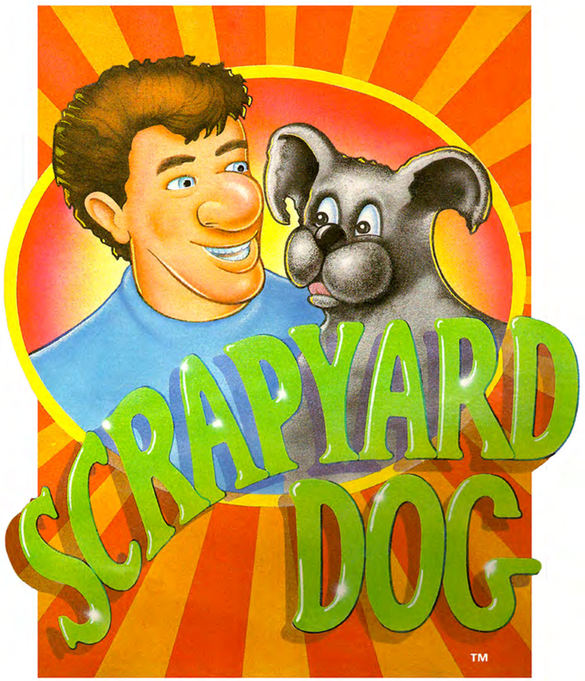
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ATARI® 7800™ Game Manual

ROBOTRON: 2084™



ATARI® **7800™ Game Manual**



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Kidnapped Canine!

Louie, the junkyard guy, was just settling down to his regular Sunday afternoon lunch: a foot long head-cheese sandwich with tons of mustard, six garlic pickles, a two-pound bag of potato chips and a diet soft drink. (The diet soft drink was because Louie was watching his weight—nobody likes a fat junkyard guy.) The phone rang and Louie picked it up, even though his mouth was full. He listened a few moments, and then sprayed crumbs of bread and head cheese all over the office. A dastardly dognapper gang kidnapped his best pal Scraps, the infamous Scrapyard Dog! If Louie doesn't hand over the deed to the junkyard, Scraps is dog-gone!

Louie played along, and told the kidnappers he would bring the deed to the first checkpoint to receive further instructions. But it's unAmerican to knuckle under to kidnappers and terrorists, and Louie won't do it! He's going to go to the checkpoint and find out the location of the gang's headquarters, then he's going to rescue Scraps and rid the town of the puppy purloiners.

With a few useful items for weapons (mostly old cans), Louie sets out to save his buddy Scraps. Can Louie save his cruelly captured canine, or will little Scraps end up dog meat? Find out, and help Louie save his Scrapyard Dog!

Getting Started

Scrapyard Dog is seventeen levels of constant jumping, running, and throwing action. Follow the steps listed below to start the game:

1. With your 7800 game system switched off, insert the Scrapyard Dog cartridge into the cartridge slot as described in your owner's manual.
2. Connect a controller to the left controller port.
3. Press the **POWER** button on your console and switch on your TV. The Scrapyard Dog title screen displays.
4. Press the right fire button to display the first set of instructions from Mr. Big. Press the button again to begin play.

Optional Game Controls

The following optional game controls allow you to pause and restart the game:

- To pause the game press **PAUSE**. Repeat to resume play
- To begin a new game, press **SELECT**.

Playing the Game

The object of the game is to defeat the gang of criminal kidnappers and rescue Scraps. The kidnappers leave instructions for Louie at each of sixteen checkpoints. Louie has a specific period of time to reach each checkpoint. Along the way he must dodge rats and other annoying obstacles like rolling tires. Louie must also collect as many weapons and other useful items as possible. Weapons prepare Louie for the more difficult higher levels of Scrapyard Dog, and will ensure his success when he comes face to face with the leader of the evil dognappers. Items such as shields will protect Louie from harm. Louie begins his quest with a single shield and five cans.

There are six rounds in Scrapyard Dog. Each of the first five rounds contain three levels, Junkyard, City, and Sewer. There is no sewer in the final round, but the city and junkyard are more hazardous than ever. Louie must scrap his way through each round to answer the phone at the end of the round. That's where Louie receives his instructions on how to progress to the next level. The last round of the game takes place in Mr. Big's warehouse. There Louie receives a special challenge that he must overcome before he can rescue his pitiful pooch.

Joystick Controls

Use the following joystick controls to move Louie around:

Left Joystick moves Louie to the left.

Right Joystick moves Louie to the right.

Up Joystick allows Louie to knock on doors, activate the tune in Piano Rooms, pick up the phone at the end of each round, and enter sewer pipes.

Down Joystick plus the right fire button activates the special weapon.

Left Fire Button makes Louie jump. Hold the button down for a longer period of time to make Louie jump higher.

Right Fire Button throws a can. When combined with the Down Joystick, throws a special weapon.

Bonus Rooms

Bonus Rooms contain special items which Louie will find invaluable in his quest to rescue poor Scraps. Doors in the city only open when Louie completes a special knocking sequence. If Louie stops knocking for any reason—such as to avoid rats and other dangerous obstacles—he must start the knocking sequence again. Needless to say, finding out what goes on behind closed doors is a hazardous maneuver at best.

PIANO ROOM Piano rooms are found in the dumpsters on Junkyard levels. (Musicians never care where they play, do they?) Louie must play a tune by pushing up on the joystick while standing atop a "P" icon. The tune plays. Then Louie must jump down to the piano keys and reproduce the tune that was played. (Louie plays one note each time he jumps on a key.) If Louie plays the tune correctly, a large bonus is awarded. Smaller bonuses are awarded for a nearly correct tune, and no bonus is awarded if Louie has a tin ear and makes too many mistakes. If this happens, he can exit the room or try again.

OFFICE ROOM This room is only found in the City. Three bonus items will appear among the chairs and filing cabinets. These items appear one at a time. Louie must hustle to get to each item before it disappears and quickly move to the next bonus item. Louie can get all three if he moves fast enough. This is where the diet sodas pay off!

SEWER ROOM Only found on sewer levels, this room contains multiple sewer pipes. Louie must choose the correct combination of pipes to reach the special sewer room bonus. If he fails to guess the right combination, he falls into icky sludge and is booted out of the room. Louie loses no lives if this occurs, just a lot of self respect!

Shops

Shops are found in all levels and rounds. In the Junkyard, shops are found in dumpsters (low rent, what the heck). In the City, shops are located behind some of the doors. In the sewer, shops can be found at the end of certain pipes.

Once Louie enters a shop he can either buy an offered item (if he has the money of course ... just like real life!), or he can recycle collected cans for money. If Louie wishes to buy the item offered, he can rudely say "Yeah" (left joystick) or "Nah" (right joystick). If he says Nah he exits the shop. If he says Yeah, then he must push the left fire button once for every item he wishes to buy. (For example, press the button once to buy one bomb, twice for two bombs, etc.)

EXTRA MAN SHOP Extra lives can be purchased here ... for BIG bucks!

SHIELD SHOP Shields protect Louie from dying. Each shield protects Louie against one hit, after which the shield disappears.

CAN RECYCLE SHOP Louie can do his civic duty (and earn much needed bucks!) by exchanging his extra cans for money. But the word 'extra' is the key here. Louie has to keep some cans to ward off foes, so he shouldn't sell them all.

SUPER CANS SHOP Super cans seek out enemies and destroy them, and Louie doesn't even have to aim! These cans are very valuable and are worth the price Louie must pay for them.

BOMB SHOP Bombs destroy everything that appears on the screen when Louie throws them. Oh, almost everything ... they don't destroy Louie!

EXTRA TIME SHOP Extra time will give Louie a better chance at rescuing his pitiful puppy, Scraps. And each second Louie has to spare at the end of each round is worth fifty points! Extra time is very important when going for higher scores.

Items

Throughout every level Louie encounters different items. Some items are useful and Louie can pick them up to help him in his quest. Other items Louie will want to avoid ... like enemies and obstacles.

Bonus Items

Bonus items appear when Louie jumps on top of and destroys an enemy, or in the Bonus Rooms as described in the Bonus Rooms section.

Money Bag ..... One dollar
Gold Money Bag ..... Ten dollars
Can ..... Gives Louie one can
Clock ... Adds thirty seconds of time
Heart ..... Gives Louie an extra life

Weapons and Shields

Louie must collect weapons and shields to survive the dog-eat-dog world and save his poor pup. The following items are found in Scrapyard Dog:

Shield protects Louie from one hit from an enemy or obstacle. After the shield saves Louie it disappears. Louie begins the game with one shield. Shields will not protect Louie from dying if the cause of death is a fall.

Cans are Louie's basic weapon. He begins the game with five cans and must collect more on his travels through each level. When Louie throws a can it will bounce a few times before hitting and destroying the enemy target.

Super Cans are great because they seek out enemies and destroy them ... Louie doesn't need to aim! They keep on destroying enemy after enemy until they run out of energy. These puppies are especially effective against birds.

Bombs are the most powerful special weapon. When tossed, a bomb destroys everything on the screen except Louie.

Enemies and Obstacles

There are different ways to handle each of the many enemies and obstacles Louie will encounter.

Mice, Rats, Birds, and Gangsters can be overcome with weapons. Toss a can or supercan or bomb and watch the fur fly! If all else fails, Louie can jump on his enemies. Even the diet drinks can't save flattened foes from Louie's fattened belly.

Tires must be avoided. They can't be destroyed by anything but a bomb.

Basketballs Only bombs can flatten these dangerous hazards.

Fire Hydrants Out of respect for Scraps, Louie tries not to destroy fire hydrants. However, sometimes things get too dangerous and Louie must blast the hydrant with a well thrown bomb.

Strategy

Super cans are for the birds. Flying foes are hard to hit with anything else.

Exchange cans for cash whenever possible, but always keep a few on hand.

Watch tires and basketballs carefully. Learn to time their bounces. Running under these hazards is much easier than jumping over them.

When there are too many tires and basketballs to avoid, use a bomb.

It pays to squash the bad guys.

Scoring

You earn points for collecting items, overpowering enemies, and overcoming obstacles:

Cans	25 points
Clock	25 points
Gold Money Bag	25 points
Money Bag	25 points
Timer	50 points per second
Gangsters	200 points
Mice	100 points
Rats	100 points
Basketballs	500 points
Birds	500 points
Hydrant	500 points
Tires	500 points
Heart	1 extra life

ATARI® 7800™ Game Manual



ATARI®

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Locate and Absorb Energy!

You're a scientist, and your invention, a pulsating, glowing orb called the Sentinel, absorbs and stores energy from a variety of sources. Now Earth is threatened by deadly aliens, and you must use your creation to save your planet.

You must defend the Sentinel against alien attacks as it glides over four enemy planets, absorbing all alien energy sources in its path.

The Sentinel absorbs the energy from every power pod or energy capsule you shoot with your light gun. When an energy source is hit, the Sentinel absorbs the target's energy.

Each of the four alien planets is more difficult to conquer than the last. You must find and destroy the alien lords who guard each planet's power station. Destroy the station to destroy the planet. Then move on to the next world.

A single alien entity controls the other alien lords. When you have destroyed the four worlds, the Sentinel will come face to face with this evil entity. Defeat the final evil to complete your quest!

Getting Started

1. With your TV switched on, insert the Sentinel cartridge into your Atari 7800 as described in your owner's manual. Switch on your console.
2. Connect a light gun to the left controller port.
3. There are three difficulty levels: Easy, Standard and Difficult. Press **SELECT** to set the difficulty level and the number of players (1 or 2).
4. Press **RESET** or fire at the screen to begin the game.

Optional Game Controls

To enhance play, the following optional game controls allow you to pause and restart the game:

- Press **PAUSE** to pause the game. Repeat to resume play.
- To restart the game, press **RESET**.
- Pressing the **SELECT** button will return you to the option screen.

Playing the Game

Sentinel is a fast action arcade-style game requiring lightning fast reflexes and skillful shooting through four deadly alien landscapes. A direct hit on enemy power cells, ground and air attack vehicles, colonists, and other obstacles drains the energy from the alien source and feeds it into the Sentinel.

You begin the game with four lives. Damage from enemy fire bleeds energy from the Sentinel, and too many hits from enemy fire destroys the Sentinel.

The Sentinel moves steadily across each alien landscape. You must destroy enemies on the ground before they have a chance to fire, and blast enemy ships out of the sky before they can touch the Sentinel.

Some aliens do more damage than others. Each alien world contains a greater number and variety of alien obstacles than the previous world. The aliens move with greater and greater speeds, darting in to steal precious energy from the Sentinel. Try to blast as many aliens as you can and absorb their energy. Try not to miss an alien. If you miss an alien twice, your energy decreases by one point. You will need to store a great deal of energy to survive the deadly battles with alien leaders.

At the end of each alien world you will encounter the spinning space station of that world's alien leader. The sinister stations quickly repair damage inflicted upon them. You must shoot fast to destroy the Station before the repairs are completed.

You can also pick up power pods and energy capsules on each alien world. These pods and capsules will enhance your shooting abilities or provide extra capabilities to the Sentinel. (See **Items**.)

Screens

The Sentinel screen is divided into two sections. The top section shows game action. Number of remaining Sentinels is displayed in the upper left hand corner of the action screen. The lower section is the statistics screen.

The Statistics screen shows, from left to right:

Player Up—Current player

Score—Current score

Name of Current World

Super Shot—Denotes availability of Super Shots. The word **READY** will blink when this power is available.

Map—Topographic representation of planet's surface. Tracks movement across world so player will know how far he has to go to complete world.

Strength—Depicts how much energy remains in Sentinel.

Items

You can find the following items on enemy worlds to help you in your battle:

Energy Pod circles the Sentinel.

Super Shots destroy all enemies on the screen. Activate Super Shots by shooting one shot at the Sentinel orb itself. You begin the game with three Super Shots and earn more from Energy Pods. Super Shots are not effective against alien leaders.

Automatic Shots cause the Sentinel to automatically absorb energy from enemy air or ground targets.

Movement allows the Sentinel to increase vertical movement speed.

Energy Capsules revitalize the Sentinel.

Strategy

There are unmarked secret places in each alien world. Locating these hidden areas and firing at them will provide you with bonus points and items.

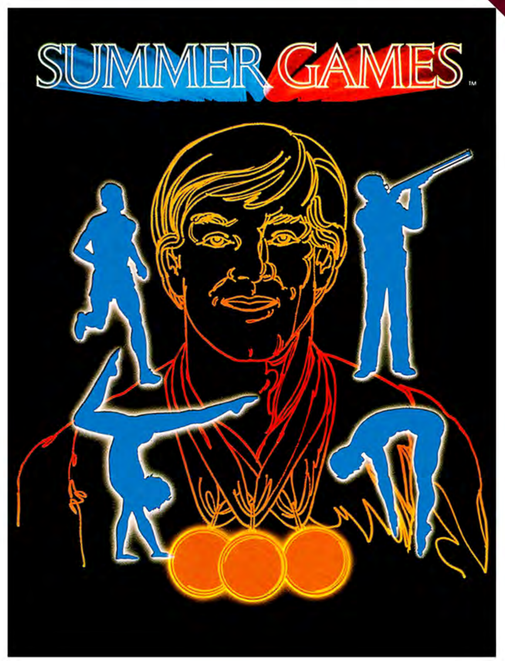
Use Super Shots only when you are hopelessly outnumbered or in a similarly bad situation.

Always shoot the enemies closest to you first.

Scoring

Dish	10
Ring	10
Tube	20
Star	30
Cube	30
Satellite	40
Blob	50
Ship	50
Spike	60
Hover Craft	70
Probe	80
Mine	90
Bonus Pods	10
Large Pyramid	10 to 500 (mystery value)
Medium Pyramid	100
Small Pyramid	250
Static Pyramid	300
Big Aliens	50 per hit

SUPER GAME



INTRODUCTION

Experience the power, the glory, the thrill and the challenge of the world's greatest athletic competition: the *SUMMER GAMES!*

The awe-inspiring *OPENING CEREMONY* focuses on 3,000 years of noble tradition as you proudly look on, ready to give your very best to honor your country.

This is the moment you've worked and trained so long to achieve, to test your skill under pressure against the best of the world's athletes. You will try to excel in a whole spectrum of sports events — in track and field, swimming and diving, gymnastics, and skeet shooting.

Boldness. Skill. Strategy. Determination. The marks of the true champion. If you are victorious, you'll receive the champion's prize — the coveted *GOLD MEDAL* — before the cheering multitude. Your triumph might even go down in history as the greatest personal performance ever!

Seize the moment!
Prepare for the ultimate challenge!
Taste the fruits of hard labor.
Give it your best and *GO FOR THE GOLD!*

OBJECTIVES

SUMMER GAMES offers a variety of sports competitions for 1 to 8 players. It challenges you with six realistic events in swimming, track, gymnastics, and diving.

Represent one of 18 countries as you compete in each event. Try to win the most medals for the whole lineup of events! *SUMMER GAMES* keeps score, provides judges, and awards medals to the winners. As you get better, try to set new performance standards.

So, get in shape and try to beat the best. The whole world is watching you!

GETTING STARTED

1. Insert the *SUMMER GAMES* Cartridge into your **Atari 7800** as explained in your owner's manual.
2. Plug a controller into the left controller jack. This is Player 1's controller. For two or more players, you may plug a second controller into the right controller jack.
3. Turn on your television, then press the **POWER** button to turn on your console. The *SUMMER GAMES* Opening Ceremonies will appear.
4. Press **RESET** or the left controller button to enter the Main Menu.

STARTING PLAY

A spectacular opening ceremony welcomes you to the International *SUMMER GAMES*. A runner arrives to light the traditional flame and white "peace doves" are released over the stadium.

After the opening ceremony a menu screen offers you a choice of six options. To make your selection, use your joystick or the **SELECT** key to move the cursor to your choice, then press the Fire button or **RESET**.

OPTION 1: COMPETE IN ALL THE EVENTS

Players compete in the complete series of events, in this order:
Diving, 4x400-Meter Relay, 100-Meter Dash, Gymnastics, Freestyle Relay, and 100-Meter Freestyle.

- Players will first be asked to enter their names. Use the joystick and Fire button to select. Select [END] to continue.
- Push the joystick to move the cursor to one of the flags, then press the Fire button to pick that country.
- Repeat name and country selection for each player. When all competitors are finished select [END] and press the Fire button.

OPTION 2: COMPETE IN SOME EVENTS

Similar to OPTION 1, but you only compete in the events you pick.

- Use the joystick to choose the events, then press the Fire button to select. An asterisk will appear by the event's name. Select GO COMPETE to begin play.

OPTION 3: COMPETE IN ONE EVENT

Similar to OPTION 1, but you only compete in the event you pick.

- Use the joystick to choose the event, then press the Fire button.

OPTION 4: PRACTICE ONE EVENT

- Use the joystick to choose the event, then press the Fire button. NO MEDALS ARE AWARDED FOR PRACTICE ROUND SCORES.

OPTION 5: NUMBER OF JOYSTICKS (1 or 2)

- Select 1 or 2 by pressing the Fire button.
- If you have only **one joystick**, plug in into the left port and select **1**.
- If you have **two joysticks**, plug them both in and select **2**. This will let two players compete head to head in the swimming and running events.

OPTION 6: OPENING CEREMONIES

- Repeats the opening ceremonies.

THE GAMES

DIVING



Stand on a platform 30 feet above the water. Feel the tension rise as the crowd watches your every move. It's time to show your best "stuff" with four tricky dives: forward, backward, reverse and inward. As you take the plunge, remember: Form is Everything!

- Press the Fire button to take off from the diving board.
- Use the joystick to control your body position and rotation speed. Push the stick:



- **RIGHT** for a full-tuck position, and the fastest rotation.
- **BACK** for a pike position, and the second-fastest rotation.
- **LEFT** for a half-pike position, and slower rotation.
- **FORWARD** for a layout position, and the slowest rotation.

- After every dive, the Judges' scores appear in boxes across the center of the screen. A dive is considered perfect (for a score of 10 points) if the body enters the water vertically and fully extended, either head- or feet-first. Any deviation from this ideal entry position costs you points, with a minimum score of zero.
- A second scoring factor is the Difficulty Rating, based on the number of rotations and different positions achieved in a dive. This Rating starts at 1.0, and can go as high as 4.1, increasing with the complexity of the dive.
- The total points for each dive are calculated by eliminating the high and low Judges' scores and multiplying by the Difficulty Rating.
- To get a high score, attempt the most difficult dive you can successfully perform. Easy dives get low Difficulty Ratings; complex dives may earn low scores if they are executed poorly. Remember both of the factors used in scoring this event.
- Three status displays give you this information:
  - A **DESCRIPTION** screen names the next dive you are to perform.
  - A **DIVE RATING** screen indicates the score for your performance.
  - A **CURRENT STANDINGS** screen shows the total points won by all the competitors in this event.

  Press the Fire button to change screens.
- The winner of this event is the competitor who scores the most points for the four dives.

4x400-METER RELAY



It takes speed, pacing, AND perfect teamwork from all four runners on your relay team to win this exciting race. Be sure to watch their vital signs closely—a collapse could be a disaster. And remember, don't fumble the baton!

- Press the Fire button to set your first runner at the starting line.
- When both runners are in place, watch the countdown: "MARK...SET..." The starting gun fires. "...GO!"
- Move the joystick to the RIGHT to start running.
  A false start means the countdown begins again. Be careful—two false starts disqualify you.
- Move the joystick to control your runner's speed:
  CENTER for normal running.
  LEFT for "coasting."
  RIGHT for "sprinting."
- Pacing is crucial in this event, so watch the gauge at the bottom of the screen to monitor your runner's energy reserves. When the bar is long and white, your runner has plenty of energy. As the bar disappears your energy is depleted.
  Control your runner's speed to move them as fast as possible without becoming exhausted. They lose energy while sprinting and regain it while "coasting."
  - If a runner tries to sprint with little or no energy left, his performance will drop off sharply. Make the runner coast to reduce his speed and regain energy (but don't let him fall too far behind!).
- Each of your runners has a different amount of stamina. Learn their individual traits in order to decide how to control their pace.
  - All runners tire more quickly in the first part of their "leg" (or turn) than they do in the second part. Runner one can't regain his energy as fast as runner four can, while runner two loses energy faster than runner three.
- To pass the baton, press the Fire button. Time the pass for the moment when both runners are close to each other; otherwise, you'll lose precious seconds while your progress stops.
- When your fourth runner crosses the finish line, your race time will appear in place of your name.
- The winner of this event is the team with the best time.

100-METER DASH



All-out SPEED is the key to winning this race!

- Press the Fire button to set your runner at the starting line.
- When the race begins, increase your running speed by jiggling the joystick as rapidly as you can, either side-to-side or up and down.
- The winner of this event is the runner who crosses the finish line with the best time.

GYMNASTICS



This is the supreme test of grace and precision. Strive for a performance of athletic artistry as you vault from a springboard to the horse, then to the floor. The crowd will really appreciate your attention to form!

- Press the Fire button to get set.
- Release the button to start your run.
- Press the button again to jump onto the springboard.
  - You will get a more powerful vault nearer the edge of the board. Jumping too soon or too late will make you miss the board entirely, and you will have to start again. A second miss will disqualify you from the round.
- Hold the joystick RIGHT or LEFT as you leave the springboard to perform a 180° axial body twist. This maneuver increases the difficulty of your performance and makes a higher score possible (if you successfully complete your attempt).
- Press the Fire button to push off the horse. The most powerful push-off occurs when the body is nearly vertical
  - In the air, move the joystick to control body position and rotation speed:



- **FORWARD** for a full-tuck position, at fast rotation.
- **CENTER** for a layout position, at medium rotation.
- **BACK** for a landing position, at slow rotation. You must be in this position for a correct landing.

- The scoring is based on both execution and difficulty, and is displayed after your landing.
  - **EXECUTION** is considered perfect if you land completely upright on your feet. In a near-perfect landing, you take a step. Use the joystick to straighten up, by pushing it in the opposite direction that your gymnast is leaning. By making this last-second correction, the landing will be judged successsful, with only a slight penalty. If your gymnast falls there will be a greater score penalty.
  - **DIFFICULTY** is judged by the number of different maneuvers performed in mid-air. Scores are lowered by poor landings, poor height off the horse and vaults that involve few maneuvers.
- The highest possible score is awarded for a perfect landing after a 180° twist, with maximum height from the horse, followed by a triple somersault.
- The winner of this event is the competitor who scores the most combined points for two consecutive vaults.

FREESTYLE RELAY



Be ready to spring from your starting block when the countdown reaches "GO." Just a fraction of a second can decide this furious swimming race. It takes power, coordination, and strategy to keep your four swimmers ahead!

- Press the Fire button to position your first swimmer at the starting block.
- When both swimmers are in place, watch the countdown: "MARK . . .SET . . .GO!"
- Move the joystick to the RIGHT to jump into the water. Don't jump too soon—an early takeoff is a false start, and the countdown will begin again. Three false starts disqualify you from the race.
- Press the Fire button every time your swimmer's arm enters the water. This gives you a "power stroke," and more speed.
- When your swimmer reaches the far end of the pool, about half way through the section marked with smaller floats, lean the joystick LEFT for a kick-turn. Turning at just the right time gives you the best head start for your return lap.
- As your swimmer completes the return lap, lean the joystick RIGHT to start your next relay racer. The new swimmer should leave the starting block just as his teammate reaches the end of the pool. If you make this move too early or late, the action stops and you'll lose precious time!
- When your fourth swimmer completes his return lap, the clock displays your final time for the race.
- The winner of this event is the team with the best final time.

100-METER FREESTYLE



This race is like the Freestyle Relay, except that a single swimmer completes just two lengths of the pool. To win this "swimming sprint," concentrate on getting a good start and keeping a strong power stroke. Just a split second can be the margin of victory!

- The start, kick-turn and power stroke are controlled the same way as in the Relay event.
- This race is over when your swimmer completes his return lap.
- The winner of this event is the swimmer with the best final time.

SCORING

After every event the names, countries, and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen.

CONTINUING PLAY

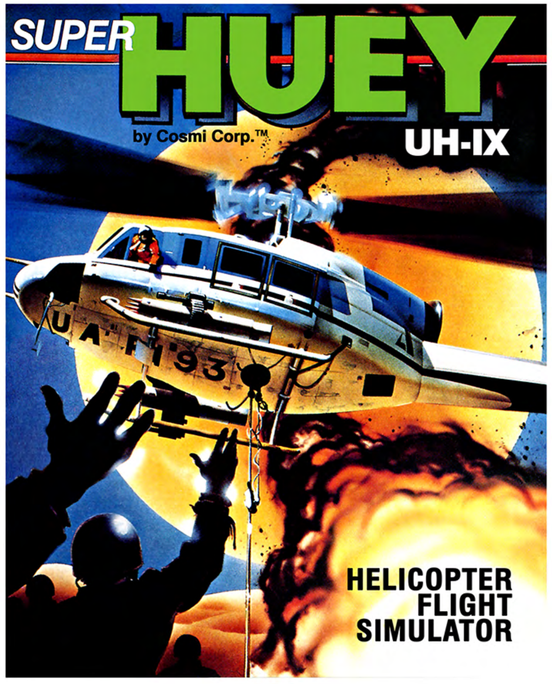
To restart *SUMMER GAMES* from any game screen, press **RESET**. The program will return to the main menu.

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ATARI®
Super Huey™

7800™ Game Manual

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INTRODUCTION

Calling All 'Copter Pilots

Super Huey. That's what they're calling the experimental UH-1XA helicopter you've been ordered to test. Not that you're complaining--this baby sports a super-strong lightweight engine and state-of-the-art control panel. From the moment you slid into the streamlined cockpit you knew the two of you could make sweet music together.

First, try her out in flight school, or go after some gutsy aerial combat in arcade mode. Then maybe, just maybe, you'll be ready to test your piloting and target skills in reality mode.

Turn on the power, start the engine, engage the rotor, then go for altitude. They've finally designed a helicopter the way you always knew they should, and it's up to you to put it to the test.

Getting Started

1. Insert the Super Huey cartridge into your Atari 7800 Video Game System as explained in your 7800 Owner's Manual.

2. Switch on your television; then press **[Power]** on your 7800 console. The title screen appears.

3. Press **[Select]** or move the directional control on your controller until the game mode you want appears: Arcade Mode, Flight School, or Reality Mode. To see a demo, wait a few moments.

4. Press a controller button or **[Reset]** to begin the game in your selected mode.

5. Press **[Pause]** to pause a game. Press it again to resume play.

6. Press **[Reset]** at any time to start a new game with the same mode; press **[Select]** to return to the title screen to select a different mode.

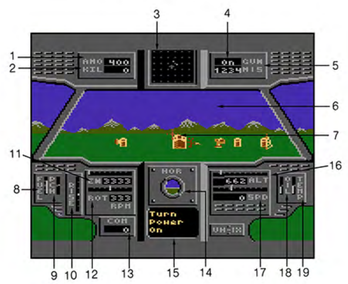
PLAYING THE GAME

Instrument Panel

Whether you're a novice or seasoned 'copter pilot, you should become familiar with the instrument panel before you take off. So, slide into the cockpit and take a gander at the instruments before you. You can view the instrument panel from the title screen or any of the mode screens.

Note: For specific information on using the instruments, see the section that describes your chosen mode.

Instrument Panel



Instrument	Function
1. AMO	Counts ammunition.
2. KIL	Counts destroyed enemy aircraft.
3. Radar Screen	Shows how close enemy aircraft and enemy base locations are to the Huey.
4. GUN	Indicates whether your machine gun is on.
5. MIS	Indicates which air-to-ground missile bays (1, 2, 3, and 4) are loaded and firing. A bay's number flashes when you launch a missile and disappears when the missile hits or misses its target.
6. Viewing Window	Shows your view from the cockpit.
7. Cross Hairs	Cross hairs appear on the viewing window constantly in arcade mode and when the gun is on or missiles are loaded in Reality Mode. For accurate shooting, center the cross hairs on the enemy target. The cross hairs change colors when the enemy is "locked on".
8. FUEL	The fuel gauge.
9. PCH	Collective rotor pitch gauge. Pitch is the angle of the rotor.
10. RISE	The rise meter shows how fast you are gaining or losing altitude.
11. EN	Engine rpm readout and needle gauge.
12. ROT	Rotor rpm readout and needle gauge.
13. COM	Compass heading in degrees.
14. HOR	Artificial horizon indicator. This indicator shows if the Huey is headed up or down or banking left or right.
15. On-Board	Shows Computer Display commands and options to the pilot. Press the right fire button to turn the on-board computer on or off.

	Push the controller forward or pull it backward to show in sequence each of the seven commands. Press the left fire button to select a command. • Power Off / Power On • Abort Mission • Map Mode / Radar Mode • Machine Guns Off / Machine Guns On • Load and Arm Missiles / Disarm Missiles • Set Auto Alt
16. ALT	Altimeter readout and needle gauge. The altimeter shows the Huey's altitude.
17. SPD	Speedometer readout and needle gauge.
18. OIL	Oil pressure indicator. The optimum reading is the center mark.
19. TEMP	Engine temperature indicator. Normal reading is the center mark.

Arcade Mode

When you select Arcade Mode you shoot at enemy aircraft and try to avoid getting shot down. You have an unlimited number of weapons to fire, and the Huey is already airborne, so all you have to do is maneuver and shoot at targets. If you want to see a demo of Arcade Mode, wait a few moments after selecting this mode.

To maneuver, move the directional control on your controller up and down and left and right.

To shoot targets, keep your eye on the radar screen. The moving blips (dots) show how close you are to the targets. When a target is centered in the cross hairs and "locked on" appears on the on-board computer screen, the cross hairs change color. Press the right controller button to fire missiles and the left button to fire the machine guns. The KIL indicator displays a running count of all targets you've destroyed.

Note: If the on-board computer is busy, you won't get a "locked on" message. Watch the cross-hairs. As soon as they change color, launch a missile!

Play continues until you are shot down. If an enemy shot inflicts minor damage to the Huey, you lose the use of an instrument. The on-board computer terminal displays a message telling you which instrument you've lost. When all of your instruments are gone, you crash. If you take a particularly bad hit, you may go down all at once.

If you're good, you'll be out there a long time. But if you're not...

Flight School

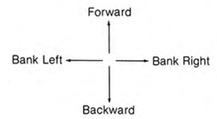
When you select Flight School, you learn how to take off, navigate, and land with the assistance of the on-board computer. Flight School tests your ability to follow procedures, fly competently, and become comfortable with the Huey. You learn by experience to keep a gentle, yet firm hand on the controls so you can smooth your way from one maneuver to another. While in Flight School, you're flying in friendly territory, so you won't have to worry about enemy attacks and you don't carry weapons.

In Flight School, the on-board computer screen displays commands and command options that guide you every step of the way. Commands appear brighter than options. Once a command appears, select its option mode by pressing the right controller button. Scroll through options by repeatedly moving the directional control left. Select options by pressing the left controller button. Memorize the order of steps for taking off, navigating, and landing. You will need to know these steps by heart when you try Reality Mode.

Only you will know how you did; you are on the honor system to learn the Huey inside and out.

To determine direction, push forward on your directional control to go forward; pull back to fly backwards. Bank left or right or change altitude by pushing the directional control in the desired direction. Keep the engine speed and rotor rpms at a steady rate in order to navigate smoothly.

Changing Direction with the Controller



The compass shows your direction of travel in compass heading numbers. For example, 0 is north and 180 is south. The following illustration shows how the compass heading numbers correspond to the cardinal points north, east, south, west, and so on.



Taking Off

Select flight school from the title screen, then perform the following steps to take off from the base. (All commands and options appear on the on-board computer display.)

1. **Turn on the power.** Press the right controller button to select the Power On option. Move the controller until the Power On option appears, select it by pressing the left button. The instrument gauges turn on and are set to zero. (Power Off appears as the next option and does not indicate a power off condition.)

2. **Start the engine.** Press the right controller button and move the directional control left until the Start Engine option appears. Press the left button to start the engine. Increase engine rpm to 1200.

3. **Engage the rotor.** Move the directional control until the Engage Rotor option appears and press the left button to select it. Increase engine rpm to 3500. Let the rotor rpm catch up to the engine rpm at a 10:1 ratio. For example, if the engine is running at 3500 rpm, the rotor should be spinning at 350 rpm.

4. **Rise to 1000 feet.** To increase pitch, press and hold the left controller button and pull backwards on the directional control. Decrease pitch when the ALT gauge reads 1000.

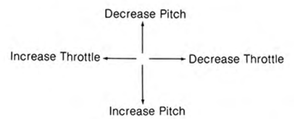
Once you are airborne, watch the on-board computer display for more instructions.

Navigating

Navigating requires a sharp mind and a steady hand. Keep your eye on the on-board computer display for instructions.

To control pitch, press the left controller button and push the directional control in one of the following ways: forward to decrease pitch and drop altitude, backwards to increase pitch and gain altitude, left to increase engine throttle, and right to decrease engine throttle.

Changing Pitch with the Controller



Landing

You land when the on-board computer issues you landing commands. The following is the usual order of landing commands.

1. **Turn to 0 degrees.** Level off just before you reach this compass reading on your COM instrument.

2. **Hover at 0 KPH.** Push forward or backwards on the directional control until the SPD gauge reads 0.

3. **Drop to 100 feet.** Decrease pitch until the ALT gauge reads 100.

4. **Drop to 20 feet.** Decrease pitch until the ALT gauge reads 20.

5. **Touch down softly.** Decrease pitch. When the ALT gauge reads zero, you've landed.

Reality Mode

Piloting the Huey

Your mission in Reality Mode is to bomb the enemy base and return to home base. You're on your own in Reality Mode. Unlike Flight School, the on-board computer screen doesn't prompt you. Remember all those skills you learned in Flight School? You'll need every one of them and maybe more.

Tip: Use the Map Mode option to find the enemy base.

Fighting the Enemy

You're in combat against an unidentified enemy helicopter force. This force changes their field of operations often, so no heading from the base is safe.

Tip: Don't forget to load and arm missiles.

The skies won't be friendly until you have eliminated all enemies. It takes skillful flying to evade their deadly attacks, and true aim to shoot 'em down.

Your defense weapons are missiles and machine guns. They are fix-mounted and aimed straight ahead. While machine gun fire is extremely accurate, the missiles are heat seekers that arm in flight. As long as the on-board computer displays "locked on" when you fire the missiles, they will strike their target. The missiles are capable of destroying the enemy without a true direct hit, but machine gun fire travels more quickly and works best if the target is exactly within the cross hairs.

SPECS AND CONCEPT OF OPERATIONS

The Super Huey was designed to conform to military specifications and to operate according to standard helicopter theories and principles.

The following specs and theory of op will help you, the serious helicopter pilot, to better understand this remarkable aircraft.

Warning: The following is highly classified information. DO NOT leak this information to other personnel unless directed to do so by the base commander. Violators will be severely reprimanded.

Super Huey Specs

The Super Huey is a UH-1XA type military classified helicopter that employs the latest in electronic instrument and stabilization systems.

Engine	Vertical mount VLW (Very Light Weight) piston engine molded of super-strong, super-light composite metal.
Transmission	Direct drive with an automatic clutch. The clutch has a 10-to-1 engine to rotor reduction ratio.
Rotor Assembly	Semi-rigid blades with a hub articulation system that servo-electronically responds to flight conditions. Flight drag reduction is 40 to 60%.
Fuselage	Laminated carbon-fiber for optimum aero-dynamic characteristics, low weight, and resistance to direct hits.
Cockpit	Seats one pilot in front and a navigator or copilot in back. Mid-ship space for three additional personnel.
Weapon Systems	Four bays that hold a maximum of 20 missiles. Two machine guns that fire in tandem and can be loaded with a maximum of 2000 rounds.

Concept of Operations

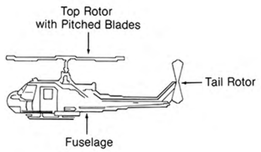
The following is a discussion of how rotary-wing aircraft (like the Huey) operate.

Note: The post library has more information on how helicopters work. Civilians can find this information in their local library.

One factor that allows helicopters to rise is the design of the rotor blades. These blades are curved so there is more air pressure beneath the blades than above them. The force of the air pressure beneath the blades, combined with the engine, push the helicopter up. This ability to push the helicopter up is called lift.

The amount of lift is controlled by the angle, or pitch of the rotor blade on the top of the helicopter. Greater pitch allows the helicopter to rise higher. But greater lift produces more wind drag which tends to slow down the helicopter. When piloting a helicopter, you always have to keep in mind that the greatest lift sacrifices speed, and the greatest speed sacrifices lift.

The helicopter's top rotor makes it unstable by nature. When the top rotor spins it creates a force that makes the body of the craft spin in the opposite direction. To counteract this spin and stabilize the craft, the tail rotor spins in the opposite direction.



STRATEGY

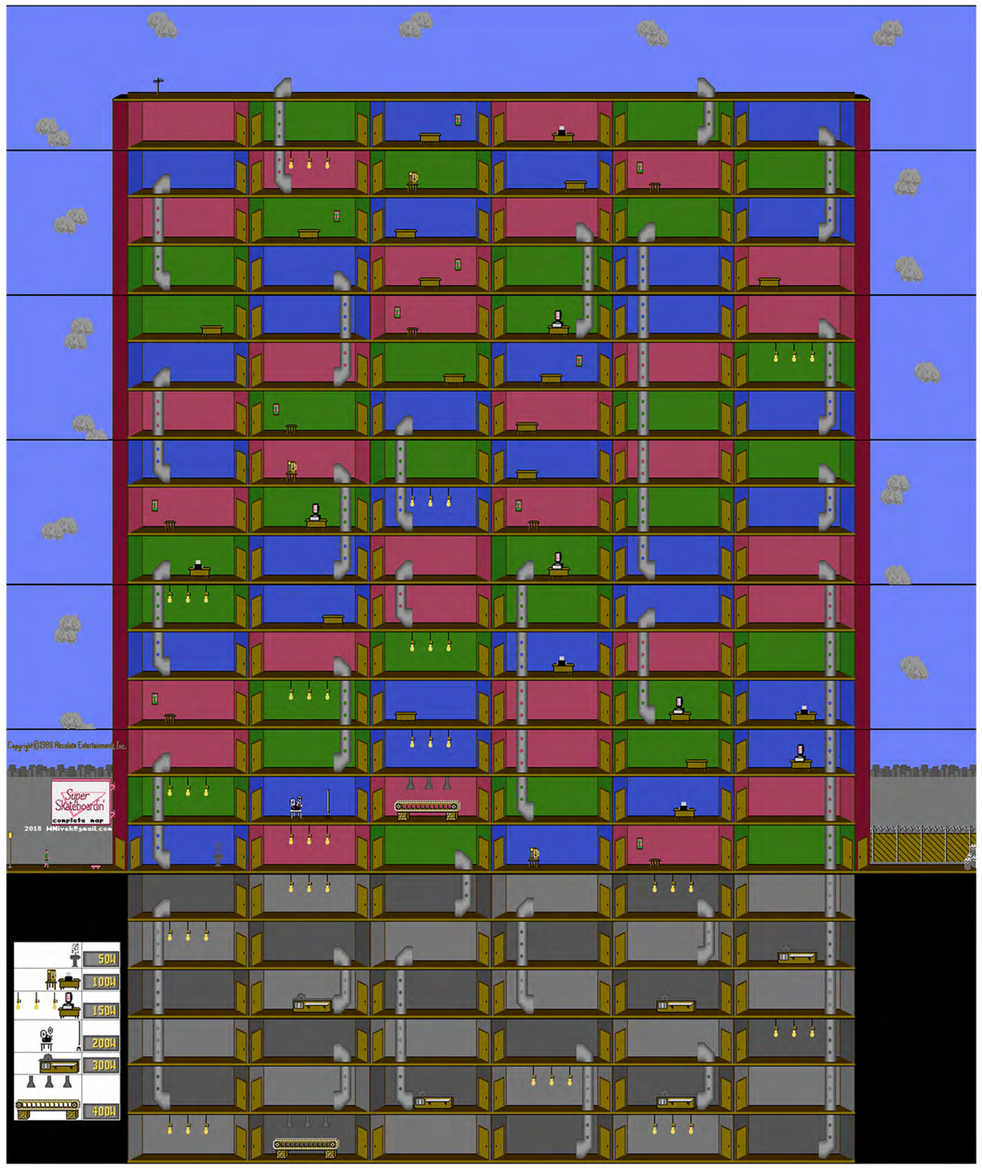
To hit your target you must anticipate the enemy's flight path.

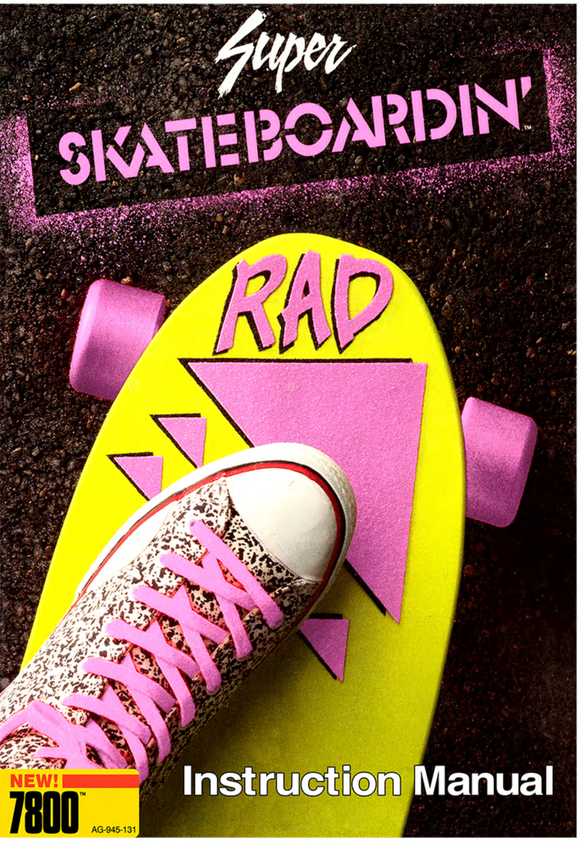
Use the Set Auto Alt command, from the on-board computer, to maintain your altitude. With the altitude set for auto, you can fight and not worry about losing altitude. If you forget to use the Set Auto Alt command, you could fly too low and crash.

To avoid getting shot down you have to evade the enemy, use your weapons aggressively, and fly with skill and confidence. You must also know when to leave a bad situation!

In reality mode, return to home base when necessary to refuel, reload weapons, and repair instruments.

Super Skateboardin' map





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Glen Rock, New Jersey 07452

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TO BEGIN

1) With power off, insert the Super Skateboardin' cartridge into your game system according to the manufacturer's instructions.
2) Plug joystick into port labeled "left controller."
3) Turn power on.
4) Press RESET to begin the game. (At any point during the game, press RESET to begin again.)

Start at the factory door with your skateboard. Press RESET to begin. You can walk by moving the joystick in the direction you want to go. (What boarder wants to do *that*!) Instead, go to your skateboard (which you automatically pick up) run and jump on (by pressing the joystick button).

Once on the board, use the joystick to move right or left. Press the button to jump. Hold the joystick down to crouch.

As you speed through the factory, pass each machine to automatically turn it off. You'll have to *jump* to turn off those light bulbs though. Hint: Time your lift-off perfectly and you'll get all three in one hit. If you want to pass a machine that's already turned off jump over it or else you'll turn it back on. (Except for light bulbs, once they're off, they're off.)

This factory is one giant maze! Tubes are the only way to get from floor to floor. But you've got to find the *right* tubes. Different tubes go to different floors. To ride a tube hold the joystick down to crouch, enter the tube, and release. If you want to change your mind in the middle, don't release the joystick until you're heading back in the direction you came from.

The right difficulty switch turns the game music on and off. O.K. boarders start *cruisin'*!

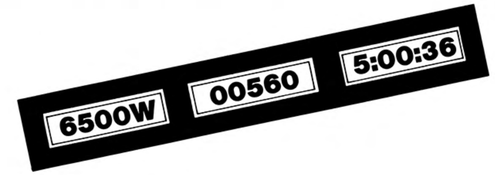
THE CRUISE

Your Dad got you an afterschool job at the factory where he works. You need the money 'cuz being the most radical boarder around means you've got heavy expenses.

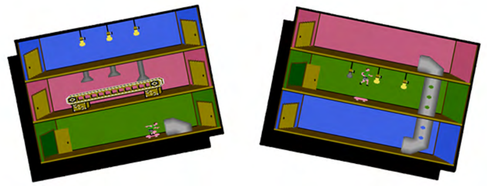
The job is a skateboarder's dream come true. Miles of halls and tubes to perfect your moves. Just cruise through and turn off all the machines and lights in the factory. Hurry up 'cuz power is leaking out fast!

Naturally, there's a catch. You get paid depending on how much power you save. *And* you've got to be out of the factory by 5:15 pm today. One second more and you'll never make the deadline for entering the Skateboarding Championship.

Look at the bottom of your screen to see how radical you *truly* are. The left meter shows the power consumption of the machines and equipment you haven't turned off yet. The middle meter tells how much power has been used since you started. As you turn off machines and equipment, power consumption slows. The right meter ticks away the minutes you have left. Check out the ratings at the end of the instructions to see how radical your cruisin' rates!



TIPS FROM THE PROS



The assembly lines drain the most power. Find them first. 'Cuz your boss gets angry when electric bills are too high.

If you want to max out your speed, head for an assembly line. Pull down on your joystick twice to get off your board and pick it up. Make a running start and jump on the assembly line. (You've got to time your hit perfectly to avoid getting squashed by the plungers.) Run on top of the machine and jump off at the end of the line. Now you're really cruisin'! This trick will totally speed up your moves, *unless* you fall off your board.

Watch the doors in each room. An *open* door means you have been in the room before and have checked out the machines. A *closed* door means you haven't gotten to the room yet. Get in there, dude, and turn that power off!

Be careful on the roof. Get too close to the edge and you and your board will do a nose dive to the ground!

By the way, there are rumors of a truly radical skateboarder who finished his factory job in just four-and-one-half minutes. Are you more awesome than that?!

RATINGS

Machines Turned Off	Time Clock	Your Rating
some but not all	5:15:00	Lower than Dork
All	5:10 or more	Geek
All	5:05:31-5:09:59	Mellow
All	5:04:31-5:05:30	Mondo
All	5:04:30 or less	Totally Tubular

After you finish the game, moving the joystick to the right will display the lowest power consumption achieved during the then-current play session.

Tank Command™

7800



Video Game Cartridge
For Use With ATARI®
Video Computer
Systems Model 7800 ™

Getting Started

Set up your 7800 system properly, according to the instructions.

Make sure the system is off.

Place the Tank Command™ cartridge in the game slot with its label facing away from the front panel buttons.

Switch the system on. The Tank Command title screen will appear.

To begin your assault, press the left joystick button. This will start the game from the title screen, or restart it after the game is over.

The RESET button resets the game to the title screen.

The PAUSE button freezes the game until you press it again.

You get seven tanks to begin with, and the game always begins in Level 1. If the enemy destroys one of your tanks, the next one takes its place, until you lose all your tanks or reach the end of Level 3, victorious.

Displays

High Score	Indicates highest score since the game was first turned on.
Score	Indicates current score of the player while a game is in progress, or the last game played.
Ammo	How many shells the player has left.
Fuel	Indicates fuel level. At E, for empty, the tank loses all maneuverability.
Tanks	The number of reinforcement tanks remaining.
Level	Indicates current level. Level 1 is easiest, and the game always begins here. Level 2 is significantly more dificult and the action more lethal and frenzied. Only the best can survive Level 3.

Scoring

Your score is displayed in the upper left hand corner of the battle screen. You accumulate points by destroying enemy resources with direct hits by your shells or, in some cases, by capturing them with your vehicle.

Pillbox	4 shells to destroy, 1,600 points.
Enemy Tank	Hit with shell, 1,000 points. Hit with tank, no points and destroys both.
Hut	2 shells to destroy, 800 points each hit.
Enemy Jeep	Hit with shell, 4,000 points. Hit with tank (destroys both), 1,000 points.
LAW Infantry	Hit with tank, 800 points. Hit with shell, 1,600 points.

Fuel and Ammo

Your tanks come equipped with 50 rounds of ammo, a full tank of gas, and the ability to move in any of eight directions. Zero in on your targets by aligning your cannon, choosing the appropriate range/energy level, and letting fly! Your battle screen tracks your progress, with ammo and fuel indicators on the upper right, and an energy firing level which you set yourself on the bottom right. The left button on your control stick sets your range, and the right button fires your shells.

If you lose a tank, the next one appears in its place, with a full rack of ammo and a full tank of fuel. If you run out of fuel, you can still fire, but otherwise you're a sitting duck, unable to maneuver.

You have seven tanks, and a limited supply of fuel and ammo. As you accumulate bonus points, you earn fresh tanks. Because you are deep in enemy territory, you can resupply your current tank's fuel and ammo only by capturing enemy supply dumps. These appear as flashing icons on your computer screen rangefinder.

Tank Traps

Tank traps have been cleverly camouflaged – you won't know one's there until you're in it! The only way out is back the way you came, even though the enemy may be closing in on you.

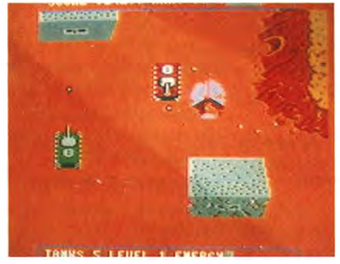
The Final Offensive

The enemy has been driven back to its treacherous home turf, and like a she-wolf defending its den, they would rather fight to the death than surrender.

As Commander of an elite division of XT-87 attack vehicles, you must penetrate their defenses, and triumph despite the enemy's valiant, suicidal last stand.

Your only route to capturing the enemy flag lies through their most heavily fortified sector, and as you advance, the danger and potential of death increases. They're waiting for you with everything they've got!

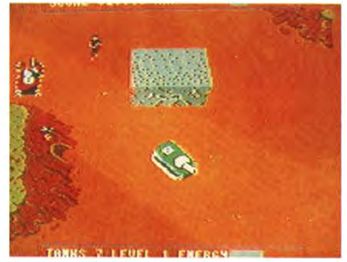
The terrain is covered with pillboxes, heavy artillery, and invisible tank traps. Watch out! Enemy tanks and armored vehicles appear from every direction. Suicide squads of infantry equipped with LAW (Lightweight Anti-tank Weapons) wait in ambush, and surprise air attacks threaten your every move.



Levels

You must pass through three levels of difficulty to achieve your primary target – capturing the enemy flag. As you advance through the devastation and destruction of Levels 2 and 3 and near the enemy capital, you will face increasing amounts of firepower. Air attacks, artillery barrages, and missile silos will rain death upon you. The enemy has concentrated their forces around their flag, and with their backs against the wall, attacks come with a desperate fury!

Victory depends upon your quick wits, planning, and accuracy. Good luck!



Fuel Dump	Hit with tank, 400 points and refuels tank. Hit with shell, 4,000 points.
Ammo Dump	Hit with tank, 400 points and rearms tank depending on current level: Level 1 – 50 shells Level 2 – 35 shells Level 3 – 25 shells Hit with shell, 1,600 points.
Missile Silo	Hit with shell, 1,400 points.
Building	6 shells to destroy, 3,000 points.
Flag	Ends game (end of Level 3). Hit with tank, 100,000 points. Impervious to shells. If fuel runs out while near the flag, the game ends and no bonus is awarded.

Hints

The LAW Infantry come at you with suicidal, insensate zeal. Aim for their feet, otherwise their armored flak jackets may deflect your shells. Drugged and frenzied, they feel no pain!

Watch your fuel indicator closely. If your fuel runs out, your tank is easy pickings.

You have a minimal amount of fuel and ammo, enough for victory but with little margin for error. The success of your mission depends on wisely using your resources, and seizing enemy supplies when you can. But be quick – the enemy will destroy its own dumps to keep them out of your hands if you give them the chance, and that can leave you stranded later on.

Make sure you fire your shells with the right amount of range/energy (set with the left joystick button, in eight incremental levels, displayed on the bottom right of the battle screen). Overshooting or undershooting an enemy tank or fortification can be a fatal mistake, as well as reducing your effective firepower.

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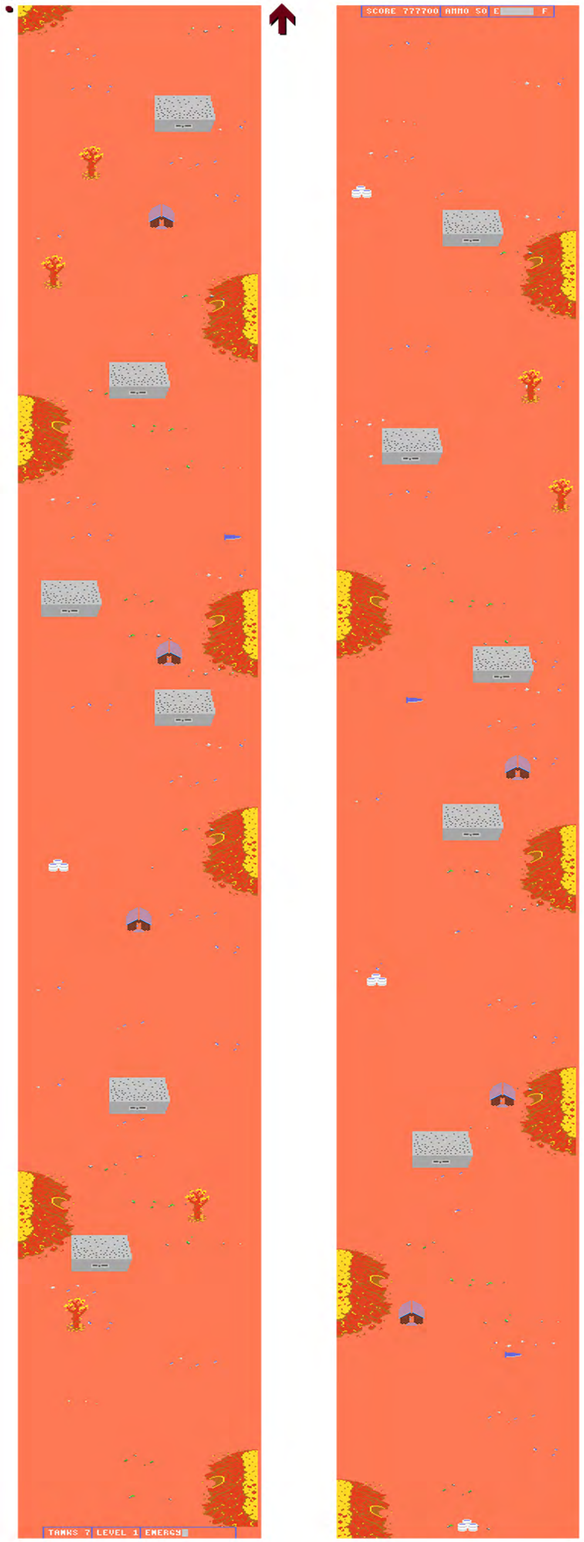
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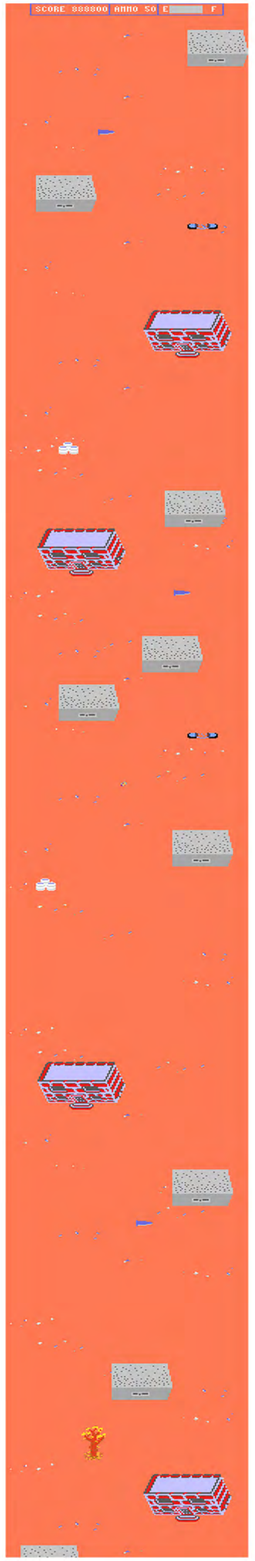
Tank Command

Map 1:



Map 2:

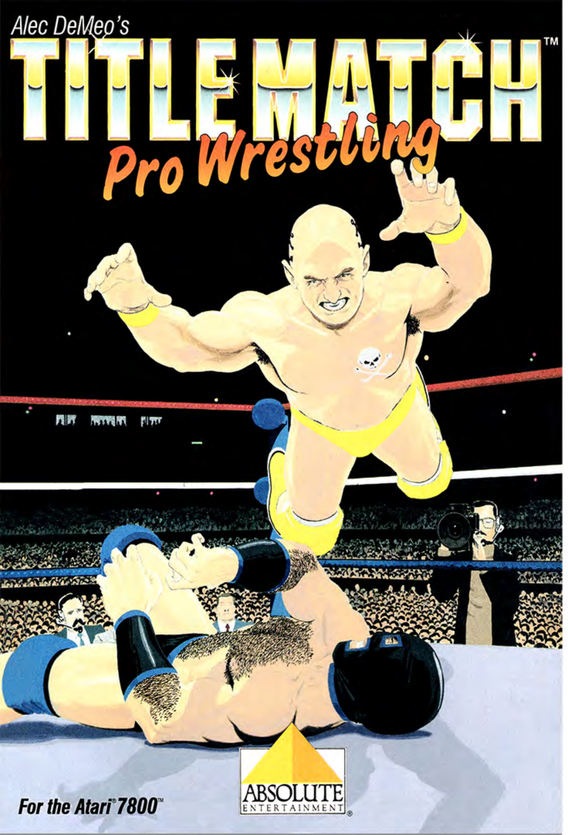




Map 3:







TONIGHT'S THE NIGHT

"...the screams of the crowd shake the arena as the Title Belt contenders circle one another. Mad Dog makes the first move smashing his fists into Skin Head's chest who gasps for air, then retaliates with a shin cracking kick. Mad Dog growls and grabbing from behind drags Skin Head across the ring whipping him around in an airplane spin; letting go so he flys into the ropes and bounces back to meet Mad Dog's concrete forearm across his neck... a perfectly executed clothesline. Wasting no time Mad Dog elbow drops him. Skin Head's face winces in pain as he fights his way up and staggers to his corner to tag his partner in. Big Chief takes the tag, grabs Mad Dog lifting him over his head and body slams him into the mat. Mad Dog's stunned, he's not getting up. Big Chief, looking for the pin, climbs the ropes for a dive. As he lunges into the air, Mad Dog scrambles to his feet and Big Chief's sweaty red skinned body splatters on the empty mat..."

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AV-041-03

INSTRUCTIONS

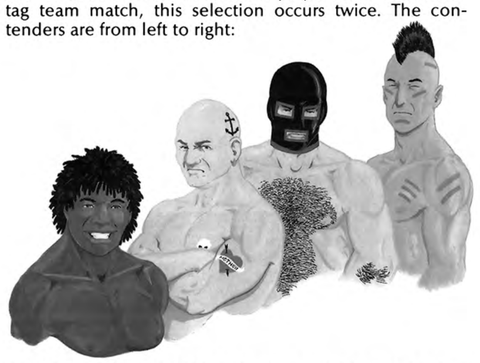
TO BEGIN

1. With the power off, insert the *TITLE MATCH*™ cartridge into your Atari® 7800™ game system according to manufacturer's instructions.
2. Plug joystick into port labeled "left controller" for one player; another into port labeled "right controller" for two players.
3. Turn power on.
4. Press "SELECT" to go to the selection screen. The message at the top of the screen displays the type of match currently selected:



1 One on one–Two player.
2 Tag team–2 player
*3 One on one–One player
*4 Tag team–One player
*You play against the computer.

Pressing "SELECT" will cycle you through the match selections. Once you have selected a match, choose your wrestlers beginning with player No. 1 (the person using the left joystick). Move the joystick to highlight your selection and then press the joystick button. Once player No. 1 has selected a wrestler, it is player No. 2's turn. In a tag team match, this selection occurs twice. The contenders are from left to right:



Mad Dog - From Mad Dog, Louisiana, and weighing in at a whopping 390 lbs., this redneck husky vows to "chew up and spit out" *anyone* who tries to tangle with him.

Skin Head - Weighing in at 265 lbs., from Cowpoke, Idaho, this farmboy was brutally forced to shave his head after losing in a cow-tipping contest. To overcome his humiliation, Skin Head turned to wrestling at the age of 9, and today is one of the most feared wrestlers of our time.

Mr. Mean - Currently weighing in at 320 lbs., from Hoboken, New Jersey, Mr. Mean acquired virtually all of his early training on the streets, defending himself against *slime*.

Big Chief - One part Apache and one part hulk, from Big River, Utah,. he is merciless at 420 lbs. Big Chief pow wow doesn't miss a trick - he will crush you without a second's thought.

5. Once contenders have been chosen, the arena screen is displayed and the match can begin. At any point during gameplay, pressing "RESET" will restart the currently selected match.

TAKING THE BELT

Each wrestler's strength is displayed by power bars on the scoreboard. The upper bar represents the strength of wrestler No. 1 (left joystick), and the lower bar represents the strength of wrestler No. 2 (right joystick or computer). Your challenge will be to sustain your strength while depleting your opponent's. **Strength, used in combination with skillful manuevering will enable you to pin your opponent.** Next to each wrestler's power bar is a digit representing how many times the opposition has fallen. Pinning your opponent for 3 counts will constitute a fall. The rule for winning a match is best out of three falls.

YOUR CONTROLS

There are two modes of joystick control used during gameplay. The first is **"joystick mode"**, which is simply moving the joystick around. Your wrestler's movement or pattern will correspond to that of your joystick. The second is **"button mode"**. To switch from joystick into button mode you must first release the joystick. Then press the button and use one of the four joystick positions to execute a move. To use button mode in succession, you must release both the button and the joystick and then press the button and move the joystick again. The following instructions will refer to button mode as either "button mode up, down, right or left."

SOFTENING YOUR OPPONENT

Once the match begins, your wrestlers can walk around the ring in joystick mode. Make your wrestler punch with button mode up, and kick with button mode down. You can "soften" your opponent with these moves by knocking down his strength, while maintaining your own.

THE HEAD LOCK

With the exception of punching and kicking, you must first grab your opponent into a *head lock* before making a move against him. Do this by moving your wrestler right next to his opponent, release the joystick, and in button mode, grab by

directing the joystick toward the opponent. (To release your opponent you must re-activate button mode, this time directing the joystick toward your own wrestler). Once you have captured your opponent in a head lock, you can drag him around the ring in joystick mode. Using button mode down, *canvas slam* your opponent.

"AROUND HE GOES..."

While you have him in a head lock, direct the joystick towards your opponent in button mode to swing him into an airplane spin. Switch to joystick mode by releasing the button and throw your opponent. You can swing your opponent just a little to bounce him off of the ropes or swing him around many times and then let go to send him bouncing into the ropes and then flying back across the ring! When your opponent bounces off the ropes, get in his path and press the button before he passes you to *clothesline* him and knock him to the canvas.

NOTE: When caught in a head lock, you must use **Muscle Mode** to generate the extra power needed to escape. See **Muscle Mode**.



"HE'S FLYING HIGH!"

To *power lift* your opponent, get him into a head lock and use button mode up. Once he is overhead, use joystick mode to carry your opponent around the ring. Using button mode up, you can *back drop* and pin your opponent. Or - use button mode down for a *body slam*. Carry your opponent to one of the top corners of the ring and use button mode down to throw him out of the ring.

"HE'S DOWN..."

With your opponent down, in joystick mode you can walk freely around the ring. Position your wrestler right next to his opponent and use button mode up to power lift him, or use button mode left or right to grab him into a head lock. Use button mode down to *elbow drop* and pin your opponent.

NOTE: When a wrestler is down, he can use **Muscle Mode** to generate the additional strength needed to get back up. See **Muscle Mode.**

"HE'S UP ON THE ROPES!"

If your opponent is down and you are away from him at the very top or very bottom of the ring, you can climb onto the ropes using button mode up. Once on the ropes, joystick mode left or right allows you to walk back and forth. Use button mode down to climb off of the ropes, or use button mode up to do a *rope dive* and pin your opponent.

SWITCHING WITH TAG TEAM PARTNERS

When competing in a tag team match, move your wrestler to his corner at the bottom of the ring and use button mode down to switch with your tag partner. *A good time to do this is when your strength is down, but remember that your partner must be at maximum strength in order to switch. You can tell that your partner's strength is up by walking near your corner. If your partner attempts to follow you, then he has fully regained his strength.*

MUSCLE MODE

When your opponent is down or in a head lock, he can escape by putting "muscle mode" into action. Muscle mode is executed by jiggling the joystick left and right very fast. Jiggling the joystick provides extra strength to be used in combination with the wrestler's already existing strength. The following are situations in which you will find it necessary to utilize muscle mode:

- When your opponent has gotten you into a *head lock* - if your strength combined with your extra power from using muscle mode exceeds the strength of your opponent, you can break away. **Example:** if you have more strength than your opponent and he grabs you, minimal muscle will be needed for you to break away.
- To get back up when you are down on the canvas - If you already have at least half of your strength, little muscle is needed to get back up. With less than half your strength available, you must work harder in muscle mode to get back up.

- When you are pinned - If your strength combined with the extra muscle generated by using muscle mode exceeds that of your opponent, you will succeed in escaping.
- When you have your opponent pinned - In this situation, muscle mode is used offensively. This is a muscle mode competition, in which you, the aggressor, are trying to maintain your pin for three seconds, while your opponent is trying to escape.



SOME STRATEGIC ADVICE FROM THE EXPERTS...

- Keep in mind that certain offensive moves, such as power lifting, or holding your opponent in an airplane spin for an extended period of time will use up a lot of your own strength, while increasing your opponent's. Try to use less expensive moves such as punching and kicking to soften your opponent, so that when the time comes, you will have enough strength to pin him.
- Pin your opponent unexpectedly to get a head start in in Muscle Mode competition.

- In tag team competition, if you know that your opponent's tag partner is weak, throw your opponent out of the ring. This will force his partner into the ring, allowing you to take advantage of the competition's weakened condition.
- In tag team competition, if you know that your opponent is weak, guard his corner to prevent him from switching with his tag team partner.

POSITION	JOYSTICK CONTROL MODE				
Your Wrestler's Position	Joystick Mode	Button Mode	Button Mode	Button Mode	Button Mode
Free	Walk Around Ring	Punch	Kick	Grab - Head Lock	Grab - Head Lock
Holding Opponent in Head Lock*	Drag Him Around Ring	Power Lift	Canvas Slam	Towards Opponent - Airplane Spin / Away From Opponent Let Go of Him	
Holding Opponent Overhead	Carry Him Around Ring	Back Drop	Body Slam		
Swinging Opponent - Airplane Spin	Throw Into Ropes	Continue Airplane Spin	Continue Airplane Spin	Continue Airplane Spin	Continue Airplane Spin
Opponent - Down*	Walk Around Ring	Power Lift	Elbow Drop And Pin Opponent	Grab - Head Lock	Grab - Head Lock
Up On Ropes	Walk Around Ropes Left, Right	Rope Dive	Climb Down From Ropes		
Opponent Pinned**	Muscle Mode	Get Up	Get Up	Get Up	Get Up

** Opponent can use Muscle Mode* *** Both players can use Muscle Mode*

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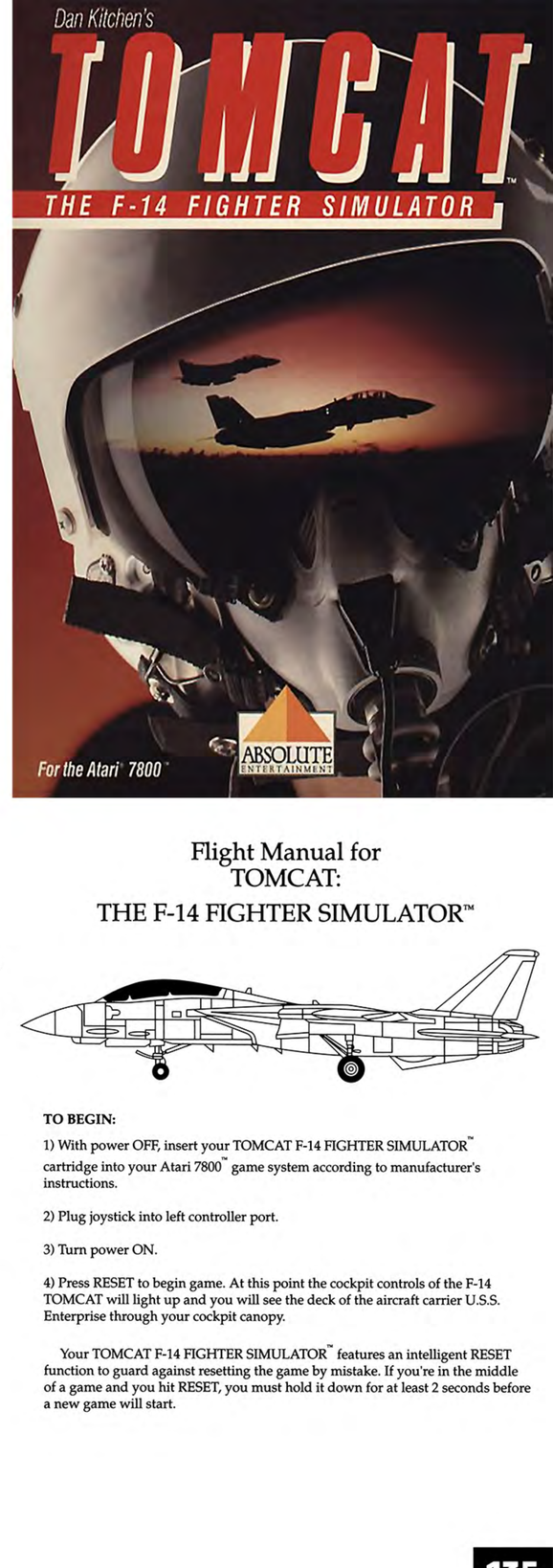
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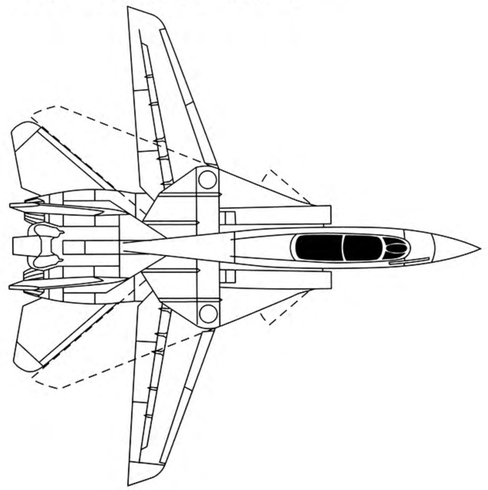


NOTES FROM A TOP GUNNER
by **Dan Kitchen**
Designer of TOMCAT
THE F-14 FIGHTER SIMULATOR™

I've always been fascinated by the technology of military fighter aircraft and admired the courage of the pilots who routinely defy the odds in the skies above. I've tried to incorporate the spirit and challenges of actual fighter jet combat into this game and I've consulted with many actual fighter pilots to ensure the accuracy of TOMCAT THE F-14 FIGHTER SIMULATOR™.

I owe many thanks to my brother and co-designer Steven Kitchen, without whose help we would not have made it off the flight deck.

Here's thumbs up in your quest for Top Gun!



Flight Manual for TOMCAT: THE F-14 FIGHTER SIMULATOR™

TO BEGIN:

1) With power OFF, insert your TOMCAT F-14 FIGHTER SIMULATOR™ cartridge into your Atari 7800™ game system according to manufacturer's instructions.

2) Plug joystick into left controller port.

3) Turn power ON.

4) Press RESET to begin game. At this point the cockpit controls of the F-14 TOMCAT will light up and you will see the deck of the aircraft carrier U.S.S. Enterprise through your cockpit canopy.

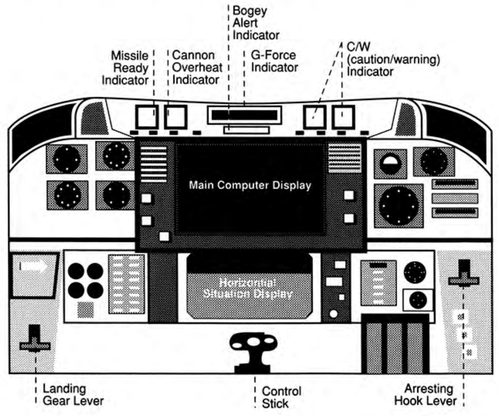
Your TOMCAT F-14 FIGHTER SIMULATOR™ features an intelligent RESET function to guard against resetting the game by mistake. If you're in the middle of a game and you hit RESET, you must hold it down for at least 2 seconds before a new game will start.

READY FOR FLIGHT:

You're at the controls of your F-14 TOMCAT fighter at 1900 hours, waiting to receive authorization for take off from the U.S.S. Enterprise. During your mission you'll face the enemy's most challenging air combat forces. At your disposal are the state-of-the-art computer controls and weapons systems of one of the U.S. Navy's most sophisticated fighters: the F-14 TOMCAT.

Your first take-off will be during daylight hours. But by the time you receive orders to return to the U.S.S. Enterprise, you'll notice the approach of dusk and you'll have to successfully perform a most dangerous nighttime landing on the aircraft carrier. Your next mission will be a night mission. You'll have to take off, engage in combat and return to the Enterprise in total darkness, relying more on your computer control systems to see you through safely.

After each successful return to the aircraft carrier, or if you crash or are shot down, you'll receive a MISSION RATING score (from 0 to 9) that is based on your flying skills, the number of weapons fired, and kills. There are four phases of flight operation: LAUNCH, FLYING, COMBAT, and LANDING.



FLIGHT:

Once you're airborne, your MAIN COMPUTER DISPLAY will automatically switch from the LAUNCH screen to the STATS 1 screen, which will show your **SPEED** (measured in mach), your **ALT**itude (measured in feet from sea level: 0'-999' when below 1000' or 1K' - 56.0K' when above 1000'), your nose **A**ngle **O**f **A**ttack (from -45° to +60°), and your **ENG**ine % of thrust (from 0% to 100%, 200% to 216% for afterburners).

Pressing the SELECT button on your console will switch your MAIN COMPUTER DISPLAY to show various information screens describing the condition of your aircraft. For example, STATS 2 shows your **WING** angle (from +20° to +68°), your **ALT**itude, your compass heading (**C-HDG**, 0° to 358°), and the amount of **FUEL** remaining.

To increase or decrease your engine thrust, you must press and hold the right joystick button and move the joystick. Pushing the joystick forward increases thrust, pulling it backward decreases engine thrust. When you are controlling engine thrust, the STATS 1 screen appears automatically.

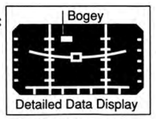
To maneuver the aircraft, simply move the joystick forward, back, left or right. Pulling the joystick back will raise your nose **A**ngle **O**f **A**ttack, making the aircraft climb. Pushing forward on the joystick will reduce the nose **A**ngle **O**f **A**ttack, making it dive. Moving it left or right will bank the aircraft. At the altitude of 5000 feet you will hear a signal indicating that operating altitude has been reached. The enemy aircraft will not engage before you have reached this altitude. When your aircraft crosses the sound barrier (1.0 Mach) you will hear a distant sonic boom.

COMBAT:

For air combat, your F-14 TOMCAT is supplied with a sophisticated computerized defense system, machine guns, and three types of air-to-air missiles.

Please note that enemy aircraft will not engage until you have reached the operating altitude of 5000 feet.

OFFENSIVE WEAPONS AND MANEUVERS:



When an enemy aircraft, or BOGEY, enters your air space, the THREAT screen will automatically appear on your MAIN COMPUTER DISPLAY. The DETAILED DATA DISPLAY (DDD) screen will also appear on the HORIZONTAL SITUATION DISPLAY to show the exact location of the enemy aircraft. The BOGEY will appear as a flashing blip on this top view display.

The THREAT screen shows the condition of both your offensive and defensive weapons systems. You can bring the THREAT screen up at any time while you're in flight by pressing the SELECT button on your console until the THREAT screen appears.

On your THREAT screen:
RNG shows the distance of the enemy from your F-14, measured in feet.
or **KILLS** will show the number of enemy aircraft shot down.
AIM indicates the type of missile you have ready.
EC-M shows whether your counter measures are operating.
M-61 indicates the on/off condition of your machine gun.

Each time a new BOGEY enters your air space the klaxon horn sounds, the THREAT screen appears and the BOGEY ALERT INDICATOR will flash. The HEADS UP DISPLAY (HUD) will also appear on your visual screen. Through the threat screen you can arm your F-14 with missiles or machine guns.

To choose a weapon, simply press the RESET button on your console to enter the select mode (be careful not to hold the RESET button for more than 2 seconds, since this will reset the game). On launch your F-14 is ready and armed with **AIM 54** missiles.

You can choose between selecting a missile type, turning on/off your Electronic Counter Measures (**EC-M**), and turning on/off your M-61 machine guns. Moving the joystick up or down will highlight **AIM-**, **EC-M**, or **M-61**. Pressing the right joystick button will select one of these options.

Pressing the right joystick button while **EC-M** is highlighted will turn on/off your counter measures and bring you back to the flying mode.

When the enemy is at close range you should select your **M-61** machine gun. You start with 675 available rounds. The CANNON OVERHEAT INDICATOR will light green, indicating that your guns are operational. When firing your guns, the CANNON OVERHEAT INDICATOR will flash red to warn you that your guns are in danger of overheating. When it turns bright red, your guns are overheated and will automatically be shut down for cooling. When the lamp returns to green, you can fire your guns again.

Pressing the right joystick button while **AIM-** is highlighted allows you to select a missile type. The ARMAMENTS screen will now appear.

You have a choice of three types of Air Interception Missiles:
AIM 7: Sparrow, infrared missiles (most effective when the BOGEY is visible on your viewing screen).
AIM 9: Sidewinders, heat-seeking missiles (most effective when you are on your opponent's tail).
AIM 54: long range missiles (the best choice for a novice pilot).

CONTROLS:
TOMCAT THE F-14 FIGHTER SIMULATOR™ uses both console and joystick control.

Console:
Reset - Starts game. Enters select mode from THREAT screen.
Select - Cycles through computer display screens.
Right difficulty - Raises/lowers arresting hook.
Left difficulty - Raises/lowers landing gear.

Joystick:
Forward- Dives aircraft/or moves highlight when in select mode. Increases thrust when **right Joystick button** is pressed.
Back - Climbs aircraft/or moves highlight when in select mode. Decreases thrust when **right Joystick button** is pressed.
Right - Banks aircraft to the right.
Left - Banks aircraft to the left.

Joystick Button:
Left joystick button fires weapons. Right joystick button increases thrust when joystick is moved forward or back. Right button also chooses options when in select mode.

LAUNCH:

You're on the flight deck of the U.S.S. Enterprise, waiting for your F-14 TOMCAT to be fueled and readied for take-off. After your fuel reaches its total capacity of 3080 gallons and the angle of your wings opens to 20°, the FLIGHT DECK OFFICER (in the yellow jacket) will come out to signal you to move onto the carrier catapult. Press and hold down the right joystick button and push the joystick forward to increase engine thrust. When you're locked on to the catapult, the F.D. OFFICER will wave his hand in a circular motion to indicate that it's time to throttle up. Press and hold down the right button and push the joystick forward until the **ENG%** indicator on your MAIN COMPUTER DISPLAY shows that your engine has reached its full afterburner thrust of 216%. The F.D. OFFICER will salute you, indicating that you are "go for launch" after which you'll be automatically catapulted from the flight deck. After you clear the flight deck, you'll hear the crash warning klaxon horn. Pull back on the joystick to raise your nose (Angle Of Attack) and increase your altitude. You will hear this warning sound whenever you are flying below an altitude of 500 feet with the aircraft in a diving position. On launch remember to flip the LEFT DIFFICULTY SWITCH on your console to raise your landing gear.

You have 15 missiles available of each type. Move the joystick to highlight the missile type you want and press the right joystick button to arm your aircraft. At this point you'll return to the flying mode. By pressing the left joystick button, you fire missiles or machine guns. When the BOGEY is within machine gun range (aprox. 800 feet) and in the center of the HUD, the HUD will flash red. You must continually fire the guns for about three seconds to destroy the enemy aircraft.

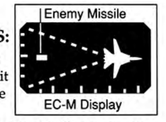
Each time you fire a missile you must wait until the MISSILE READY INDICATOR lights to fire another missile.

If you run out of a missile type, the computer will automatically select the most effective missile type from your remaining armaments. You may also select another type of missile by bringing up the THREAT screen and pressing the RESET button.

When using missiles, use the HEADS UP DISPLAY to lock your missile onto your target by moving the BOGEY into the center of the HUD. The HUD flashes red when your computer has locked on to the target. You must fire when the HUD is flashing red to guarantee a hit.

If you run out of machine gun ammunition, the computer will automatically not allow you to turn on your machine guns and arms any remaining missiles. If you use all of your missiles, the computer will not allow you to select a missile type.

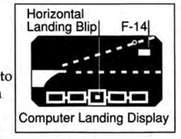
DEFENSIVE WEAPONS AND MANEUVERS:



When the BOGEY is on your tail and fires a missile at you, the CAUTION WARNING INDICATOR (see cockpit diagram) will flash. As the enemy missile approaches the C/W INDICATOR will flash faster. If your electronic counter measures (**EC-M**) are on, the EC-M screen will automatically appear on your Horizontal Situation Display. The on-coming missle will appear as a flashing blip approaching your aircraft.

In order to avoid the missile you will want to take evasive action by banking, climbing or diving. When the C/W INDICATOR has stopped flashing you have successfully avoided the missile.

LANDING:



When you are running low on fuel or have used up most of your available armaments, you'll be called back to the aircraft carrier. The LANDING screen will appear on your MAIN COMPUTER DISPLAY showing your **SPEED**, **ALT**itude, range (**RNG**, your distance from the carrier), and your **A**ngle **O**f **A**ttack, along with an audible return signal.

Press the select button until STATS TWO screen apprears on your main computer display. To land you must bring your compass heading (**C-HDG**) to approximately 30° (30° to 40°) by banking to the right or left and lower the altitude of your F-14 to below 2,000 feet. Also, lower your engine thrust to 30% in order to reduce aircraft speed for landing.

After your F-14 has dropped below 2,000 feet at a compass heading of approximately 30° you will enter the landing corridor and, in a few seconds, you'll see the carrier appear as a dot in the distance. The COMPUTER LANDING DISPLAY (CLD) screen will appear on your HORIZONTAL SITUATION DISPLAY.

The CLD has two graphs showing your position relative to the aircraft carrier. The top graph displays your altitude and range. Maintain the blip between the upper and lower limits of your vertical glide path by adjusting your altitude. Try to keep the aircraft's altitude between 70 and 80 feet. The graph below allows you to center your aircraft horizontally. As you approach the carrier you may encounter cross winds. Simply bank the aircraft to the right or left to center yourself for a successful landing on the flight deck. You must keep the blip in the center of the graph to ensure a safe landing. When your aircraft is over the flight deck you will hear a repeating warning sound. Push the joystick forward to drop the aircraft onto the deck.

When approaching the carrier and you're landing gear or arresting hook is not in the correct "down" position, a klaxon horn will sound. Flip the LEFT DIFFICULTY switch on your console to lower your Landing Gear and flip the RIGHT DIFFICULTY switch to lower the Arresting Hook so the aircraft can catch the carrier cable.

If you have landed successfully, you'll be back on the deck of the aircraft carrier. Reduce your thrust to 0%. The RATING SCREEN will appear on your MAIN COMPUTER DISPLAY, showing the number of KILLS, missiles FIRED, and providing an overall RANK for your mission. Press the right joystick button and you'll be on the deck ready for another take-off.

If you forget to put your landing gear or your arresting hook down, come in too low, too high, or too far right or left on the carrier deck, you will crash and receive a final rating. Hit RESET to start a new game.

FLYING AT NIGHT:

When flying at night, you must depend more on your instrumentation, especially when engaged in combat.

RATINGS:
0 - CIVILIAN
1 - SWABO
2 - RECRUIT
3 - SEAMAN
4 - LIEUTENANT J.G.
5 - LIEUTENANT
6 - LIEUTENANT COMMANDER
7 - COMMANDER
8 - CAPTAIN
9 - TOP GUN GRADUATE

TIPS FROM THE DESIGNER:

It is a good idea to turn on your Electronic Counter Measures as soon as you're launched from the flight deck.

To avoid an enemy missile, adopt an eccentric flight path. Dive, climb and bank quickly. If you haven't turned on your Electronic Counter Measures before an enemy attack, you still have time to do so once a missile has been fired at you.

During combat, try to keep the BOGEY on your viewing screen at all times and stay on his tail. This will keep him from getting behind you.

While approaching the aircraft carrier for a landing, you'll see the carrier landing lights before you. Keep the center line of lights straight to ensure that you're centered on the flight deck.

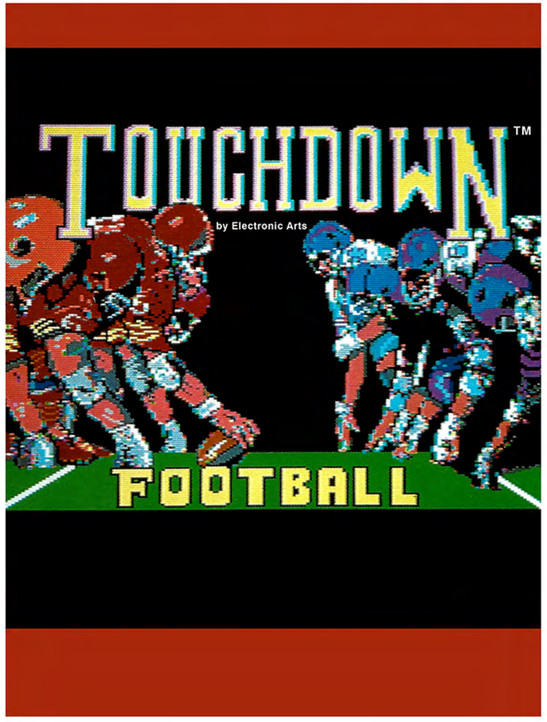
Approach the carrier at a speed well below 1.0 Mach to insure a safe landing.

To reduce the amount of fuel used during flight, throttle back your engine thrust to below 100%.

The altitude of the flight deck at landing is aproximately 70 feet.

GLOSSARY

ACM - AIR COMBAT MANEUVERING
AIM - AIR INTERCEPTION MISSILE
AOA - ANGLE OF ATTACK
BOGEY - UNDEFINED AIRCRAFT
CANOPY- GLASS BUBBLE OVER THE COCKPIT
C/W - CAUTION/WARNING
ECM - ELECTRONIC COUNTER MEASURES
G - UNIT OF ACCELERATION
HSD - HORIZONTAL SITUATION DISPLAY
HUD - HEADS UP DISPLAY
CLD - COMPUTER LANDING DISPLAY



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INTRODUCTION

You Call the Plays

It's fourth and long with less than a minute remaining in the game. The winner gets a wild card berth in the playoffs. You're down by a field goal. Your quarterback makes a perfect pass, your receiver is wide open, and then you see the referee's arms fly up signaling the touchdown. You're going to the playoffs.

Getting Started

1. With your Atari 7800 set up, insert the Touchdown Football cartridge into the console and plug a controller into the left port. For two players, plug another controller into the right port.

2. Turn on your television and press **[Power]** to turn on your Atari console. The Touchdown Football title screen appears.

3. Press **[Select]** or the fire button to skip the title screen and show the game options screen. Move player 1's directional control to highlight the game options you want. Move the handle up or down to select player vs. player, player vs. computer, or a computer vs. computer game. Then select the length of the quarters in the same way. To activate the game delay penalty, select it as well.

4. Press **[Reset]** to start the game.

5. A game referee appears, flips a coin, and declares who receives the kick off. If you are playing against the computer and are receiving the kickoff, the game automatically begins. If you are kicking off to the computer or another player, you must press the fire button to kickoff.

6. Press **[Pause]** to pause a game. Press it again to resume play.

7. Press **[Select]** to start a new game by returning to the game options screen. Any games in progress at the time will be cleared. Press **[Reset]** to start the game over using the same options as the previous game.

PLAYING THE GAME

Offense

If you are playing offense, you will be asked to select a formation for your team, a pass pattern for each of your receivers, and a blocking direction for your blockers. Each of the nine directional control positions represents a formation or pass pattern. (Remember: eight directions plus one for the "home" position).

If you activated the game delay penalty selection when starting, then the offensive play must be selected within 30 seconds. If a play is not selected within that time, then a penalty is declared against the offense.

The box above the offensive players shows the current pattern or formation. Change the selection by moving the controller to any other of the nine positions. To conceal your selection from your opponent, hold down the fire button as you move the controller. Your choice will not show on the screen, but you will know what it is by the position of the controller. To select that pattern for play, keep pushing the controller in the appropriate direction as you release the fire button.

You can also choose from three blocking directions for the lineman in the same way you choose formations and patterns. Once you have selected the formations and patterns, your players will break huddle and take their positions in the formation. To snap the ball, press the fire button.

Audibles: If you don't like the look of a defense when you reach the line of scrimmage, you can call an audible. To do this, hold the controller in any direction and press the fire button. You can then choose a new formation as well as pass patterns and blocking patterns.
When you choose an audible your selections will not be visible to you. The defense will get a chance to change its formation as well.

Running the Ball: As soon as the ball is snapped you gain control over the Quarterback. To run the ball, use the controller to move the QB to where you want him to go. When the QB crosses the line of scrimmage, he gets an extra burst of speed.

Passing the Ball: As soon as the ball is snapped, you gain control over the Quarterback. If you want to pass the ball, move the QB back by using the controller. Press the fire button twice to pass to the receiver closest to the top of the screen or once to pass to the receiver closest to the bottom of the screen.

Once the QB has thrown the ball, control changes to the receiver you have thrown to. Since the receiver probably won't be in position, be ready to move him in to catch the ball. Don't try to pass to a receiver who is assigned to block—a blocking receiver is ineligible to catch a pass.

Defense

You can choose from nine defensive formations, one for each of the nine positions of the controller. (Remember: eight directions plus one for the "home" position). There are no patterns for individual defensive players.

The box above the defensive players tells you the currently selected formation. You can change the current selection by moving the controller to any of the nine positions. (See diagrams for the formations and the corresponding controller positions).

If you want to conceal your selection from your opponent, hold down the fire button as you move the controller. The selected formation will not be visible on the screen, but you will know what it is by the position of the controller. To select the formation for play, keep the controller pushed in the appropriate direction as you release the fire button.

If the offense breaks huddle before you can call a defensive formation, the formation will automatically default to Zone defense. The computer will also select the appropriate formation for you on field goal attempts and punts.

Audibles: If the offense calls an audible, you will have a chance to change your formation, but you will not be able to see your selection. As for the offensive audibles, you will be able to determine your selection by the controller position.

The only defensive player you can control with the controller is the free safety. As in pro football, he is free to move around at any time.

The Kicking Game

Kickoff: If you are the kicking team, press the fire button to kickoff after all the players have taken their positions on the field. The receiver can catch the ball or pick it up on the bounce. Touchback and safeties are both possible.

Punt: When in doubt, punt. You can punt the ball at any down by selecting the Kick formation from the offensive options, and then selecting the punt option. To punt, press the fire button once to snap the ball from the center, and press it again when the kicker receives the ball to punt. If you choose, the kicker can run with the ball instead.

Field Goal: Select the Kick formation. Then select the Field Goal option. Press the fire button to snap the ball to the kicker. The kick is automatic.

Extra Point: The computer auto-selects the formation. Press the fire button to snap the ball, then move the kicker forward with the controller. The kick is automatic.

Blocking a Kick: The defense can block any field goal or extra point with a rushing attack. Selecting a blocking formation for a punt will increase your chances of blocking a punt, but it eliminates any chance of a runback (if one is possible).

PENALTIES

There are two 5-yard penalties that can be called by the referee and cannot be declined:

Offense: Delay of Game (the game delay penalty called only if the 30-second clock is active)

Defense: Offsides

STRATEGY TIPS

When the computer is playing defense, it can remember (for a short time) any plays you call frequently. If it spots a familiar pass play, chances are you'll be intercepted. So keep the computer player "on its toes," and mix up your offensive plays.

When playing the running game, follow your blockers and run to daylight.

When you are playing the game for the first time, use the Shotgun formation and the Streak pass patterns a few times to get used to the passing game.

When playing defense, play bump and run with the receivers.

Try a trick play. An effective one is the fake punt. It's possible--and embarrassing to the defense when it works.

PLAY SELECTION

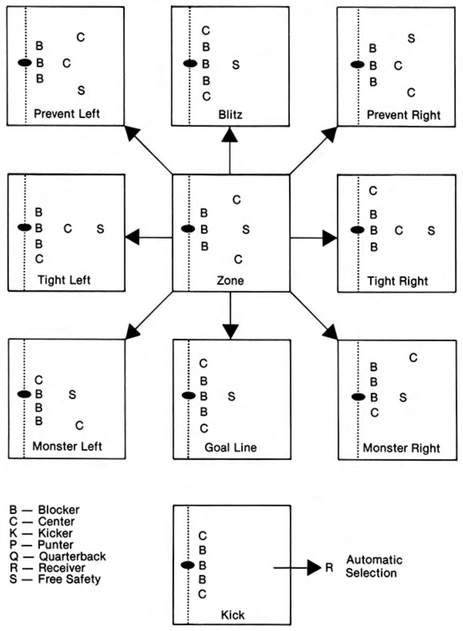
The Home team always starts from the left side of the field in the first quarter of a game. At the end of each quarter, the teams automatically switch sides.

The next three pages show the defensive plays (offense moving from left to right), offensive plays (offense moving from left to right) and offensive passing and blocking plays you can use. When the defensive and offensive action shifts direction, the play formations will then be mirror images of the plays shown.

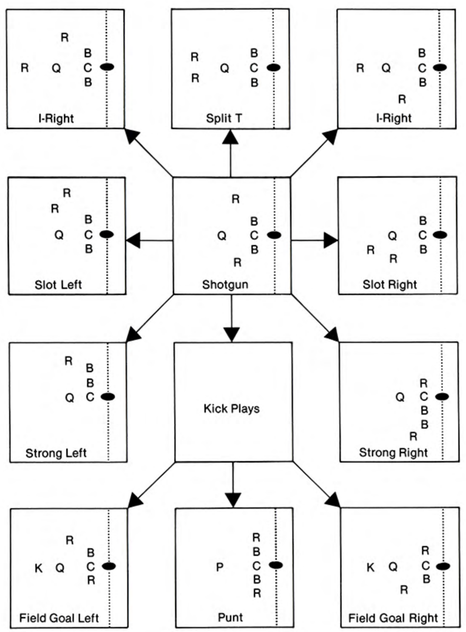
To pick the center play, do not move the controller. To select a different play, move the controller in the direction of the arrow pointing to the play you want to use.

Select an offensive kick play by moving the controller down and pressing the fire button. Then select the play you want to use by moving the controller in the direction of the arrow. The defensive kick play formation is an automatic selection when your opponent selects an offensive kick play.

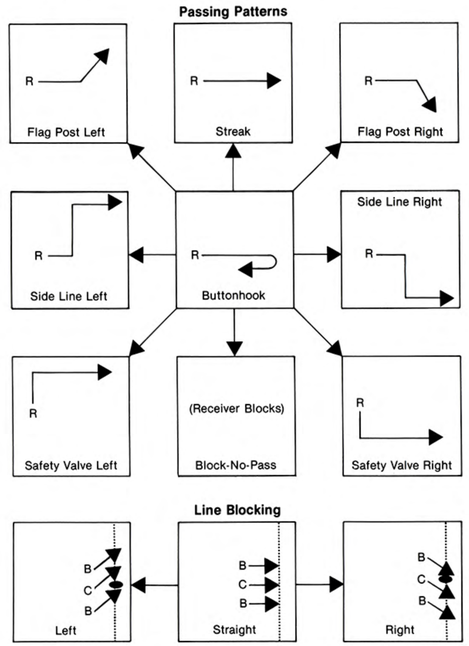
Defensive Formations



Offensive Formations



Offensive Passing and Blocking



SCORING

Touchdown	6 points
Extra Point	1 point
Field Goal	3 points
Safety	2 points

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because Atari Corporation is constantly improving and updating its computer hardware and software, it is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions.

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High-Rise Hysteria!

In a toxic sea on the distant planet Nebulus, far from the sight of land, stand eight mysterious rotating towers. They're the power bases of a mad scientist who's trying to control the universe. That's why you're here—you're going to stop him by blowing his towers back into the sea!

After all, you're the top explosives expert at Destructo, Inc. At least that's what your boss said to sweet-talk you into this job. When he hinted at a pay raise and said you'd be cruising the poison sea in the experimental BA-1 minisub, you couldn't say no.

Only there's a slight problem. You have to climb to the top of each tower to blow it down. And each one is guarded by different enemies: indestructible mutant molecules, weird flying eyes, vicious robots, and huge rolling cannonballs that barrel out of nowhere!

You're armed, sure, but your gun won't always stop your enemies. When you're not quick enough, they'll knock you off the tower for an unplanned swim in the poison sea! Even if you survive your bath, you've got to start all over again at the bottom of the tower.

But you know you can do it! So put on your frog suit, grab your snowball gun, and wave goodbye. Your minisub awaits you!

Getting Started

1. With your Atari 7800 set up, insert the Tower Toppler cartridge into the console and plug a controller into the left port. For two players, plug another controller into the right port.
2. Turn on your television and press **[Power]** to turn on your Atari console. The Tower Toppler title and selection screen appears.
3. Press **[Select]** or move player 1's directional control to highlight the game options you want. Move the control left or right to select sound on or off. Move the control up or down to select 1 or 2 players.
4. Before playing the game, make sure that both difficulty switches are in the right position.
5. Press the fire button or **[Reset]** to start the game.
6. Press **[Pause]** to pause a game. Press it again to resume play.
7. Press **[Reset]** at any time to start a new game with the same game options, or press **[Select]** to return to the selection screen.

Playing the Game

Your mission is to run, jump, and climb your way to the top of each tower. The clock starts ticking the moment you step out of your sub. It will take all of your coordination, judgment, and speed to reach the upper level of the tower and set off the automatic destruction sequence before your time runs out.

Each tower is guarded by different enemies, and you've got to figure out how to get past them. Here's how to move:

Action	Controller Motion
Walk left or right	Move controller left or right.
Enter a tunnel or take elevator up	Move controller up.
Take elevator down	Move controller down.
Jump	Press fire button while walking.
Shoot enemies	Press fire button while standing still.
Shoot fish	Press fire button while in the minisub.

You're armed with a snowball gun, and you can destroy flashing block barricades by shooting them. You have to do that in order to get past them. You can also destroy all the rolling cannonballs except the ones that slide back and forth instead of bouncing. You can stun these for a few seconds, but you can't get past them.

All other creatures are indestructible. You have to time your movements to avoid them, or they'll knock you down the tower and maybe even into the water.

Your footing on the tower is shaky at best. Some ledges are slippery; others crumble beneath you. If you're lucky, you'll just fall partway down when you slip. If you're not so lucky, you'll find yourself taking an unplanned bath.

You start your mission with only three lives, and you use one up every time you go for a swim. You gain a bonus life every time you earn 5,000 points.

When you reach the top, the automatic destruction sequence sets itself off while you make your getaway. Between towers, you can relax in the minisub, racking up bonus points by stunning and catching fish as you speed to the next tower. As soon as you get there, the clock starts again.

The game ends when you topple the last tower or lose your last life.

Towers

Tower of Eyes This is the easiest tower to topple, but watch out for the flying eyeballs that see every move you make.

Realm of Robots Mechanical enemies make your life miserable until you topple this tower.

Trap of Tricks Be careful going through doorways. Some of them lead nowhere.

Slippery Slide You'll wish you had grips on your shoes when you take on this tower.

Broken Path Get ready to do some real jumping. That's the only way you'll make it up the crumbling ledges of this tower.

Swimmer's Delight It's delightful only if you don't mind losing a few lives.

Nasty One If you get to this tower, your enemies will be hopping mad—and meaner than ever!

Edge of Doom This is the hardest tower to topple and will take you right to the edge of fright!



Scoring

Your final score is based on the amount of time you take to topple a tower, the number of mistakes you make in your climb, and the number of times you're knocked partway or all the way down. You also score points as follows:

Destroy a bouncing cannonball	100 points
Destroy a flashing block	50 points
Catch a fish	50 bonus points
Step up onto some elevators	50 points
Go up some angled stairways (first time only)	40 points per stair

The points you earn for an elevator ride depend upon the length of the ride. You gain an extra life at every 5,000 points.

Use your controller to enter your initials in the high-score chart. Move the controller up or down to select a letter, and press the fire button to enter the selected letter in the chart.

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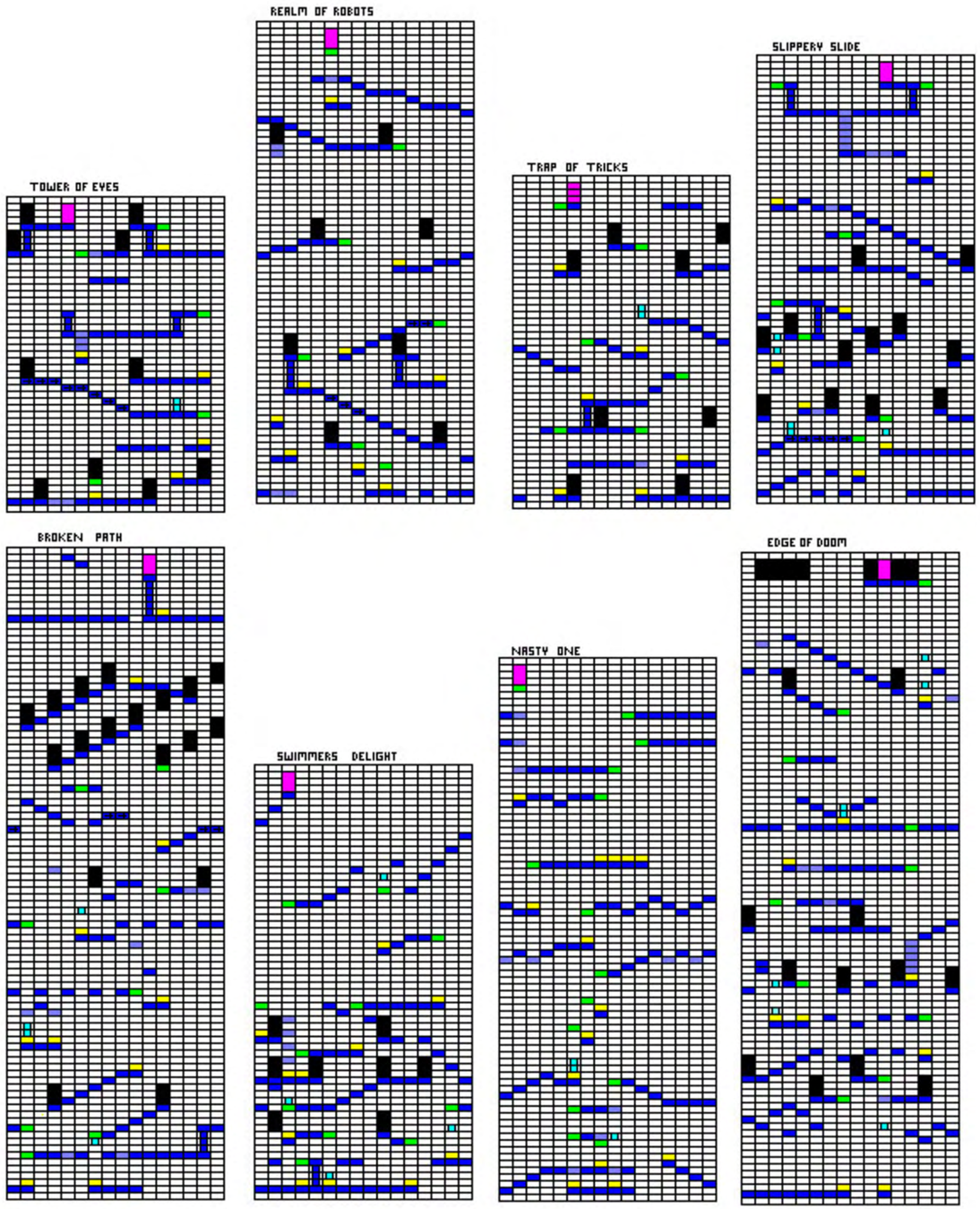
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Printed in Taiwan C300018-056 Rev. A K. I. 12. 1988

Tower Toppler maps



Credits

Maps

Commando map: Mord / John K. Harvey @Atari7800.org
Crossbow - Danger Zone paths: Trebor @AtariAge.com
Dark Chambers map/walkthrough: Mord @Atari7800.org
Desert Falcon - Stategy: Atarian Magazine - May/June 1989 issue - pg. 18
Double Dragon map: zagato blackfist @VGMaps.com
Ikari Warriors map: John K. Harvey @Atari7800.org
Impossible Mission map: Jonathan Grimm @VideoGameManual.com
Jinks map: Mord @Atari7800.org
Super Skateboardin' map: Nivekien @GameFaqs.com
Tank Command map: Mord @Atari7800.org
Tower Toppler map: John K. Harvey @Atari7800.org
Water Ski map: Mord @Atari7800.org
Xevious map: KingKuros @VGMaps.com

Keeping the 7800 alive...

Atari.com
AtariAge.com
Atari7800.org
Atari7800Forever.com
7800.8bitdev.org

Hints (from Atari7800.org)

Asteroids: Bob DeCrescenzo
Dig Dug: GameGenie.com
Fatal Run: Aaron Orman
Food Fight: Dan Boris
Joust: Fandal
Meltdown: ???
Ninja Golf: John K. Harvey
Planet Smashers: Fandal
Scrapyard Dog: GameGenie.com / GameWinners.com
Sentinel: ???
Tower Toppler: GameGenie.com / Edwin Nelson

Walthroughs (PDF Bonus materials)

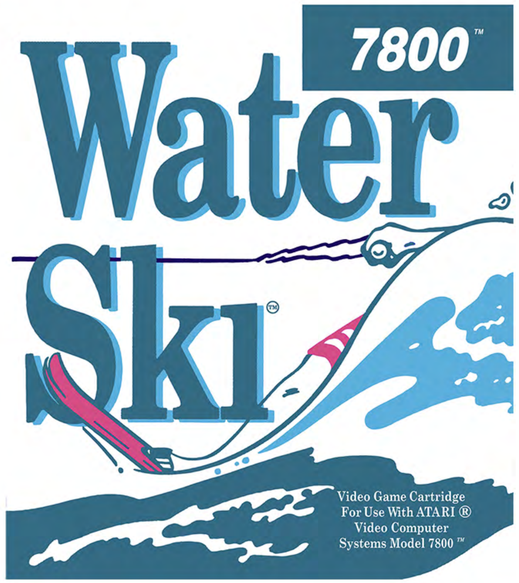
* PDF hosted on VideoGameManual.com

Midnight Mutants: Trebor @AtariAge.com
https://forums.atariage.com/topic/245881-midnight-mutants-maps-guide-more-supplement/
Scrapyard Dog: Mord / John K. Harvey / Vinnie Vineyard @DigitPress.com
http://www.digitpress.com/library/maps/atari8bit/maps.htm#7800

...I really wanted to include these in the print version, but it was just not possible.

Special Thanks:

Atari: For releasing the Atari 7800 console and subsequent games.
Lumberjack42: For making an almost complete set of color covers @TheCoverProject.net
John K. Harvey: For the Summer Games and Water Ski scans used to rebuild.
Trudy Grimm: For putting up with me while I spent late hours working on this.



Getting Started

Set up your 7800 system properly, according to the instructions.

Make sure the system is shut off.

Place the Water Ski cartridge in the game slot with its label facing away from the front panel buttons.

Switch the system on. The Water Ski title screen will appear. To take your first perilous run, press the left joystick button. This will start the game from the title screen, or restart it after the game is over.

The RESET button resets the game to the title screen.

The PAUSE button freezes the game until you press it again.

You get four boat/skier runs to start with. Crash a speedboat or mangle a skier, and you go on to the next run.

Scoring

Your score is displayed in the upper left hand corner of the screen.

Running Points	The faster you get through the course, the higher your score. Speed is of the essence.
Ramps	Every ramp you jump earns you 10,000 points.
Levels	Reaching the next level earns 50,000 points.
Extra Boat/Skier	Earn an extra run every 200,000 points.

Water Ski

Danger lurks around every bend of the treacherous Pharonna River, and you're taking it head on! With a hunger for fatal thrills, your team of bionic skiers get every chance to wipe out in shame or glory. But you have a higher purpose: you know the daredevil's greatest challenge lies in cheating death, and the greatest victory is... survival.

Race the clock and the scoreboard at perilous speed. The faster you get through the obstacle course, the more running points you accumulate. Defy death with a gutsy flair, hitting every ramp, and watch your scores rise! But be warned, very few cross the finish line and leave the Pharonna alive!

It's outrageous, complex, deadly and totally rad, and you'll still be learning the game after months of intense play.



Levels

Water Ski has three levels to vex and challenge you, and you must earn the right to advance to the next level.

The game begins at level one and, if you are clever and agile enough, continues to level two and finally to level three. Once you reach level two, you stay at that level until you lose your last boat/skier or advance to the final level. After a wipeout or crash, if you have skiers remaining, the next run starts at the beginning of the curent level. E.g., if your third skier makes it into level two and then gets chomped by a river shark, your fourth run starts at the beginning of level two.

Reaching the next level does not earn you an extra run, but the bonus 50,000 points you earn will help towards the next 200,000 points you need to get an extra run.

Level One Obstacle Slalom Run—This is the first level, with the greatest number of ramps and stationary obstacles. Jump as many ramps as you can to earn bonus points, or try to avoid everything and sneak through to level two. Watch out for rocks, piers, tree stumps, out-of-control speedboats crossing your path, and hidden rocks near the unforgiving shoreline—you'll get to know them well!

Level Two Shark & Alligator Main Course—This level is even more challenging than the first. Watch out for the buoys, rocks and logs, if you can! The waters of level two are infested with zig-zagging hybrid river sharks and huge alligators. They smell fresh meat and are on the move!

Level Three High-speed Death Run—The emphasis here is speed, pure and simple. Crank it up and wind it out! For the high-fliers among you, there are ramps and ever-present opportunities to smash into more obstacles. Cross the finish line and join the select few who have mastered the Pharonna.

The level indicator is located on the bottom middle of the screen.

Goals

Water Ski has two goals: crossing the finish line at the end of level three, which ends the game, and obtaining the highest possible score.

The top score, located in the top right hand corner of the screen, indicates the highest score since the machine was turned on.

You have four runs to reach your goal before the game ends. The number of boat/skiers you have left are indicated on the lower left hand side of the screen. Crash a boat or skier, and you lose that run.

In addition to running up the highest possible score, you want to go as far as you can with the best time possible. The elapsed time is located on the lower right hand side of the screen.

If you ever make it to level three with extra skiers, remember: the game ends when you cross the finish line. Some unscrupulous, heartless master Water Skiers have been known to sacrifice a skier or two just before crossing the line, in order to maximize their point totals.

Controls

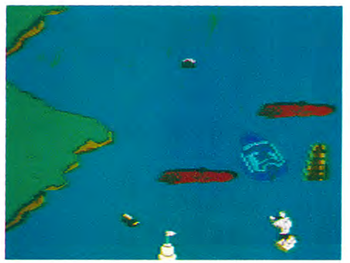
You have separate controls for the speedboat and the skier. Be careful, because the towrope lifeline creates a complex interaction between the two, just like in real life. Every move the boat makes affects the speed and direction of the skier, and vice versa, to a lesser degree. And often, using both controls, there are cumulative effects, where a slight tap in one direction can send your skier hurtling to its doom!

It takes weeks to master the simplest high-speed maneuvers, at a terrific cost of life and limb, not to mention boat hardware. And even then, you may never see level three alive!

Speedboat Moving joystick left or right directs the boat. Moving joystick forward steadily speeds up the boat, backward steadily decreases boat speed.

Skier Pressing left joystick button moves skier left, right button moves skier right. Skier can move independently of boat direction, until the limits of the towrope are reached. Holding button down increases skier movement, faster and farther.

You are speeding upstream. The Pharonna's current will cause you to drift and affect the interaction of the skier and speedboat.



Wipeouts

The skier will wipe out if it hits any object except a ramp. Jumping any ramp scores a bonus 10,000 points.

The boat will crash if it hits any object on the screen. Boats will not survive hitting a ramp.

If the boat or skier hits any terrain, a crash will occur and the run will be over. Caution: don't get too fancy around the shoreline, because of the hidden rocks and sand bars.

Hints

Sometimes it is necessary to speed up to avoid obstacles. Look ahead as much as possible to anticipate dangers.

Remember, when you jump a ramp the skier can not change direction while in the air. Also, the skier can jump over obstacles if it hits a ramp fast enough.

On some obstacles, the speedboat can pass on one side and the skier pass on the other. But keep this in mind: Show-offs die!

Game Over

The game is over when you have used up all four boat/skier runs or when you cross the finish line. Restart the game by pressing the left joystick button.

Final Words

It is possible: to hit every ramp;
to score 1,000,000 points;
to live to a very ripe old age without ever seeing level three.

Adjusting Color

Since colors vary slightly from TV to TV, here are some guidelines to adjusting the color for Water Ski:

1. Water is medium blue.
2. Boat is red.
3. Skier is light tan or off-white.

Want to be the first to know when our next new Froggo video game becomes available? Just send us a card with your name and mailing address, so we can put you on our Special Customer Mailing List. Also, watch for new Froggo video games wherever you buy game cartridges.

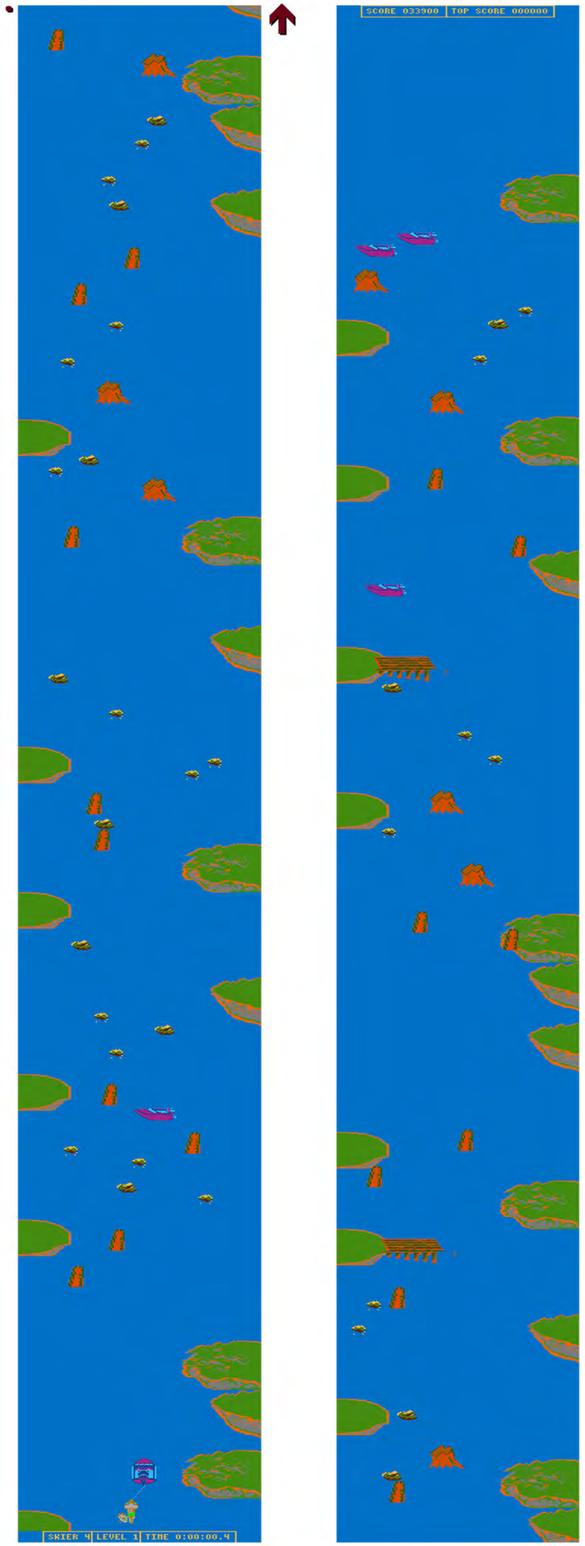
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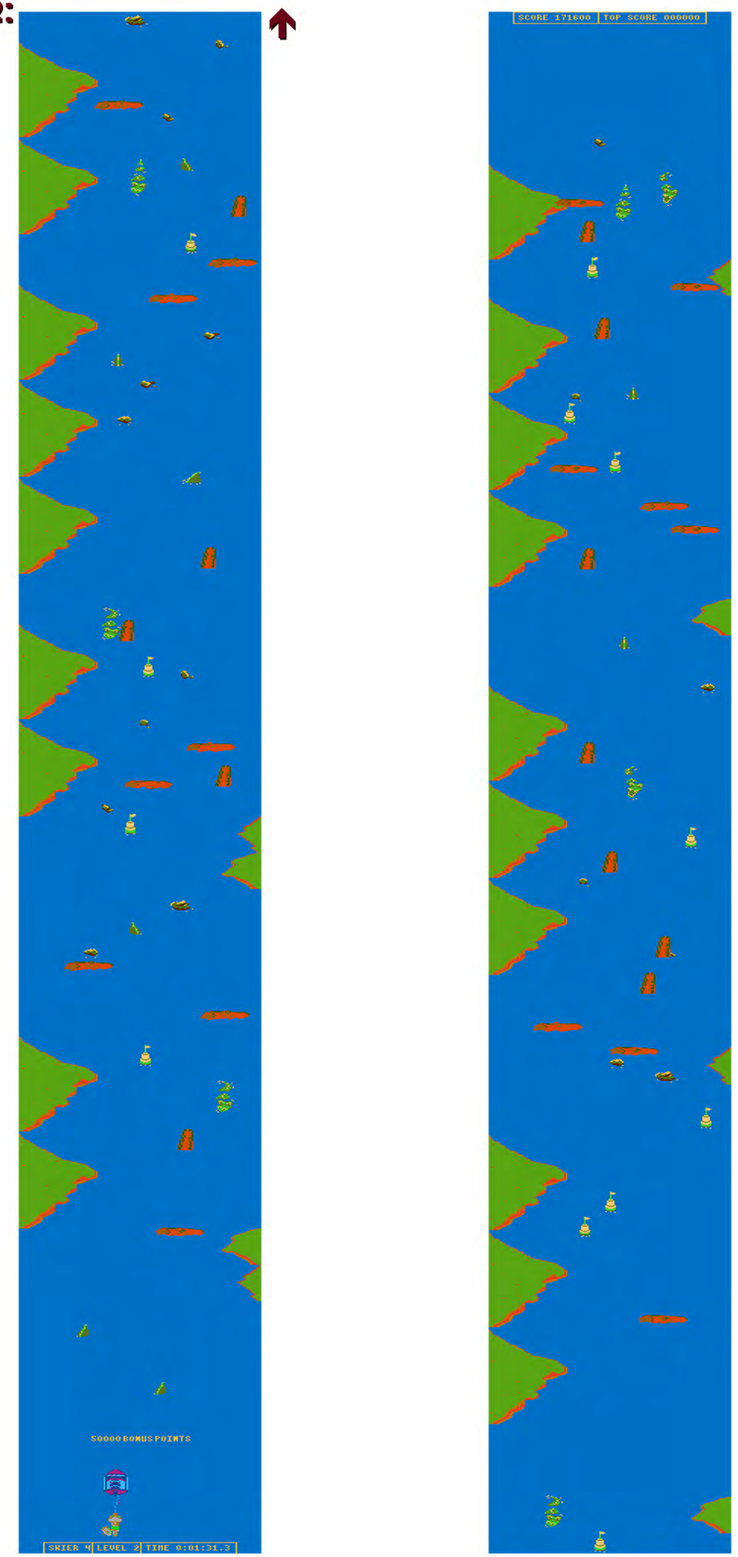
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Water Ski

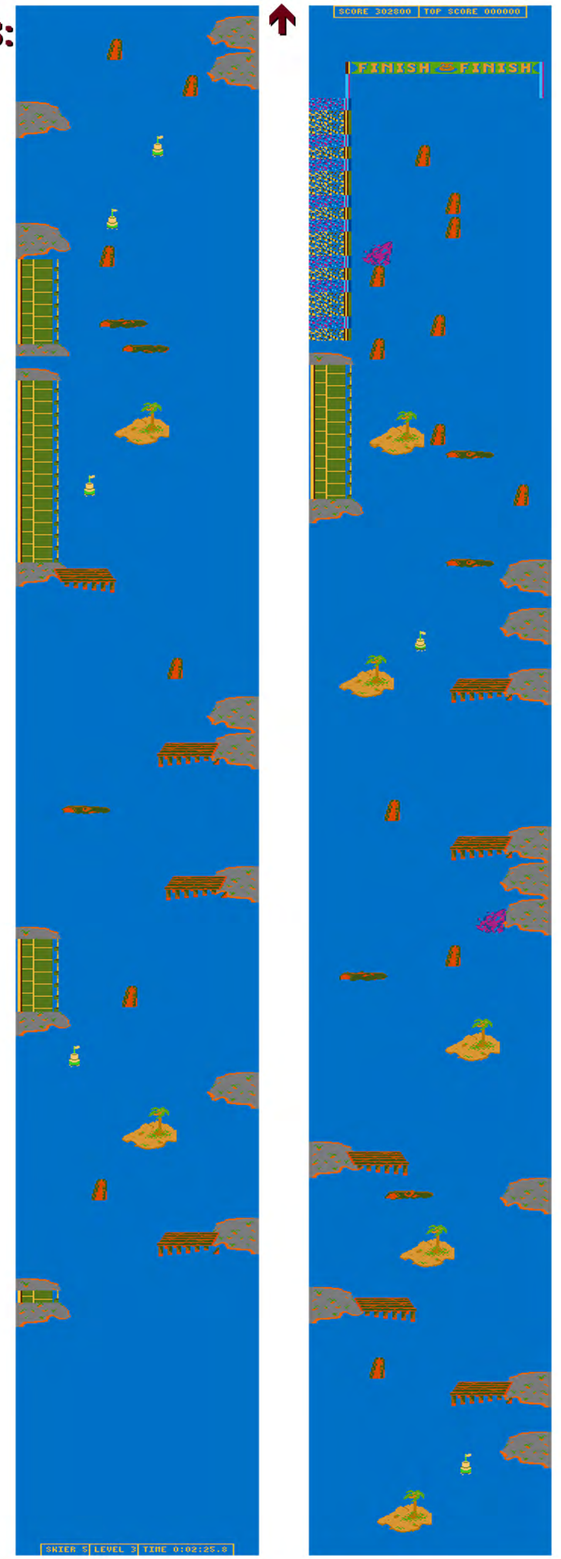
Map 1:



Map 2:



Map 3:



ATARI 7800™ Game Manual

SUPER GAME



MOMENT OF TRUTH

You're an athlete at the 1988 Winter Games at Calgary, Alberta, Canada. You're about to move across snow and ice with as much speed, strength, endurance and grace as you can muster in the blustery cold.

This is the winter portion of the world's foremost amateur sports competition. You'll match your skills against the top athletes.

Be proud. Today you stand among the elite few whose courage and stamina will be tested by these Winter Games. Listen. A fanfare of trumpets sound as thousands of white doves are released, symbolically to fly to the countries of the world with the message of peace—and the news that the Winter Games have begun. This is it—your chance to go for the Gold!

OBJECTIVES

WINTER GAMES challenges your competitive skills with a series of athletic contests for 1 to 8 players. You can compete in four challenging winter events—*Biathlon* (cross-country skiing and rifle shooting), *Speed Skating*, *Ski Jump*, and *Bobsled*.

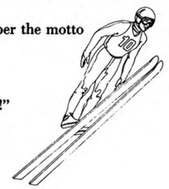
Practice each event first to hone your skills. Then choose from the 18 countries you can represent in the competition, and go for the gold!

WINTER GAMES provides judges, keeps scores, and awards medals to the winners—the Gold for the first, Silver for second, and the Bronze for third place.

Get ready to give it your best—and remember the motto of the ancient Greek atheletes:

Citius--Altius--Fortius

"Faster--Higher--Stronger!"



THE WINTER OLYMPIC GAMES

The first WINTER GAMES were held at Chamonix, France in 1924, when they were accepted as a celebration comparable to the Summer Games and given the official blessing of the International Olympic Committee. Since then, the WINTER GAMES have been held at the following locations:

WINTER OLYMPIC GAMES

Date	Place
1924	Chamonix, France
1928	St. Moritz, Switzerland
1932	Lake Placid, New York
1936	Garmisch-Partenkirchen, Germany
1948	St. Moritz, Switzerland
1952	Oslo, Norway
1956	Cortina, Italy
1960	Squaw Valley, California
1964	Innsbruck, Austria
1968	Grenoble, France
1972	Sapporo, Japan
1976	Innsbruck, Austria
1980	Lake Placid, New York
1984	Sarajevo, Czechoslovakia
1988	Calgary, Ontario

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ATARI

GETTING STARTED

1. Insert the WINTER GAMES Cartridge into your Atari 7800 as explained in your owner's manual.
2. Plug a controller into the left controller jack. This is Player 1's controller. For two or more players, you may plug a second controller into the right controller jack.
3. Turn on your television, then press the **POWER** button to turn on your console. The WINTER GAMES Opening Ceremonies will appear.
4. Press **RESET** or the left joystick's **FIRE** button to enter the Main Menu.

STARTING PLAY

Opening Ceremony

A spectacular opening ceremony welcomes you to WINTER GAMES. An athlete bearing the flaming torch mounts the steps to light the sacred fire that burns night and day thoughout the WINTER GAMES. White doves are released over the stadium, to symbolize peace on earth. Let the games begin!

How to Play

Once the opening ceremony concludes, a menu screen offers you a choice of six options. To make a selection, use your joystick or the **SELECT** key to move the cursor to your choice, then press the **FIRE** button or **RESET**.

OPTION 1: Compete in All Events

Compete in all four events, in this order: *Biathlon*, *Speed Skating*, *Ski Jump*, and *Bobsled*. The computer keeps a running tally of medals awarded to each player.

- To enter your name, use the joystick and press the **FIRE** button. Select **END** to continue after all letters are entered.
- To choose your country, use the joystick to move the cursor to the flag of your choice, then press the **FIRE** button to select that country.
- Repeat name and country selection for each additional player (up to eight). When all players' names and countries are entered select **END** and press the **FIRE** button again.

OPTION 2: Compete in Some Events

Similar to OPTION 1, but you only compete in the two or three events you select.

- Use the joystick to choose the events, then press the **FIRE** button to select. An asterisk will appear next to the event's name. Select GO COMPETE to begin play.

OPTION 3: Compete in One Event

Similar to OPTION 1, but you only compete in one event which you select.

- Use the joystick to choose the event, then press the **FIRE** button.

OPTION 4: Practice One Event

No medals are awarded for practice round scores.

- Move the joystick to choose the event, then press the **FIRE** button.

OPTION 5: Number of Joysticks

For one player, select **1**.
For two or more players, be sure both joysticks are plugged in and select **2**.

- Select **1** or **2** by pressing the **FIRE** button.

OPTION 6: Opening Ceremonies

Repeats the opening ceremonies.

Awards Ceremony

After every event, the names, countries, and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen.

Continuing Play

To restart WINTER GAMES at any time, press **RESET**. The program will return to the main menu.

THE GAMES



Biathlon

Race over a cross-country track on skis with a .22 caliber rifle slung over your shoulder. You have only a few cartridges to fire at the required targets, so steady your sights and develop an eagle eye before you fire away!

- Move your joystick left and right to move your skier's legs in steady, rhythmic kicks and glides.
- On **LEVEL GROUND**, keep up a steady pace by moving your joystick back and forth.
- For **UPHILL** terrain, move the joystick faster to increase speed.
- **DOWNHILL** stretches go fastest if you use the double-pole technique. Pull the joystick down when the skier's hands are in front, to get the maximum push down the slope.
- **SHOOTING**: You are issued **five** cartridges to shoot at **five targets**, and every miss is a 5-second penalty. The gun must be loaded and the shell ejected after each shot. Pull the joystick **BACK** to open the gun chamber. Push the joystick **FORWARD** to load the shell. Push the **FIRE** button to shoot. Repeat for the next shot. The skier's heart rate affects your accuracy--so cool down, and take careful aim before you fire!
- The winner or high score is the skier with the fastest total time.



Speed Skating

Speed Skaters can move at 30 miles per hour—much faster than athletic track runners. In fact, Speed Skating champions are the fastest self-propelled human beings over level earth!

In Speed Skating, two racers skate side-by-side, in separate lanes, as fast as they can go!

- When **"PRESS YOUR BUTTON"** appears at the bottom of the screen, the player whose name appears must press the joystick **FIRE** button. This begins the countdown.
- When the countdown reaches **"GO,"** begin skating by moving the joystick to the **LEFT** and **RIGHT** to move your skater's legs. The trick is to make the skaters legs move back and forth as in real skating.
- Continue skating by moving the joystick back and forth in rhythmic strokes to move your racer's legs. Build your natural skating rhythm faster to get up to speed—and GO FOR IT!
- The skater with the fastest time wins the race.
- When the race is over, press the **FIRE** button to begin the next event.



Ski Jump

Every gust of wind chills your body as you look down from the top of the jump tower to the runway far below. The judges and spectators look like insects from this height. GO! Your coiled body lurches forward and suddenly you're into another world!

You crouch down low, in a tucked position, to accumulate as much speed as possible. At the take-off, you leap out, push up, and lean forward, over the edge of your skis, to reduce wind resistance and increase the length of your jump.

- Press the **FIRE** button to begin your approach.
- When you reach the takeoff point, press the **FIRE** button.
- In the air, watch the upper right-hand corner of the screen for faults. Correct faults quickly to get maximum style points and distance.
  - If your knees are **BENT** , move the joystick **UP** to correct.
  - If you're **TOO FAR FORWARD**, move joystick **LEFT**.
  - **TOO FAR BACK**, move joystick **RIGHT**.
  - **SKIS CROSSED**, move joystick **DOWN**.
- If you don't correct your faults in time, your Ski Jumper's wild antics will cause **wind resistance** and lose style points.

Ski Jump scores are based on distance and form.

DISTANCE: is based on the timing of the takeoff, and the aerodynamics of the Jumper in the air.

STYLE: You'll get more points if you recover quickly from faults and don't fall.

Scores

Your maximum is tallied by multiplying your **DISTANCE** (×) **3** (+) **STYLE POINTS.** A respectable **Ski Jump** score would be a flight of 60 meters and 20 style points for a total of 200 points.



Bobsled

Prepare to careen down a track of solid ice--while you crouch in a precision-built machine of steel and aluminum. You'll fly around hair-raising turns, then plummet down the bumpy straightaways at speeds exceeding 90 miles per hour!

- Press the **FIRE** button to begin the race.
- Move the joystick left and right to guide your sled.

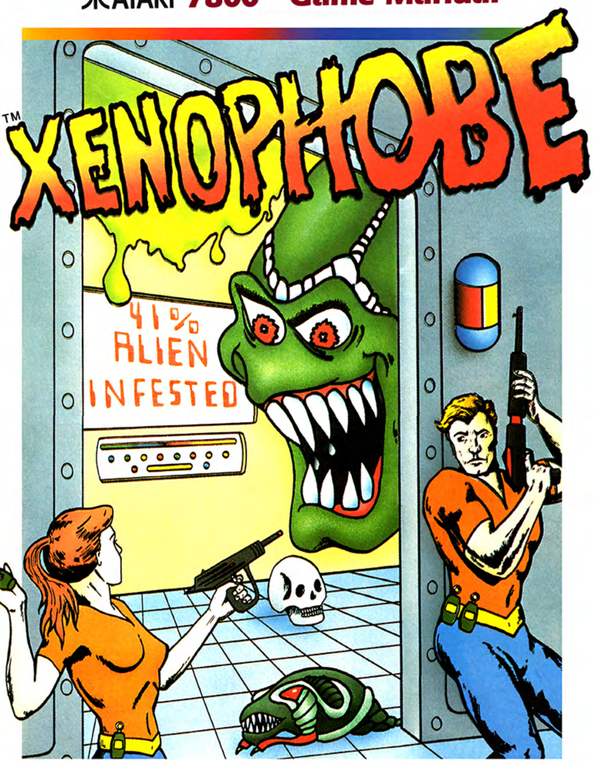
HINTS: Steer hard! To avoid capsizing at the turns, try to anticipate the pull of centrifugal force, and steer hard in the *opposite* direction.

Watch your speed! The power bar at the bottom of the screen shows how fast you're going. The faster you go, the harder you have to steer to keep plummetting toward the finish.

Learn the course! An intimate knowledge of the course is important, so you learn the best position to take each corner.

- The winning bobsled's score is based upon the fastest time through the tracks.

ATARI 7800™ Game Manual



ATARI

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ALIEN ATTACK!

Hostile aliens--Xenophobes--are infesting space stations vital to your planet's security. These aliens threaten to overrun the stations, rendering the space stations useless.

You are part of an elite team who is ready to speed to these endangered space stations. Your mission is clear: destroy the aliens, regain control of the space stations, and pick up any valuable hardware you might discover as you sweep the stations for aliens.

The aliens are a swarming band of uglies, straight out of your worst nightmare. You'll need to use your talent just to stay alive as you rid each space station of these pests. You don't want to let them catch you. It's them or you.

The message has come. It's up to you and your teammates to cleanse each space station of aliens. Your Mother Ship brings you to the vicinity of each overrun space station. You then enter the space station via a transfer disk.

Team up with another member of your elite squad, or work on your own to clear the aliens from an infested space station. Just be careful as you enter a space station. The aliens are everywhere!

Getting Started

1. With your television turned on, insert the Xenophobe cartridge into your Atari 7800 as explained in your Owner's Manual.

2. Plug a controller into the left port for a one-player game. Plug a second controller into the right port for a two-player game.

Note: A second player may join the game at any time. Just press the fire button of the other controller. In a multi-player game, players may join forces against the aliens. Since each player is independent, the death of one player does not affect game play for the other player.

3. Press the console's **[Power]** switch to turn on the machine. The Xenophobe title screen appears.

4. Press **[Select]** or move the controller left or right to select the desired skill level--Novice, Standard, Advanced, or Expert.

5. Press the fire button or **[Reset]** to begin the game.

6. Press **[Pause]** to pause the game. Press **[Pause]** again to resume play.

7. Press **[Reset]** at any time to start a new game with the same game options. Press **[Select]** to return to the title screen.

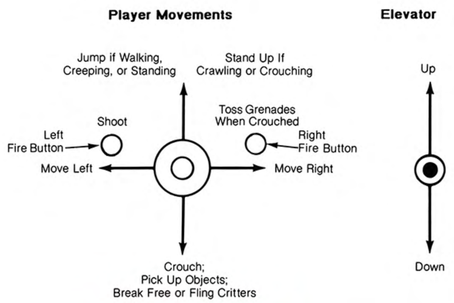
Note: An awards ceremony occurs after a game ends. During this ceremony the aliens you destroyed and valuable hardware you retrieved are shown along with their point values.

Split-Screen Play

Xenophobe's split-screen lets two players move independently. You view each player's game action in a separate half of the screen. The left controller corresponds to the top screen view while the right controller corresponds to the bottom.

Note: The size of a player's viewing screen is the same whether you are playing a one-player or two-player game.

Controlling Movement



PLAYING THE GAME

The game begins with you leaving the Mother Ship for one of the nine alien-infested space stations. Each base has a different number of levels as follows:

Space Station	Number of Levels
1	1
2	2
3	3
4	4
5	3
6	2
7	3
8	5
9	1

Each space station has eight rooms on each level. You must open doors as you move from room to room. Just step up to the door to open it.

To reach a different level, you must use the elevator found on each level. While standing directly in front of the elevator buttons, push up on the controller. The elevator door opens and you can enter. There are no stairs between levels.

Finishing A Mission

There are three ways in which you can finish a mission to a space station. Each of the three mission endings offers an increasing number of points.

If you take too long in clearing a space station, the aliens overrun the station. The amount of time you have to clear a space station depends upon the difficulty level and other factors. If you wait too long, the screen flashes red and you are automatically transported back to the Mother Ship as the aliens overrun the space station and the station explodes.

Destroying some aliens, but finding and using the self-destruct code to destroy the space station, is an acceptable ending. You earn 100 bonus points for each alien you destroy at that space station. Then it's back to the Mother Ship and on to the next infested space station.

The best ending for a mission is the destruction of all aliens on a space station without destroying the space station. You receive a 300-point bonus for each alien you destroyed at the station and a 200-point health bonus. Then you return to the Mother Ship and prepare to board the next infested space station.

Destroying the Aliens

Your first objective is to destroy all aliens in a space station within the allowed time. Destroying an alien isn't easy. Unless you use the minimum amount of force to destroy a particular type of alien, the alien lives and continues to threaten you and your mission.

The minimum amount of force needed to destroy a particular type of alien is as follows:

Critter	1 unit of force
Pod	2 units of force
Tentacle	4 units of force
Rollerbaby	4 units of force
Snotterpillar	16 units of force

Collecting Hardware

Pick up any valuable hardware you find strewn around a station you are sweeping for aliens. You can gain extra points or restore lost health points with what you find. (See point values in **SCORING** below.)

Weapons

You begin play with a Phaser. In addition to hardware, you will also find weapons scattered throughout a space station. (See point values in **SCORING** below.)

Pick up these weapons for extra points, then use the weapons to destroy aliens. But remember you can only have one weapon at a time. Switch weapons if the weapon you find is more powerful than the one you are carrying.

SCORING

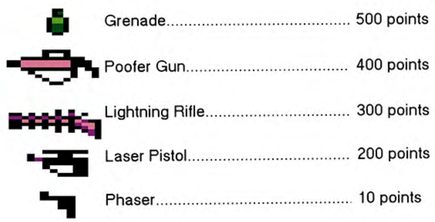
You receive points for destroying aliens, picking up valuable hardware during your mission in each space station, and for finding and picking up health objects which increase your life.

Killing Aliens:



Tentacle	125 points
Snotterpillar	100 points
Rollerbaby	75 points
Critter	50 points
Pod	25 points

Picking Up Weapons:



Grenade	500 points
Poofer Gun	400 points
Lightning Rifle	300 points
Laser Pistol	200 points
Phaser	10 points

Picking Up Valuable Hardware:



Clipboard	1000 points
Self-Destruct Code	500 points
Transmitter	500 points
Skull	500 points
Can	500 points
Screwdriver	500 points
Knife	500 points
Rope	250 points

Health Points:



Burger	50 points
Flask	50 points

When you pick up the new weapon, you drop your current weapon. But be careful, sometimes the weapon you drop will explode.

Each weapon has a different power level. Plus your weapon won't run out of ammunition. The weapons you can use and their strength are as follows:

Fists	1 unit
Phaser	1 unit/shot
Laser Pistol	2 units/shot
Electric Rifle	3 units/shot
Poofer Gun	10 units/shot
Grenade	100 units/shot

Danger to the Player

While you're sweeping the aliens from your planet's space stations, those same aliens are after you and can destroy you. Injuries to your player are measured in units, or units/second of contact with an alien. So watch your health gauge in the lower left corner of your screen. You begin with 1000 health units.

You can lose units of health through the following injuries or attacks:

Jumping into a door	10 units
Attack by a Critter	2 units/second
Attack by Tentacles	4 units/second
Attack by a Rollerbaby	8 units/second
Hit by a rolling alien	50 units
Hit by spit (phlegm)	75 units
Hit by a grenade	100 units
Hit by a leaping alien	150 units

STRATEGY

Your primary mission is to locate and eliminate the aliens as quickly as possible. Don't spend too much time searching for valuable objects.

The aliens are clumsier and easier to kill at the lower levels of a space station. Save your best firepower for the scariest aliens, and remember that your biggest challenges await at the higher levels.

In a two-player game, try to join forces with the other player in fighting the aliens. Split up to cover all the rooms of a space station quicker.

During a two-player game, avoid fights with the other player. A fight will only distract you from your mission.

Be ever alert for the aliens' varied means of attack.

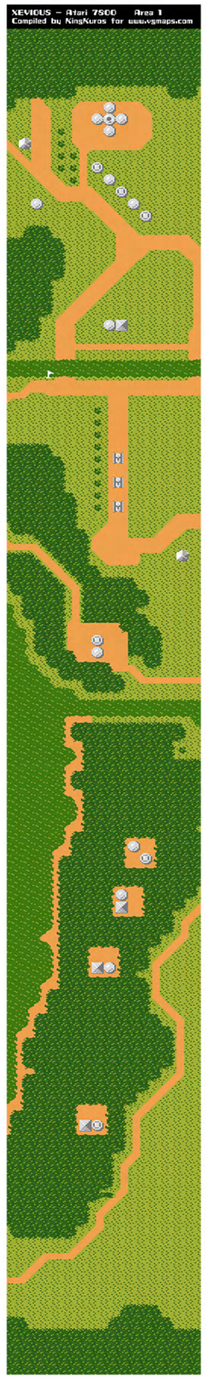
Shoot tentacles at the bottom of their swing.

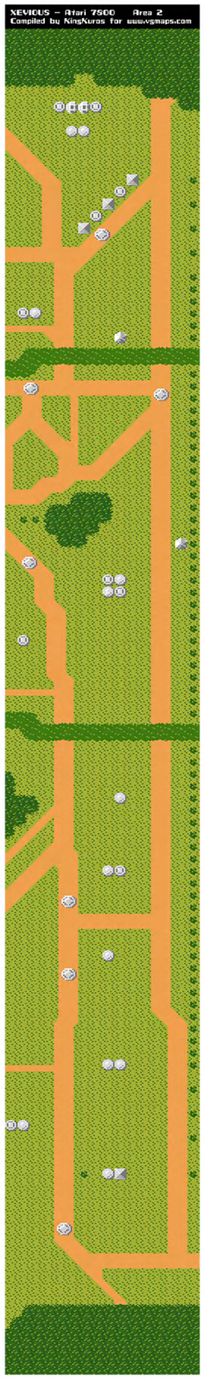
Use grenades to destroy aliens rolled into balls.

Set the self-destruct on the harder space stations (numbers 4 and 8). You keep health damage (units lost) to a minimum and receive a bonus of 100 points per alien destroyed. Concentrate on the easier bases where you can earn the 200-point health bonus when leaving a cleared space station.

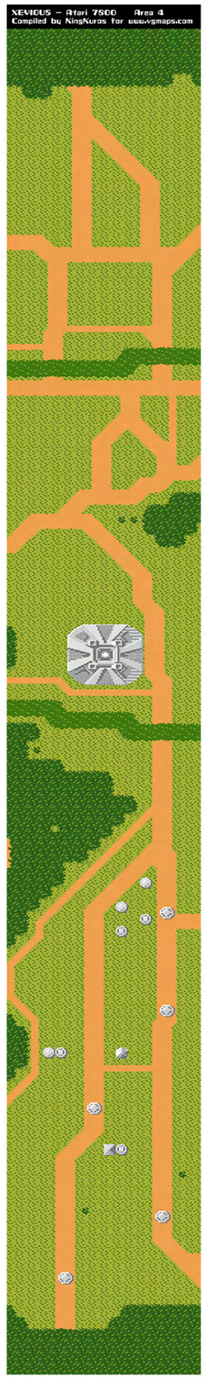
If the name of a level within the space station is in red, that level has more aliens for you to find and destroy. If the level name is in blue, you've cleared all the aliens from that level.

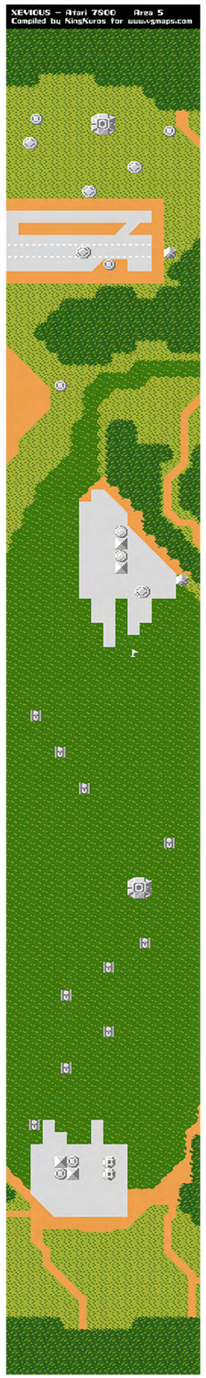
Xevious maps

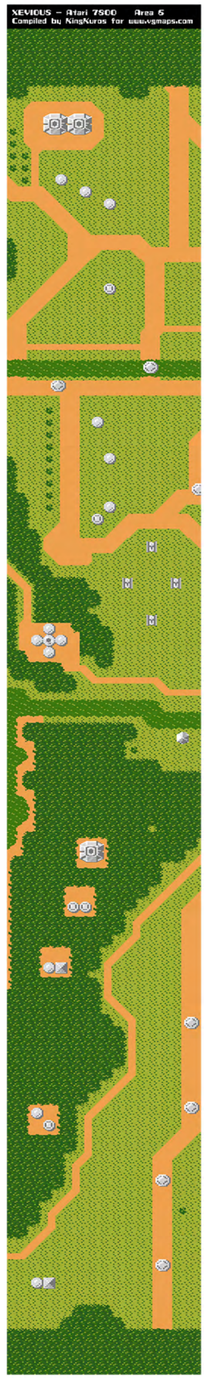


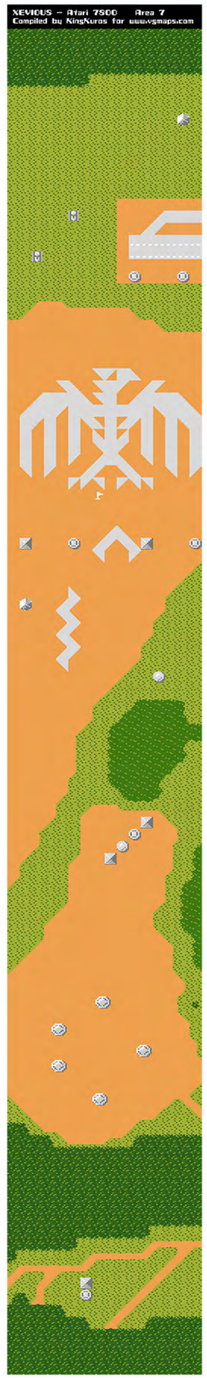






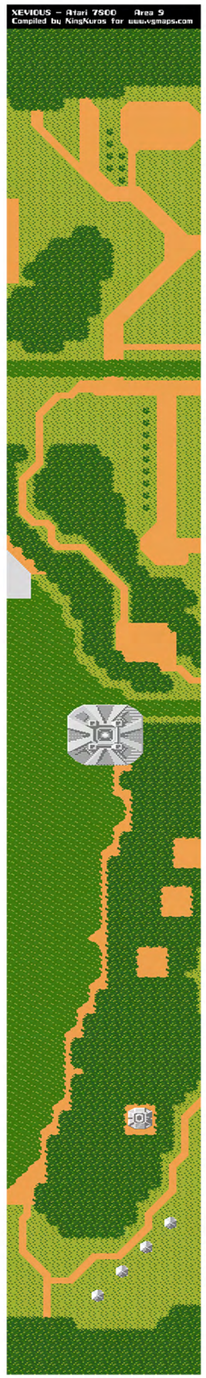




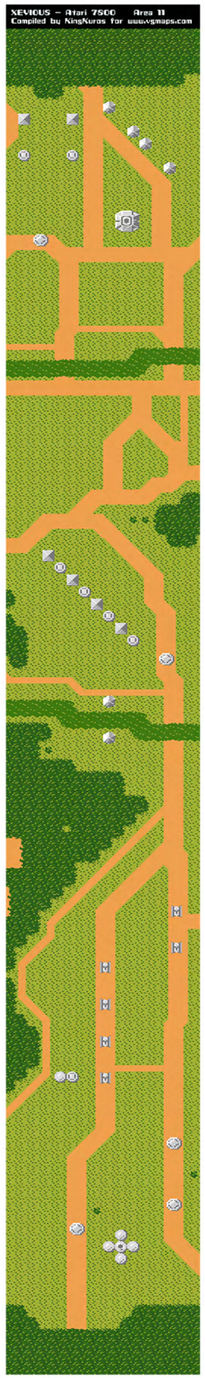


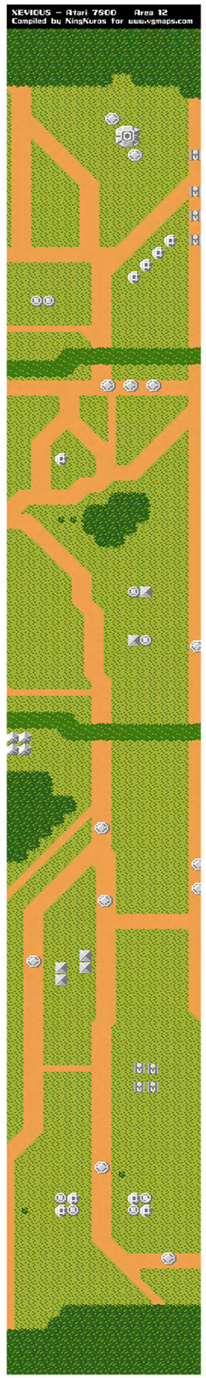


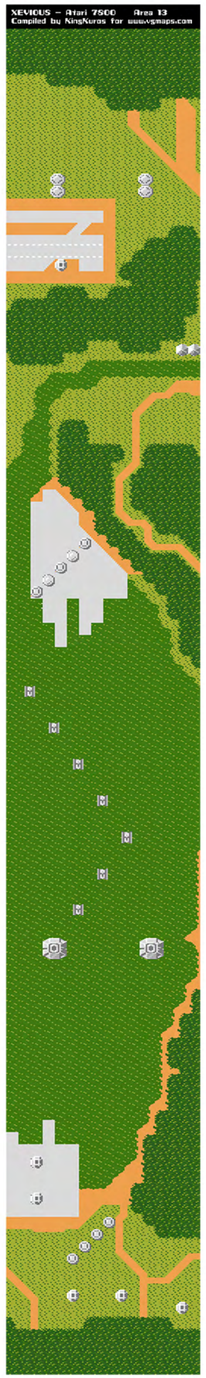
Xevious maps



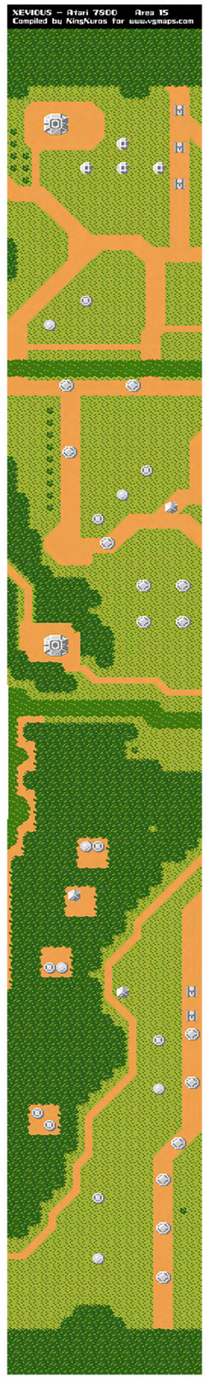


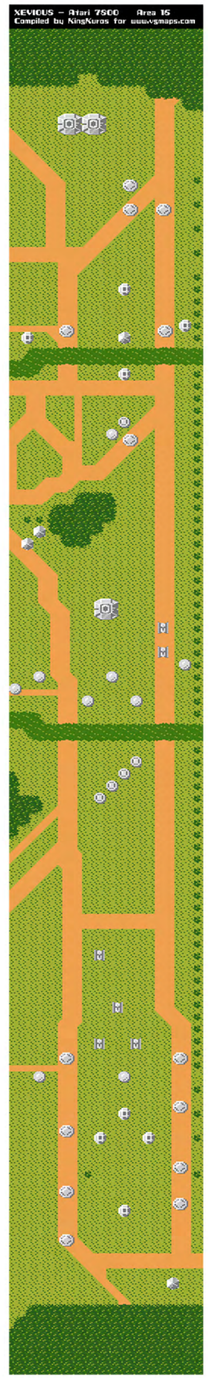












We Have Seen the Aliens . . . and They Are Us!

It's a nightmare, but it's true! Research shows that we are the actual aliens on Earth, and the ruthless Xevions are the original inhabitants.

Now the Xevions want Earth back — minus humans! Their invasion forces are fierce — the land is crawling with deadly Domogram Rovers; the sky is black with Toroid Patrol Fleets and Zoshi Death Squads.

Our puny weapons offer no defense. Earth's only hope is our powerful new Solvalou Fighter plane. Its pilot will have a single mission: Penetrate the enemy ranks and destroy the Xevious Mother Ship.

The mission is dangerous. We can't guarantee success. But at this point, it's do or die!

One small problem. We still need a pilot. Any volunteers?

Getting Started

1. Insert the Xevious™ cartridge into your ATARI® 7800™ ProSystem as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Move the controller handle forward or backward or press **(Select)** to choose a one- or two-player game. Move the controller handle to the left or right to choose one of four skill levels: Novice, Intermediate, Advanced, or Expert.
4. Press **(Reset)** or the controller button to begin the battle.
5. Press **(Pause)** to pause the game; press it again to resume play.

Playing the Game

Battle Plan

As you fly your Solvalou Fighter over the scrolling landscape, you must defend yourself against both airborne and ground-based Xevious defenses. Each Xevious foe is worth points; the more dangerous the foe, the more points you earn for destroying it.

You start the battle with five ships. Fire on the enemy to earn points and gain extra ships.

Solvalou Weaponry

Your Solvalou Fighter is equipped with a Zapper for destroying airborne enemies and a Blaster for eliminating Xevious ground forces. Fire both weapons by pressing the controller button. To aim the blaster, move your target sight (located directly in front of your ship) over an enemy ground unit.

Xevious Mother Ship

If you survive the Xevious onslaught, you'll face the Andor Genesis Mother Ship. A direct hit to the Mother Ship's central reactor will disable it and earn you a short respite from Xevious attacks.

But don't get cocky! More Xevious attack forces will soon appear, and a new Mother Ship will always be lurking somewhere ahead!

Strategy

Move your ship back and forth with the controller handle to strafe airborne enemies with the Zapper. Fire the Zapper continuously to destroy foes as soon as they enter the battle screen.

Keep your ship away from the sides or bottom of the screen to avoid being trapped by enemy fire.

When facing a barrage of opponents, first destroy those shooting at your ship, then destroy the remaining units for extra points.

Enemy citadels are hidden underground. Your target sight will glow red when you are directly over a hidden citadel. Score points by raising the citadel with a Blaster hit. Score additional points by destroying it.

Flags are also hidden in the ground and waterways. Score points by raising them with Blaster hits. Fly over the raised flags to earn extra ships.



Scoring

Use your Blaster and Zapper to destroy the foe and earn points. You gain extra ships when you score 20,000 points, 60,000 points, and every 60,000 points following.

Points are scored in the following way:

Destroying Airborne Forces

Brag Zakato Energy Blaster	600-1500 points
Garu Zakato Energy Bomber	500-1000 points
Terrazi Destructor	700 points
Kapi Deflector	300 points
Jara Spinner	150 points
Zakato Energy Launcher	100 points
Zoshi Death Squad	70-100 points
Torkan Scout Ship	50 points
Toroid Fleet Ship	30 points
Giddo Spario Energy Blast	10 points

Destroying Ground Forces

Andor Genesis Mother Ship	1000-4000 points
Sol Citadel: raised	2000 points
destroyed	2000 points
Garu Derota Mega-Station	2000 points
Derota Defense Station	1000-2000 points
Boza Logram Dome Network	300-2000 points
Flag: raised	1000 points
flown over	extra ship
Grobda Tank	200-1000 points
Domogram Rover	800 points
Logram Sphere Station	300 points
Barra Energy Station	100-300 points
Zolbak Detector Dome	200 points

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ATARI 7800™ ProSystem



Owner's Manual

ATARI

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Your ATARI 7800 ProSystem

Congratulations on your purchase of one the most exciting video game systems available. This state-of-the-art system features:

- Superior graphics and challenging game play
- Free Pole Position II game
- A full line of advanced software
- Convenient pause control
- Modern, sleek design
- Pro-Line precision game controllers
- Home computer expandability

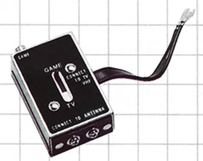
Your ATARI 7800 ProSystem plays all ATARI 2600™ cartridges without a separate adaptor. Just insert a cartridge and play! The 7800 ProSystem also lets you use all controllers that are compatible with the ATARI 2600 VCS™ console. We suggest you read this Owner's Guide thoroughly before setting up your ATARI 7800 ProSystem.

When you remove your ATARI 7800 ProSystem from the box, you will find:

- 7800 ProSystem Console
- Two Pro-Line Game Controllers
- TV/Game Switch Box
- Power Adapter
- TV Connector Cable
- Printed Warranty Card

Take a moment now to fill out your printed warranty purchase card and register your unit with Atari.

Note: The metallic label on your ATARI 7800 is covered with a protective coating. To remove the plastic, simply peel it off.





Installing the TV/Game Switch Box

Your TV/Game Switch Box allows you to change from television viewing to video game play and back by simply sliding a switch. The switch box is easy to install. Find the picture that looks the most like the back of your TV set and follow those instructions. All you need is a screwdriver.

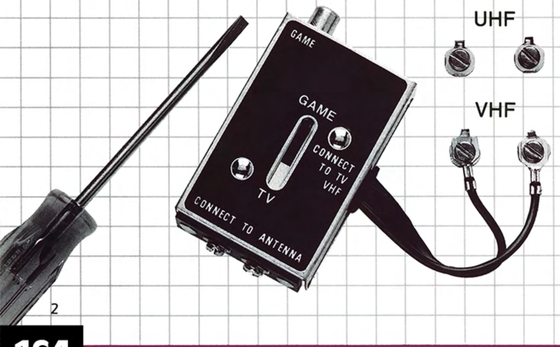
If Your Television Has Four Screws Only:

A. Disconnect the twin-lead wire from your television and attach it to the ANTENNA screw terminals on the TV/GAME Switch Box.

B. Connect the twin-lead wire from the TV/GAME Switch Box to the VHF antenna terminals on your television set.

If you do not have a flat twin-lead antenna wire, you may need to buy an "impedance-matching transformer" (also called a "balun coil"). It is also available at a nominal cost from your local TV and stereo stores.

By attaching a TV/GAME Switch Box to each television in your home, you can easily move your ATARI 7800 ProSystem from room to room. Extra TV/GAME Switch Boxes may be purchased separately.



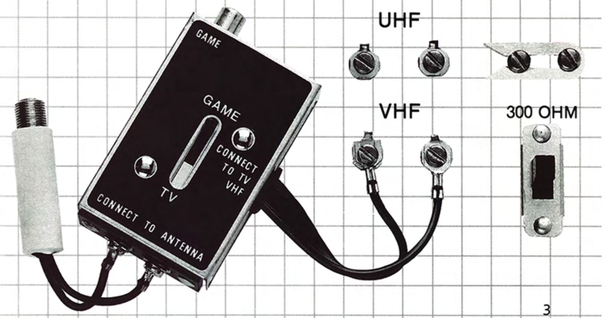
If Your Television Has a U-Shaped Slider or a Slide Switch:

A. Move the U-shaped slider to make connection between the two screws. Or, push the slide switch to the side marked "300 ohm" or "300 Ω ."

B. If you have a round antenna cable:

- Disconnect the cable from your television.
- Screw the cable into the impedance-matching transformer.
- Attach the impedance-matching transformer to the ANTENNA screw terminals on the TV/GAME Switch Box. Or if you have a flat twin-lead antenna wire:
- Disconnect it from the television and attach it to the ANTENNA screw terminals on the TV/GAME Switch Box.

C. Connect the short twin-lead wire from the TV/GAME Switch Box to the VHF antenna terminals on your television set.



Installing the TV/Game Switch Box

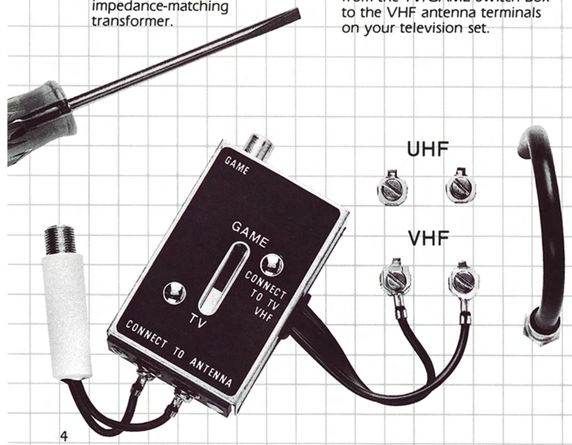
If Your Television Has a Short Round Cable:

A. Attach the television's short loose-hanging cable to the connector next to it on your television.

B. If you have a round antenna cable:

- Disconnect the cable from your television.
- Screw the cable into the impedance-matching transformer.
- Attach the impedance-matching transformer to the ANTENNA screw terminals on the TV/GAME Switch Box. Or, if you have a flat twin-lead antenna wire:
- Disconnect it from the television and attach it to the ANTENNA screw terminals on the TV/GAME Switch Box.

C. Connect the twin-lead wire from the TV/GAME Switch Box to the VHF antenna terminals on your television set.



If Your Television Is Connected to Cable TV:

Disconnect the Cable TV Antenna from your TV and connect it to the TV/GAME Switch Box using the method appropriate to your application. Once properly connected your TV/GAME Switch Box can remain in your antenna system.

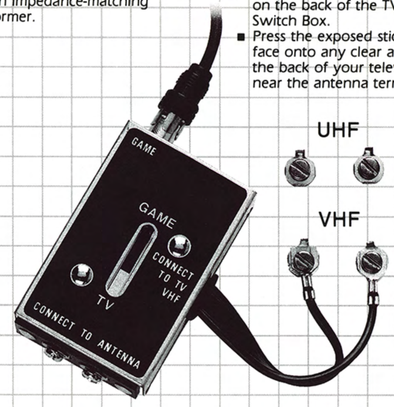
Note: Your Cable TV company may have already supplied you with an impedance-matching transformer.

Plug the Game Cable from the back of your ATARI 7800 ProSystem into the TV/GAME Switch Box at the GAME connector.

The TV/GAME Switch Box can remain attached to your television antenna without bothering your television program reception.

The TV/GAME Switch Box can be attached permanently to the back of your television set.

- Peel off the protective paper on the back of the TV/GAME Switch Box.
- Press the exposed sticky surface onto any clear area on the back of your television, near the antenna terminals.



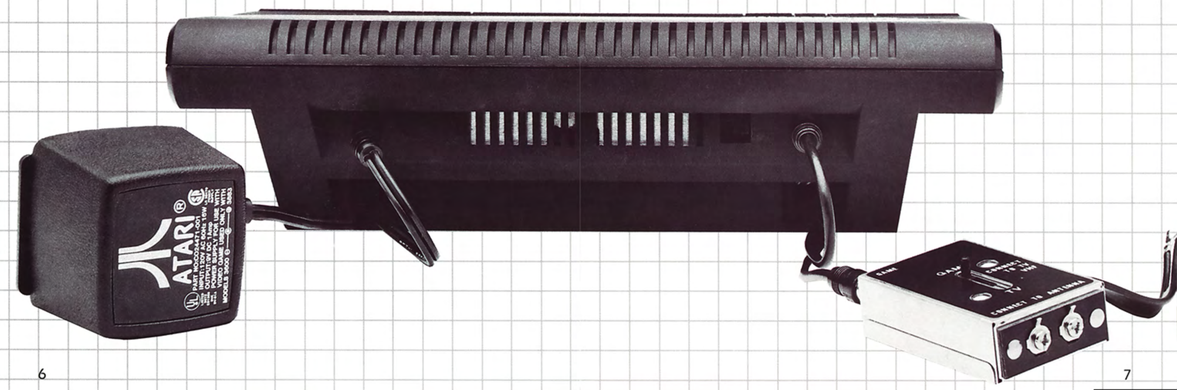
Setting Up the Console

1. Check the channel selector switch on the back of the console to be sure it is set to the ■ position.
2. Set your television channel selector to Channel 3. If Channel 3 is broadcasting in your area, set the television channel selector switch to Channel 2 and change the channel selector switch on the console to the ● position.
3. Plug the Power Adapter cable jack into the POWER connector at the back of the console.
4. Plug the Power Adapter into any convenient 120-volt AC electrical wall outlet.

Important: Use only the Power Adapter packed with your ATARI 7800. Use of any other power supply could damage the console.

5. Attach TV Connector Cable to console and TV/Game Switch Box.
6. Turn your television set on and set the volume control to a comfortable level.
7. Press the POWER ON/OFF button on the front left side of the console to ON. A red light (LED) glows when the POWER is ON.
8. If your television set has an automatic fine-tuning control, turn it off and manually fine-tune it for the best picture. However, if your television set will not receive color unless the automatic fine-tuning is on, leave it on.

Note: Always turn the POWER OFF when the game is not in use.



Inserting a Game Cartridge



1. Turn the power to the console OFF when inserting or removing a cartridge.
2. Hold the game cartridge so the name on the label faces away from you and the game title reads right-side-up.
3. Insert the game cartridge into the slot at the center of the console. Be sure the cartridge fits firmly in the slot but DO NOT FORCE IT IN.
4. Turn the console POWER ON. An ATARI logo, playfield or title screen will appear on your television set.

Using the 7800 Pro-Line Controllers

The ATARI 7800 ProSystem includes two advanced controllers designed for comfortable and responsive gameplay. These controllers provide eight directions of control. Their function for each game is explained in the manual for the particular game you are playing.

Plug the controllers into the jacks at the front of the console. Use the left jack for one-player games; use both jacks for two-player games. Each jack is designed to fit the controller only one way. Be sure the connection is firm, but do not try to force it in.

Each controller has two fire buttons. For most games, the right and left fire buttons perform the same functions, and you can use whichever is most comfortable. For more realistic play in some games, however, these buttons are capable of independent functions. Consult your game manual for instructions on how to use the controllers and fire buttons for the particular game you are playing.



To Start Play

After inserting a game cartridge, turn the console POWER ON to view the game title screen and, with most cartridges, to see an example of game play. Press any fire button on the left joystick to start the game at the current game option. To change the current game option while the title screen is up, push the joystick in the direction indicated below or press SELECT on your console to display the menu.

While the menu is displayed, push your joystick in the following directions to change the game options:

- Joystick Right: Increase Difficulty
- Joystick Left: Decrease Difficulty
- Joystick Up: Increase Number of Players
- Joystick Down: Decrease Number of Players

Note: This joystick technique applies to ATARI 7800 ProSystem games and controllers only. For all others, consult the manual for the game you are playing.

Or, press SELECT on the console while the menu is displayed to rotate through the game options.

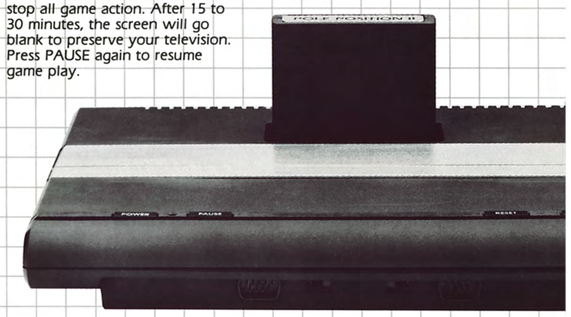


Press the fire button on your controller or press RESET on the console to start a game with the displayed settings.

During game play, press RESET to start a new game. Press SELECT to display the menu.

Press PAUSE on the console to stop all game action. After 15 to 30 minutes, the screen will go blank to preserve your television. Press PAUSE again to resume game play.

Some ATARI 2600 VCS games use the LEFT and RIGHT DIFFICULTY switches. When a difficulty switch is moved to the left, the game becomes more difficult. Some ATARI game cartridges use these two switches for other functions. Many games don't use them at all.



Returning Your TV Set to Television Program Viewing

- Press the console POWER switch OFF.
- Change the TV/Game Switch on the Switch Box to TV.
- Turn on the automatic fine-tuning if you turned if off.

Maintaining Your ATARI 7800 ProSystem

Your ATARI 7800 ProSystem will bring you many years of enjoyment. To keep it in good working condition, please remember the following:

- Always turn the POWER switch OFF when your ATARI 7800 ProSystem is not in use.
- Do not force a game cartridge into the cartridge slot.
- Do not spill liquids on your console, cartridges, or controllers.
- Do not lift your 7800 console or 7800 controllers by the connecting wires. You could bend or crimp the wires and break the internal insulation.
- Be careful not to drop the console, controllers, or game cartridges.
- Do not expose the console, controllers, or game cartridges to extreme heat.
- Do not disassemble or alter the console, controllers, or cartridges. There are no user-serviceable parts for your ATARI 7800 ProSystem.
- Do not use any other power adapter other than the Power Adapter packed with your ATARI 7800 ProSystem. You could damage the electrical components in the console.
- Unplug the Power Adapter from the electrical outlet when not in use.
- Do not use any TV switch box other than the TV/Game Switch Box packed with your ATARI 7800 ProSystem. You could damage the electronic components in the console.
- Clean the exterior surface of the console with a soft and slightly damp cloth (use water only).

Troubleshooting Checklist

The following list is supplied to help you troubleshoot any possible problems in setting up your ATARI 7800. Always disconnect the Power Adapter before checking any electrical connections.

Symptom

- Game picture and playfield are fuzzy or the sounds are distorted.

Probable Cause and Remedy

- TV/Game Switch Box not correctly connected to television antenna.
- Television set not fine-tuned for the best picture. Make sure the automatic fine-tuning is off and manually fine-tune for the best picture. However, if your television receives color only when the fine-tuning is on, leave it on.
- Interference on Channel 3. Change console channel selector switch to ●, and change television channel selector to 2.

Symptom

- No game sounds.

Probable Cause and Remedy

- Turn up the volume on your television set. Tune in channel 2 (or 3) properly.

Symptom

- Title screen or playfield image does not appear on the screen.

Probable Cause and Remedy

- Console POWER switch not ON.
- Game cable not properly plugged into TV/Game Switch Box.
- Power jack not connected to the console.
- TV/Game Switch Box not correctly connected to television antenna.
- Game cartridge not properly inserted.
- Power Adapter not plugged into wall outlet.
- Interference on Channel 3. Change channel selector switch to ● and change television channel selector to 2.

Symptom

- No regular television program viewing.

Probable Cause and Remedy

- Television antenna not correctly connected to TV/Game Switch Box.
- TV/Game Switch Box set to GAME. Change to TV.

Note: Your ATARI 7800 is engineered to eliminate phosphor memory or "burn in" of the playfield and score digits on your television screen. We suggest, however, these precautions:

- Turn down the contrast of your television set.
- Turn the ATARI 7800 OFF when not in use.

Compliance with FCC Regulations

To comply with Federal Communications Commission* (FCC) regulations, and to keep your ATARI 7800 ProSystem from interfering with television reception on nearby television sets, please observe the following:

- Do not install a longer antenna cable from the TV/Game Switch Box to the antenna connection on your television set. The antenna cable supplied with the TV/Game Switch box is the correct length that complies with FCC regulations.
- Do not connect the antenna output cable on your TV/Game Switch Box directly to any television antenna or Cable TV outlet.
- Do not attach loose wires to your television antenna terminals when you are using the ATARI 7800.

*This equipment generates and uses radio frequency energy, and if it is not installed properly, it may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, try to correct the interference by one more of the following methods:

- Reorient the receiving antenna.
- Relocate the computer with respect to the receiver.
- Plug the computer into a different outlet so that the computer and receiver are on different branch circuits.

If necessary, consult the dealer or an experienced radio/television technician for additional suggestions. You may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems."

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Warning: This equipment has been certified to comply with the limits for a Class B computing device, pursuant to Subpart J of Part 15 of FCC Rules. Only peripherals (computer input/output devices, terminals, printers, etc.) certified to comply with the Class B limits may be attached to this computer. Operation with non-certified peripherals is likely to result in interference to radio and TV reception."

If a cable is attached to the expansion interface connector, it must be a shielded cable (Atari part number C025465-001) in order to insure FCC compliance. Use of a non-shielded cable will void FCC certification.



FOREWORD: This is to compliment the game's manual and not to replace it. It provides additional story background, detailed maps, main objectives, enhanced item specifics, and other aids in planning a strategy to win.

Contents:

Foreword ..... Page 01
Main Characters and Synopsis ..... Page 03
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Diamond Locations ..... Page 12
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Extraordinary Areas ..... Page 24
Large Map Overviews ..... Appendix

MAIN CHARACTERS & SYNOPSIS

Doctor Evil, a presumed to be powerful Warlock, was tied and burned on a stake by three men and Witchfinder General, Johnathon Harkman. On that fateful day of October 31, 1747, Doctor Evil vowed revenge on their family lines and promised to return.

Three men's family line descendants...

1) Professor Von Adams: Creator and Inventor

2) Damon Mohler: Doctor / Optometrist

3) Simon Yager: Scientist

Wielding his mystical powers, Doctor Evil influenced and ultimately controlled the lives of these men for his bidding.

Jahnathon Harkman (Witchfinder General) descendants...

-Grampa: Now trapped in a plasmatic prison by Doctor Evil, Johnathon Harkman is his great-great grandfater.

-Jimmy Harkman: Protagonist that you control to banish Doctor Evil and his minions, ultimately saving Grampa.

ITEMS & INVENTORY

KNIFE

First acquired item that is not very effective against most enemies. It is required to open the church doors.

CROSS

Defense only guard that when held, protects against bat and raven attacks.

AXE

Average weapon providing decent damage to Zombies and one blow kill to Wolves. It is required to encounter the Hideous Mutant Ram.

BLASTER

Very good weapon, effective at eliminating most mutants and creatures. It is the minimum required weapon when encountering the Vengeful Skull.

HEALTH POTION

Restores a significant amount of health; however, only one bottle can be held at a time. Acquiring a second Health Portion forces the first to be used.

BLOOD POTION

Purifies a respectable amount of blood though restricted like the Health Potion. A second Blood Potion acquired forces consumption of the first.

SACRED DIAMONDS

For each group found, it creates a surge in power and strength that fully replenishes health and extends the maximum threshold.

CRYPT KEY

Located in the Mansion, this item is required to enter the Crypt in order to battle the Vengeful Skull.

NECKLACE

Enchanted item aboard a haunted Shipwreck that allows the possessor to pass through the Magical Fountain.

MEGA BLASTER

Excellent and most powerful weapon obtainable. An absolute must have for facing the sinister Doctor Evil, delivering devestating and forceful blows.

MYSTIC HEART

Permanently purifies blood; provides enchantment that prevents any future contamination.

PUMPKIN AMULET

Required treasure to rescue Grampa from his plasmatic prison and restore him to normal.

MUTANT MINIONS

Vampire Bat

Contaminates blood with no damage to Health. Defeat with Knife or better. Wielding the cross as a weapon makes you immune to its targeted attack.

Warlock Wolf

Rapidly decreases health and contaminates blood - Super strong and will knock you to the ground rendering you near helpless to be devoured. Difficult to kill with Knife, recommend using an Axe or greater weapon.

Radioactive Arachnid

Causes damage to health and blood contamination. Better to attack with an Axe or something more powerful.

Zombie Mutation Delta

Long necked / tall zombie. Although only minimal blood contamination occurss when in contact, their ability to deplete health is great. Utilize the Axe or something more powerful.

Zombie Mutation Gamma

Proteus syndrome mutation with similar behaviour to his cohorts; the Axe or stronger weapon is your best bet.

Zombie Mutation Alpha

This creature can knock you off balance and take away a considerable amount of health but very little blood contamination. Defeat with Axe or better.

Zombie Mutation Beta

Very similar to Mutation Alpha but with a bobbing, nearly detached head; an Axe or better should be utilized.

Lucifer Lizard

Cavern dwelling strong mutations that now serve as a Warlock minion. They can quickly diminish blood purity and health.

Warlock Werewolf

Upright and more difficult to defeat than the Wolf. Avoid facing these until the Blaster is acquired.

MUTANT MINIONS (con't)

Zombie Mutation Omega

Radioactive mutagen helped spawn these now demon controlled bad guys.

Hexed Pumpkin

Typically thrown by various enemies at a constant rate, they will deplete your health and contaminate your blood by 5% with each hit.

Zombie Mutation Zeta

Headless and seeks to replace what's missing with yours. Blast away when you see these guys coming in your direction.

Zombie Mutation Sigma

Jack-O-Lantern headed and ready to bring you down to the fiery pits of hell with them. Proceed with caution.

Radioactive Raven

Sweeps across the screen in a set flight pattern dealing minimal health and blood contamination. The Knife will kill them; anything stronger will make it even easier to kill. The Cross protects from attacks.

Ghost

Found primarily on the ghost ship and in the graveyard, these baddies will decrease both current health and your max health. Avoid touching them at all costs. Blaster weapons will initially either temporarily stun them or force them to change direction. Ultimately they can be destroyed.

Soulless Soldier

The most fierce and tough foes outside of boss apponents. Prepare to encounter them with the Mega Blaster and yet they will still be more than formidable.

HIDEOUS MUTANT RAM / SIMON YAGER



Once a renowned scientist, over time Simon Yager developed a hatred for humans by means of Dr. Evil's dark mystic influence. As a result of a mix-up from one of his genetic experiments involving body fluids from rams, and further induced with the drinking of blood, Simon ultimately transformed into the hideous monstrosity seen above.

Battle him successfully by avoiding the radioactive material stemming from his telekinetic and twisted mind while placing carefully aimed and timed Axe hits to his center horn.

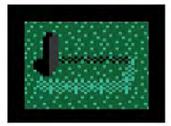
VENGEFUL MUTANT SKULL / DAMON MOHLER



Previously an accomplished doctor, Dr. Evil's conjuring slowly brought Damon's mind to wickedness, where he would pluck the eyeballs out from victims and keep them in a tank filled with the victim's blood. A freak accident took his sight and drove him completely mad. After death resulting from inserting eyeballs bathed in tainted blood into his sockets and buried with the collection of eyeballs accumulated over the years, Damon found himself cursed to the form shown above awaiting the living to approach.

Defeat of this evil requires dodging the oversized mutated and possessed eyeballs flung by the Skull while attacking its sockets.

PROFESSOR VON ADAMS



Mutant creature creator and Blaster inventor, hexed by Doctor Evil, he was previously exiled from Austria, shunned for his experiments on human corpses. Moving to the mansion helped him to hone in on his craft, including the creation of various mutant zombie incarnations. As his ambitions ran wild so did his creatures, ultimately on one occasion literally ripping the Professor apart.

The Blasters were not within reach on that tragic night for Von Adams, but they are within your reach. Utilize them to eliminate the evil across the land.

SINISTER DOCTOR EVIL



A warlock, both powerful and manipulative, he has vowed to end the family lines of those who burned him on a stake. Doctor Evil has taken possession of the creatures both mutated and those exposed to radioactive material through the mystic arts, building a formidable army at his control. The area Jimmy will traverse is his dominion now. Trying to reach and battle this foe will require beating some of the most deadly and evil beings imaginable.

The showdown against this Warlock will require nothing less than the best weapon possible – the Mega Blaster. Dr. Evil's abilities will allow deadly hell spawn creatures to materialize directly in his head and exit via his ears. The weakness you must strive to take advantage of is, while these creatures have made their active path known, that side is vulnerable to attack. If creatures have made the left ear their exit path, you must attack him there. If the right side is active, then that is the side you must focus your blasts upon.

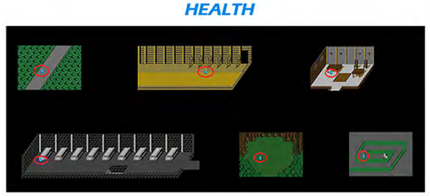
Conquer Doctor Evil and the Pumpkin Amulet will be acquired, allowing you to finally rescue grampa from his prison patch.

POTION BOTTLE LOCATIONS

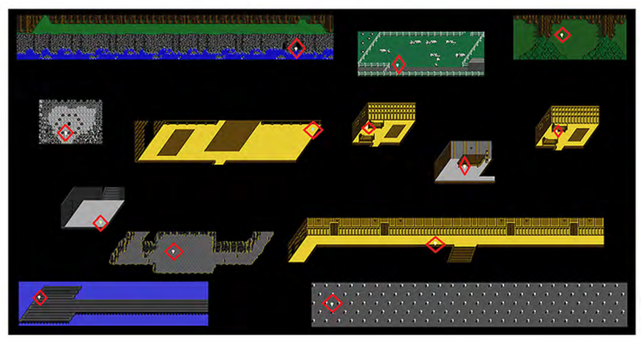
BLOOD



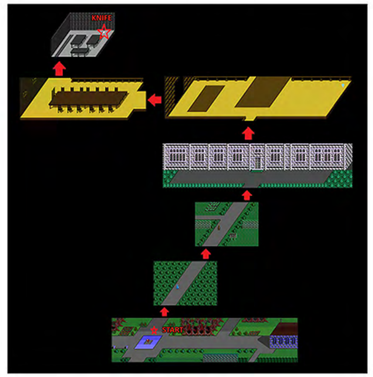
HEALTH



DIAMOND LOCATIONS



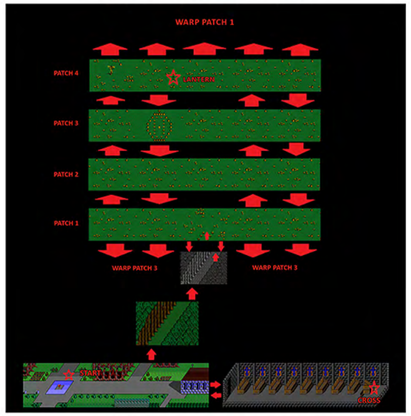
MAIN OBJECTIVE 01



ACQUIRE KNIFE

13

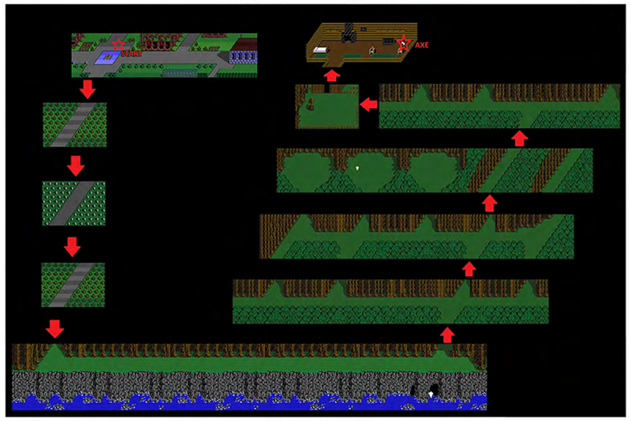
MAIN OBJECTIVE 02 & 03



ACQUIRE CROSS & LANTERN

14

MAIN OBJECTIVE 04



ACQUIRE AXE

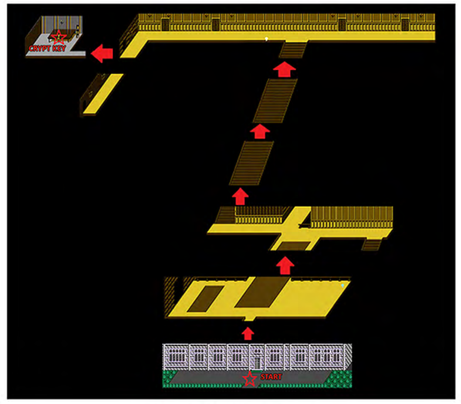
15

MAIN OBJECTIVE 05

CONQUER "HIDEOUS MUTANT RAM"

16

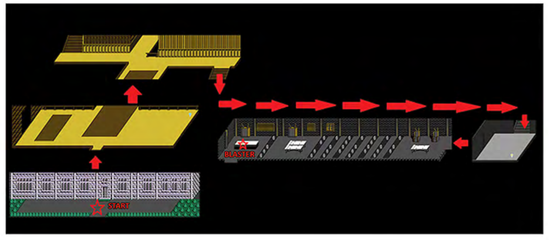
MAIN OBJECTIVE 06



ACQUIRE CRYPT KEY

17

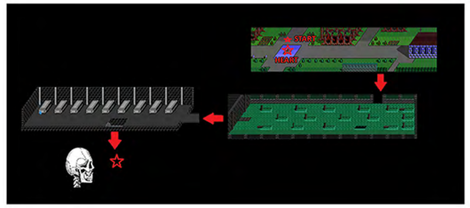
MAIN OBJECTIVE 07



ACQUIRE VON ADAMS' BLASTER

18

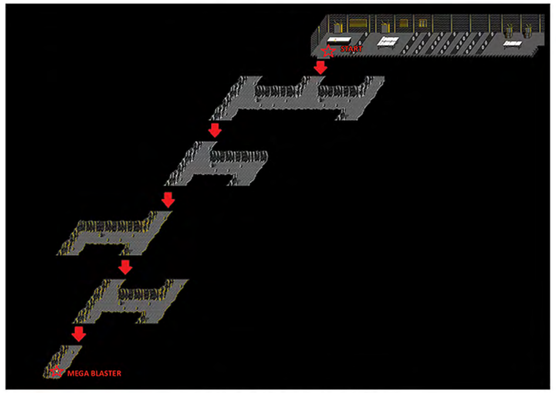
MAIN OBJECTIVES 10 & 11



ACQUIRE THE HEART &
CONQUER "VENGEFUL MUTANT SKULL"

19

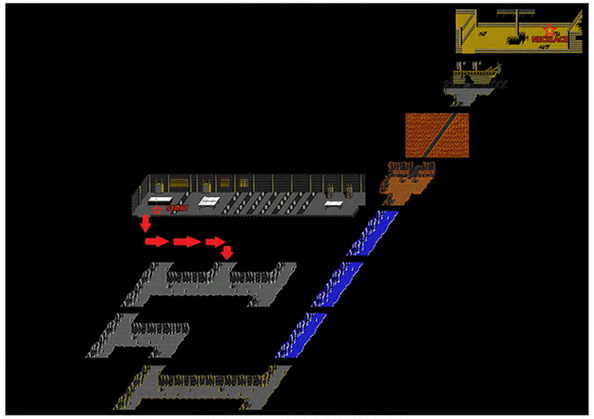
MAIN OBJECTIVE 08



ACQUIRE MEGA BLASTER

20

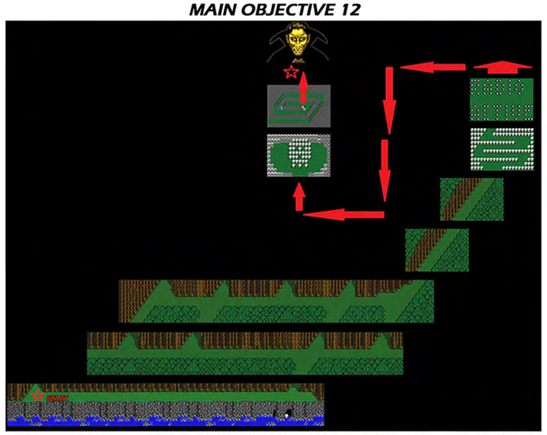
MAIN OBJECTIVE 09



ACQUIRE THE NECKLACE

21

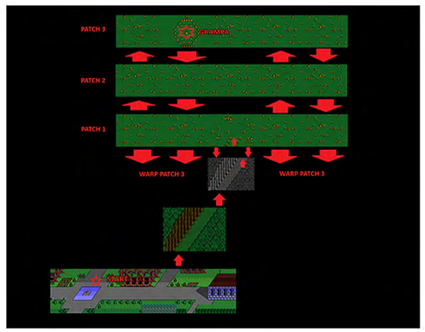
MAIN OBJECTIVE 12



CONQUER SINISTER DOCTOR EVIL, ACQUIRE PUMPKIN AMULET

22

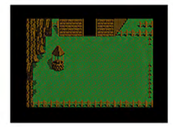
MAIN OBJECTIVE 13



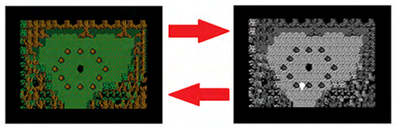
RESTORE GRAMPA

23

EXTRAORDINARY AREAS



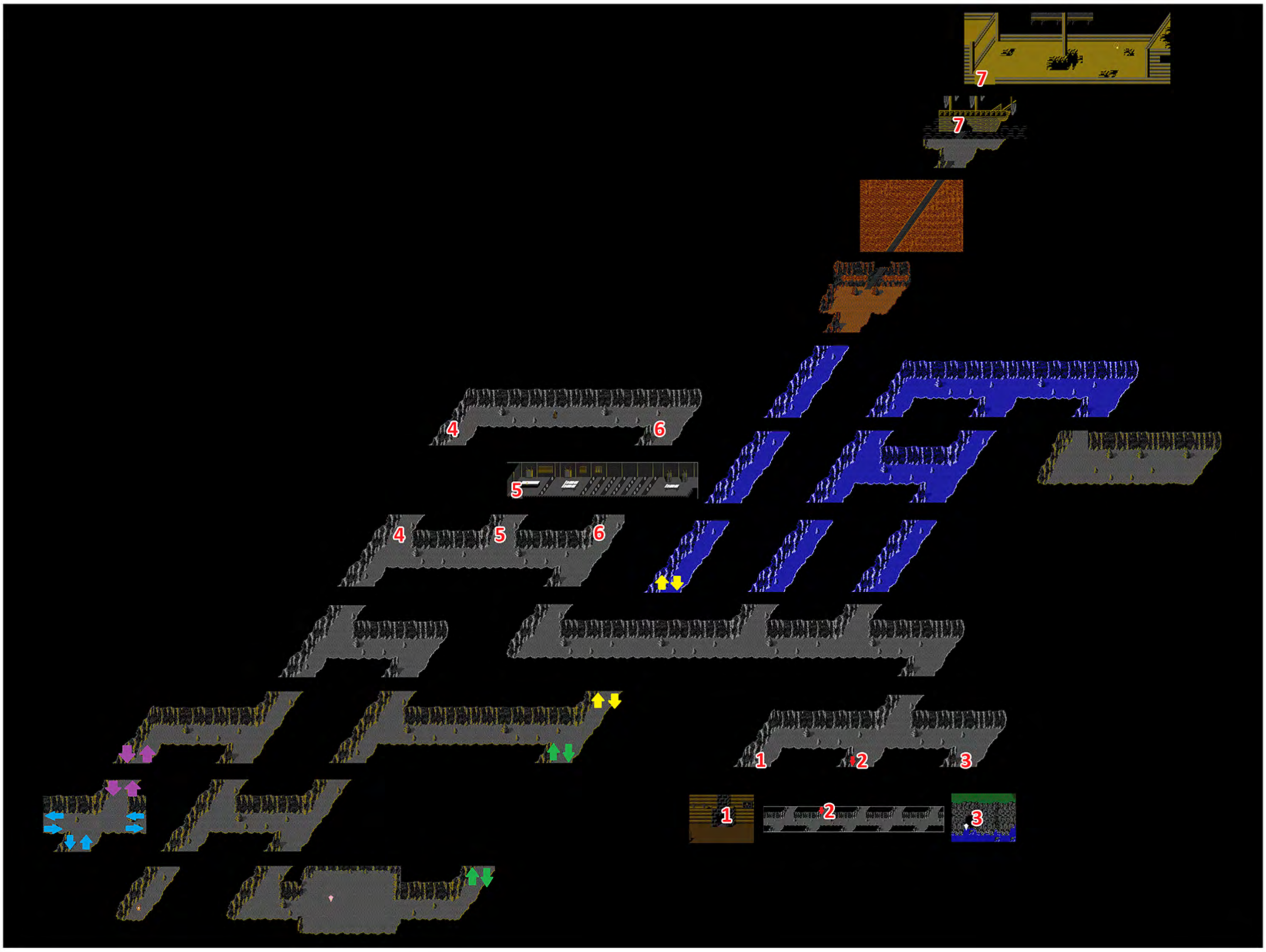
Well of Wellness - Restores health with its healing abilities



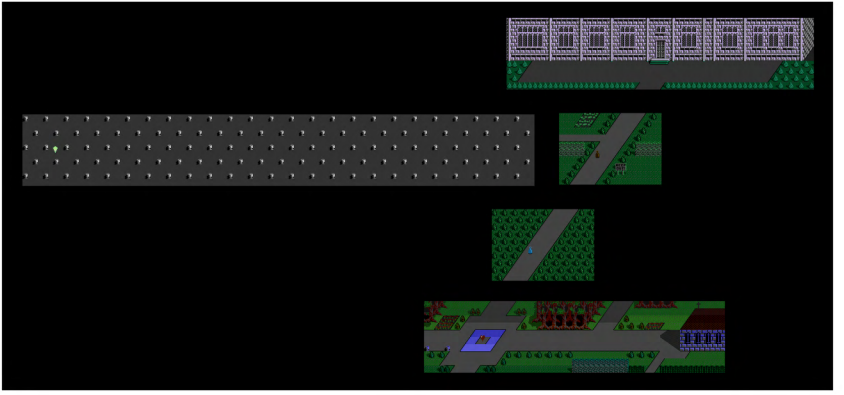
Enchanted Tunnel - Warp from the deep woods to some shallow outskirts on a different side.

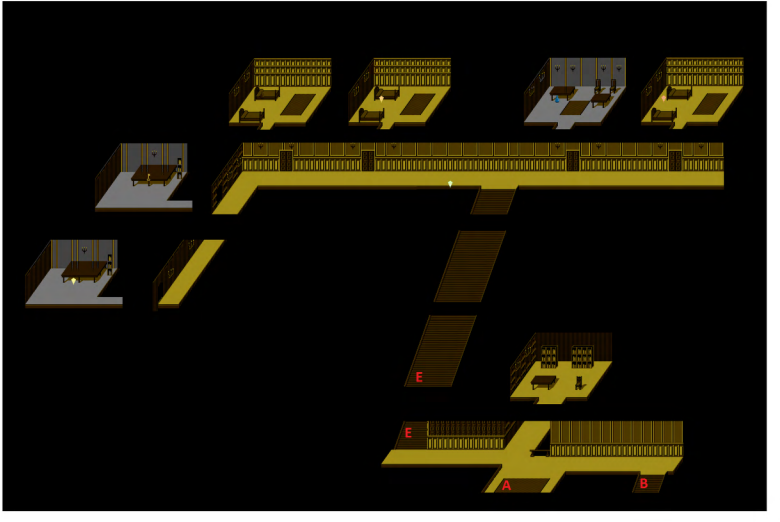
24

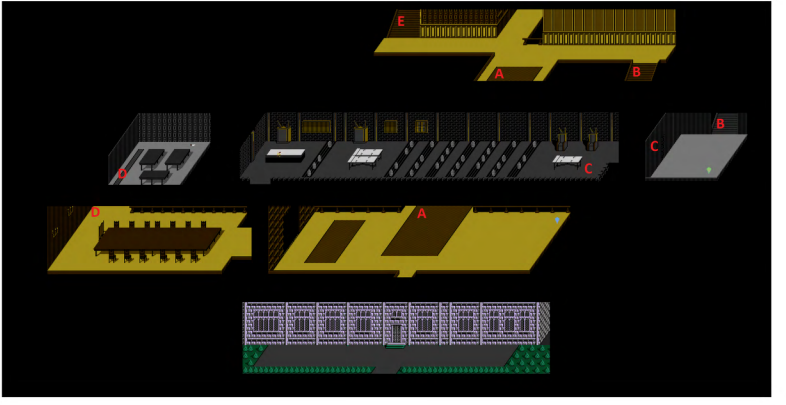
APPENDIX

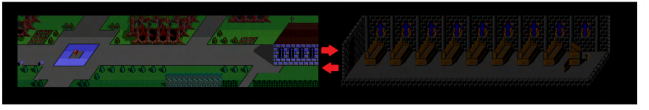


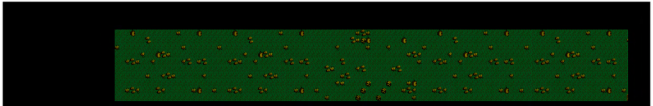
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Prepared and edited by Kevinmos3 2015-2019.



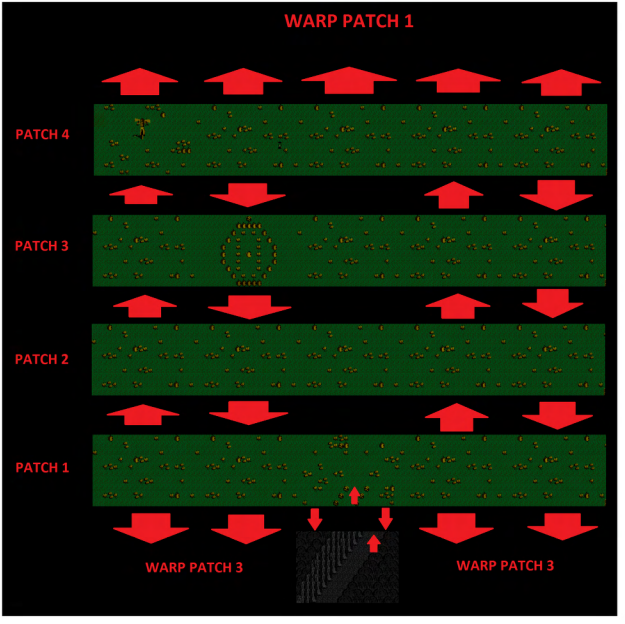

E
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B


E
A
B
D
C
B
C
D
A

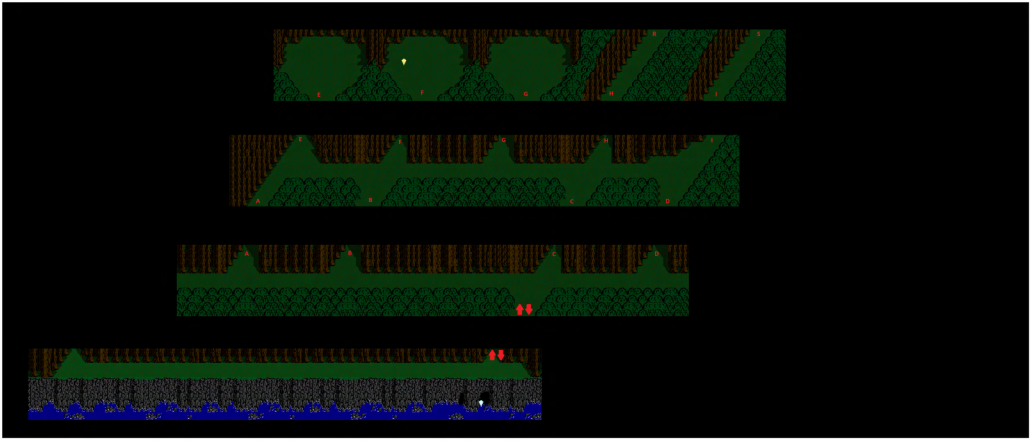






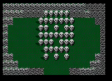


WARP PATCH 1
PATCH 4
PATCH 3
PATCH 2
PATCH 1
WARP PATCH 3
WARP PATCH 3



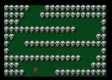

E
F
G
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I
A
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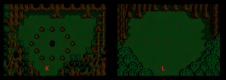




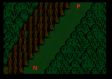


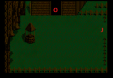






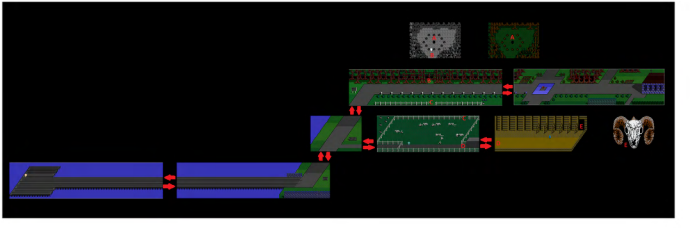






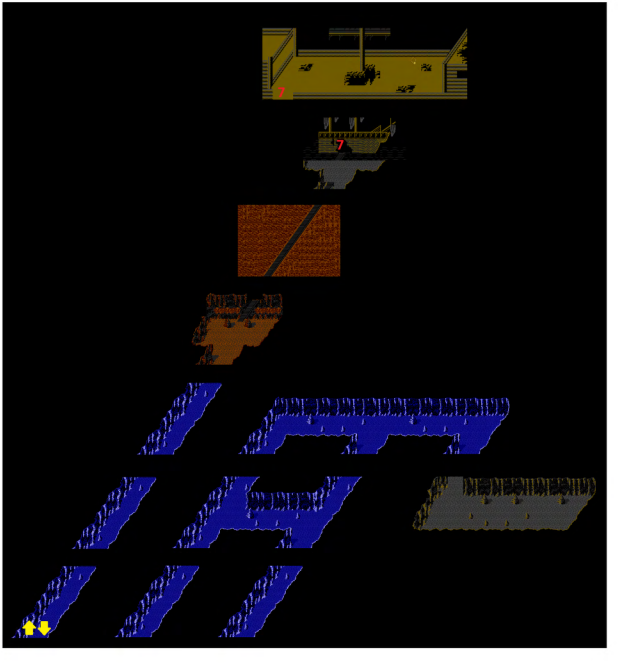


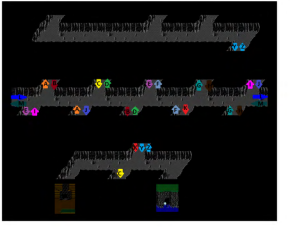


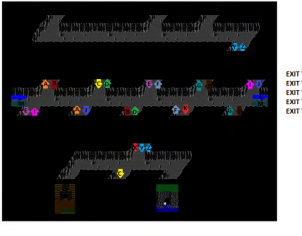





4
6
5
4
5
6
1
2
3
1
2
3







EXIT TOP 1 => ENTER BOTTOM 2
EXIT TOP 2 => ENTER BOTTOM 3
EXIT TOP 3 => ENTER BOTTOM 4
EXIT TOP 4 => ENTER BOTTOM 5
EXIT TOP 5 => ENTER BOTTOM 1

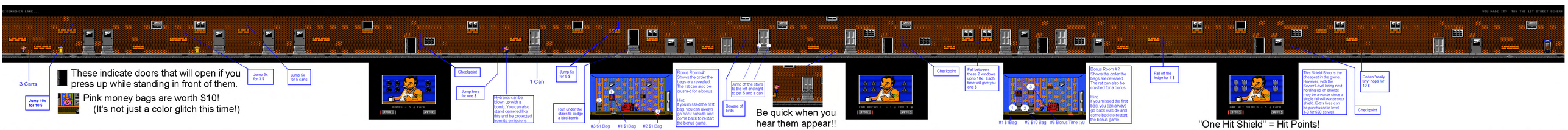
EXIT BOTTOM 1 => ENTER TOP 3
EXIT BOTTOM 2 => ENTER TOP 5
EXIT BOTTOM 3 => ENTER TOP 1
EXIT BOTTOM 4 => *EXIT*
EXIT BOTTOM 5 => ENTER TOP 4

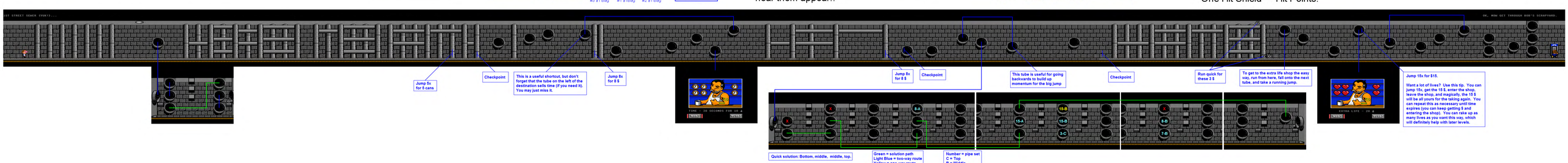
EXIT LEFT SIDE => ENTER RIGHT SIDE
EXIT RIGHT SIDE => ENTER LEFT SIDE


A
B
C

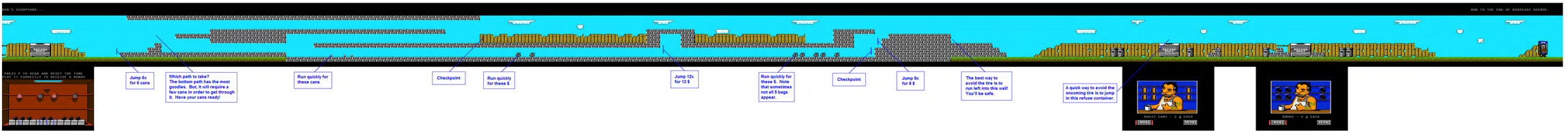
Scrapyard Dog - World 1-1, 1-2, 1-3

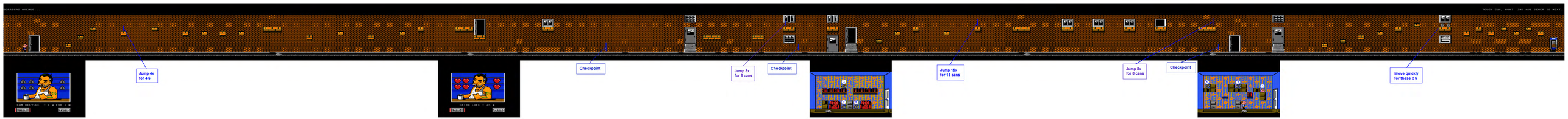


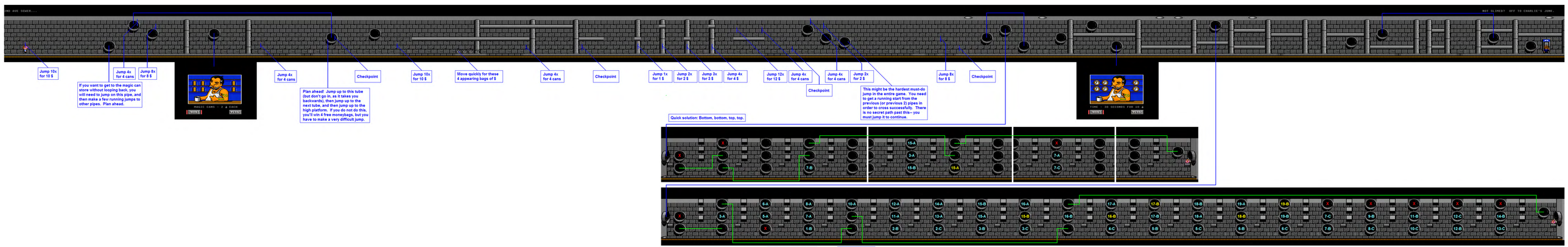




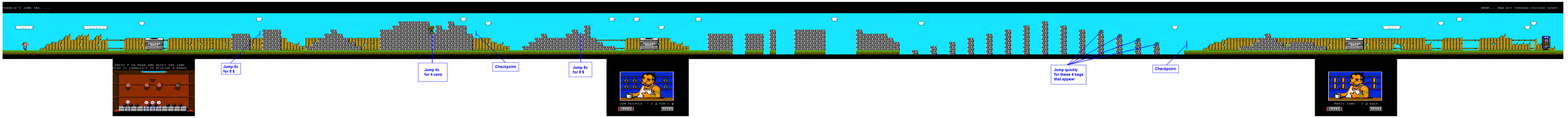
Scrapyard Dog - World 2-1, 2-2, 2-3

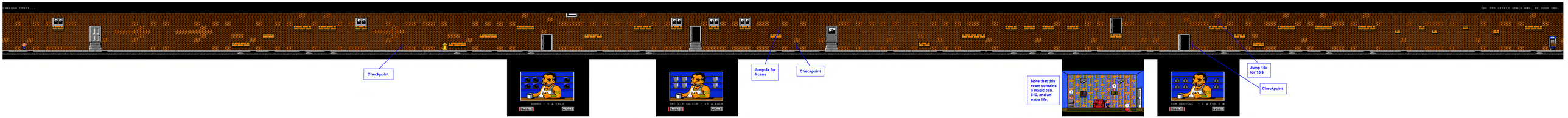


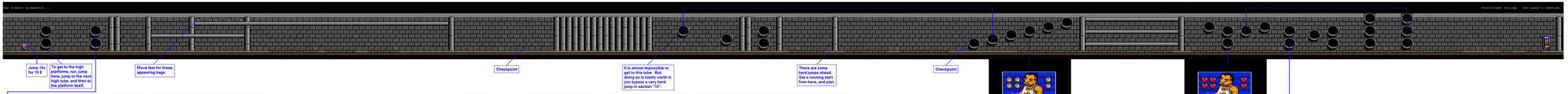


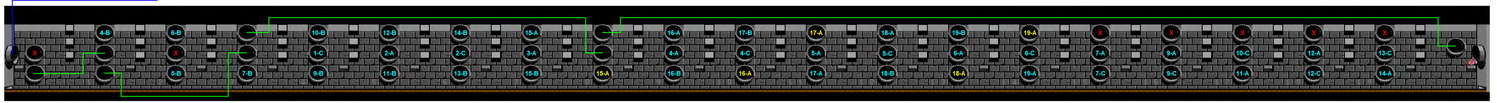


Scrapyard Dog - World 3-1, 3-2, 3-3





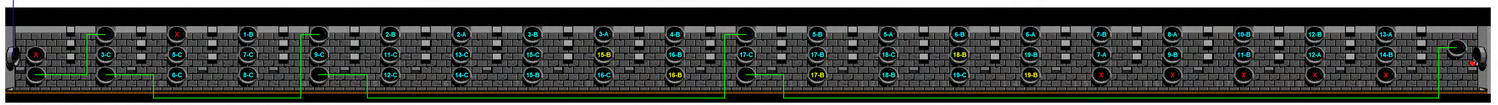




Quick solution: Bottom, bottom, top, top.

Green = solution path
Light Blue = two-way route
Yellow = one-way route
Red X = unuseable path

Number = pipe set
C = Top
B = Middle
A = Bottom

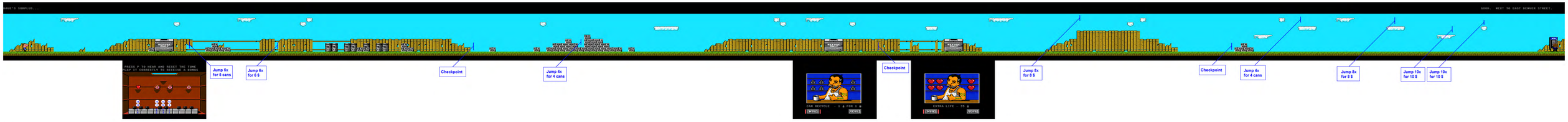


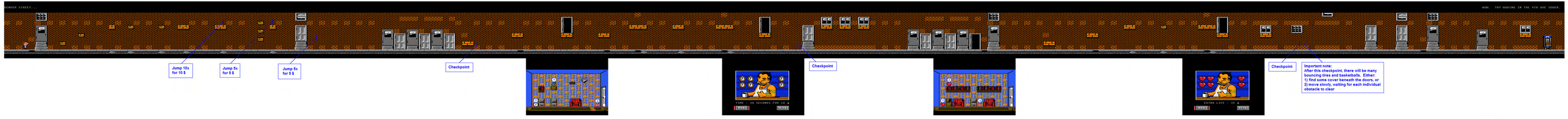
Quick solution: Bottom, bottom, bottom, bottom.

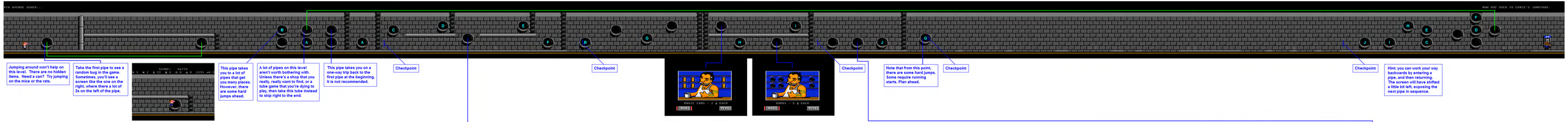
Green = solution path
Light Blue = two-way route
Yellow = one-way route
Red X = unuseable path

Number = pipe set
C = Top
B = Middle
A = Bottom

Scrapyard Dog - World 4-1, 4-2, 4-3









Quick solution: Top, top, top, middle.

Green = solution path
Light Blue = two-way route
Yellow = one-way route
Red X = unuseable path

Number = pipe set
C = Top
B = Middle
A = Bottom



Quick solution: Top, middle, top, middle.

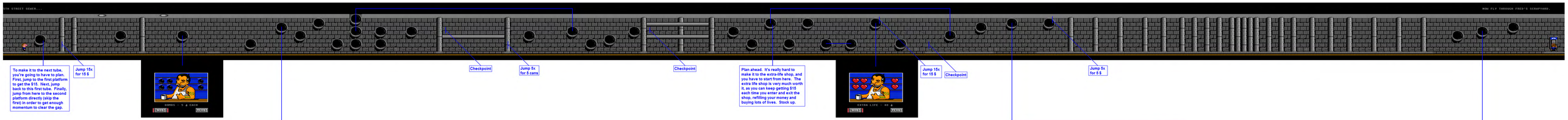
Green = solution path
Light Blue = two-way route
Yellow = one-way route
Red X = unuseable path

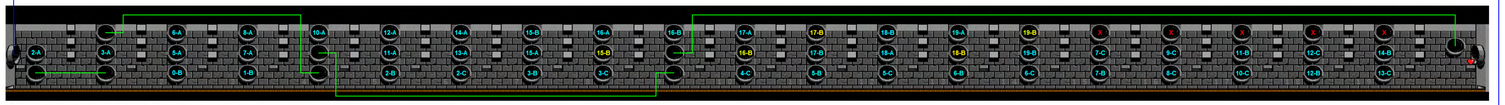
Number = pipe set
C = Top
B = Middle
A = Bottom

Scrapyard Dog - World 5-1, 5-2, 5-3





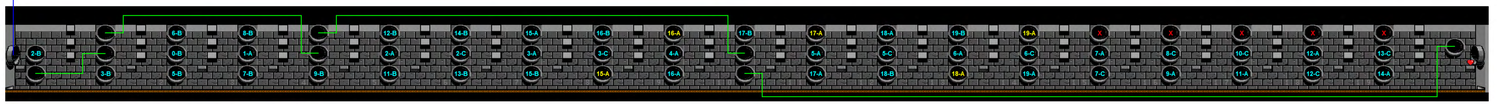




Quick solution: Bottom, top, middle, middle.

Green = solution path
Light Blue = two-way route
Yellow = one-way route
Red X = unuseable path

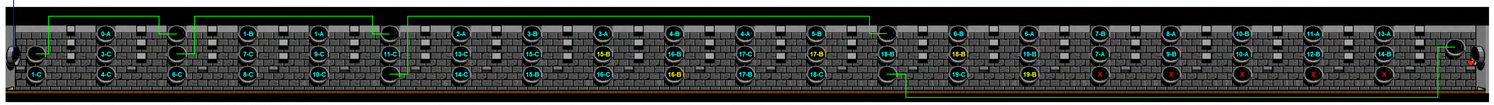
Number = pipe set
C = Top
B = Middle
A = Bottom



Quick solution: Bottom, top, top, bottom.

Green = solution path
Light Blue = two-way route
Yellow = one-way route
Red X = unuseable path

Number = pipe set
C = Top
B = Middle
A = Bottom



Quick solution: Middle, middle, bottom, bottom.

Green = solution path
Light Blue = two-way route
Yellow = one-way route
Red X = unuseable path

Number = pipe set
C = Top
B = Middle
A = Bottom

Scrapyard Dog - World 6-1, 6-2





Jumping around won't help on this level. There are no hidden items. Need a can? Try jumping on the thugs or the occasional rat.

There are no checkpoints on this level. Either you succeed, or you fail.



This map shows all possible thugs. However, you may encounter less thugs, because there is a limit to the number of simultaneous graphic sprites that can be displayed per-screen. If you've already hit that maximum number, some of these thugs simply won't appear.

At places like this, you can stand, and bullets will (barely) pass right over your head! Use this to your advantage-- it means some places are safer to stand than others. Wait for bullets to go by, and adjust your timing.

Not only is this a difficult jump, but it's right into two streams of gunfire. Choose your timing wisely; hopefully, you have a hit shield at this point. You may just need it.

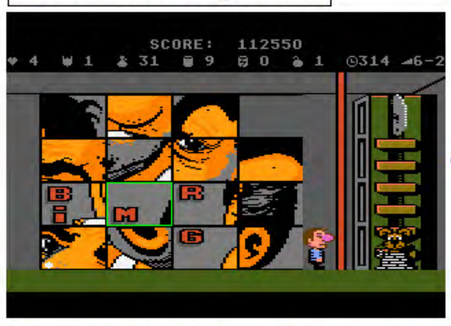


Scrapyard Dog - World 6-3

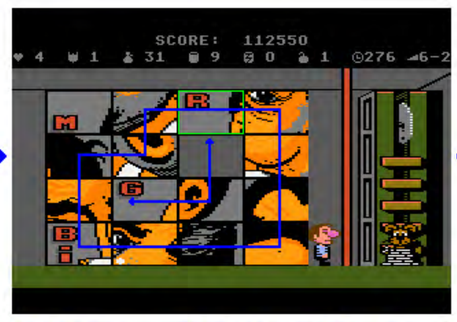
So, you made it past the final level, and what do you get? A sliding puzzle that you have exactly 317 seconds (the game always ends at 3 seconds) to solve. If you have difficulty with sliding puzzles, have no fear-- this is a comprehensive walkthrough. By no means is this the only solution, nor is it the most efficient solution. This is mainly a guideline for beginners.

The best way to solve such a puzzle is to break it down to its parts. There are essentially 2 moves that are done to solve a column or row; part one is a "get everything close" maneuver, and part two is a "get everything exact" move.

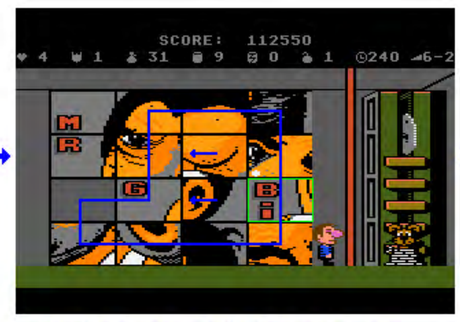
Part 1: Left column-- get it close



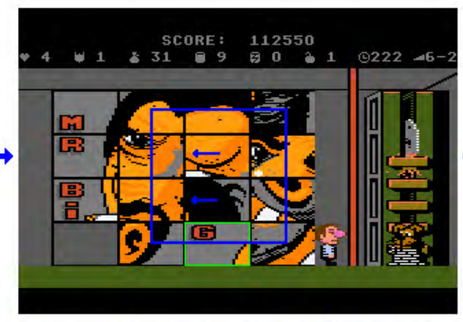
Find the piece with the M on it. Move it to the upper left; do it however you want.



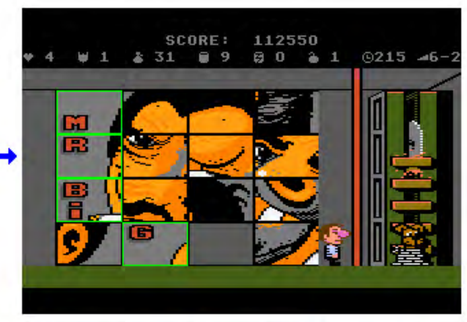
Find the piece with the R on it. Move it underneath the M. Don't move the M while doing so. In blue, you'll see a rotatable pattern that doesn't affect the M piece.



Find the piece with "Bi" on it. Move it underneath the R. Don't move the M or the R while doing so. In blue, you'll see a rotatable pattern that doesn't affect the M or the R pieces.



Jam a random piece under the "Bi". Then, move the piece with the G on it underneath the "Bi", and to the right of that temporary placement piece. Do not move any of the pieces in that column; follow the blue line.

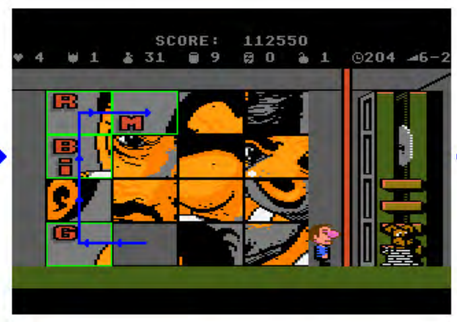


The end results should look something like this. Now, on to Part 2.

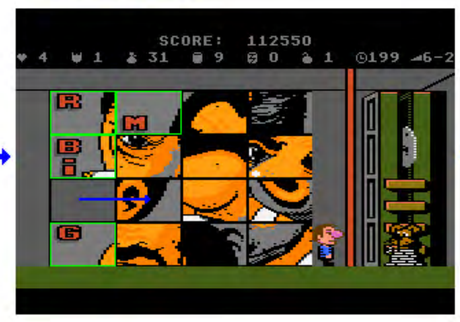
Part 2: Left column-- get it exact



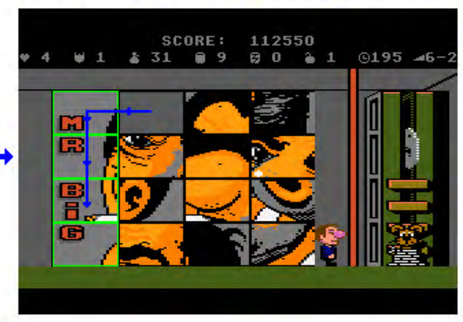
Your screen should start out looking something like this.



Do a whole shift, moving every tile clockwise one spot. Follow the blue arrow. You should end up with something like this.

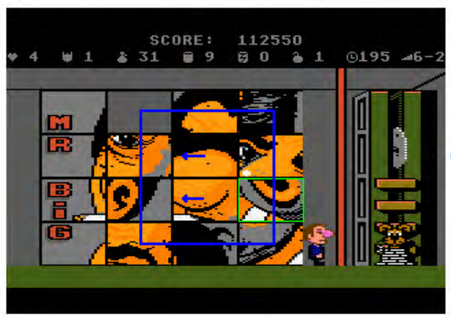


Create a space to the right of the piece in column 1 that isn't a part of the solution (in this case, the "ear" piece between the "Bi" and the "G". Then, pop that piece to the right.

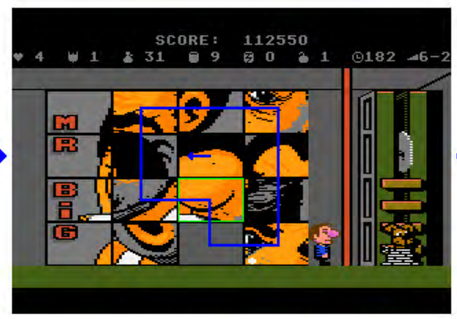


Now, rotate counterclockwise, starting from the "Bi" tile. By following these simple steps, the left column is now complete. You will never need to touch it again.

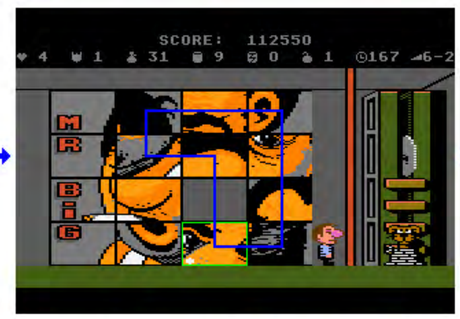
Part 3: Column 2-- get it close



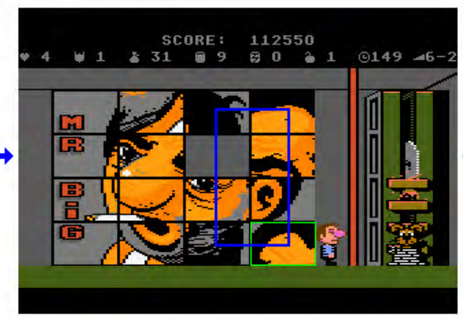
At this point, you'll be essentially starting over again, and repeating Part 1, but on a different column. This example puts the column together from the bottom-up. Find the grey bearded chin with the hole that's a mouth, and put it in the bottom of column 2.



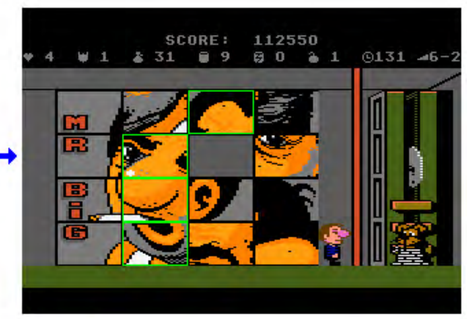
Next, move the piece with the nose on it (I know, it looks kind of like someone is mooning you, if you think about it). Put that piece on top of the bearded-chin. In blue, you'll see a rotatable pattern that doesn't affect the chin or the left column.



Third, find the piece that has an eye and a shiny nose. Move that piece above the "nose" piece. Use the blue lines to rotate without affecting the previously placed pieces.

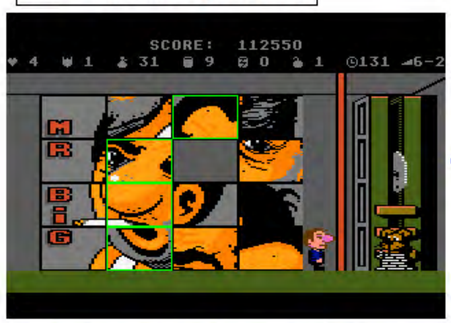


Finally, get the left-head piece, and move it to the top of column 3. If it's at the top of column 2 already, move on to Part 5.

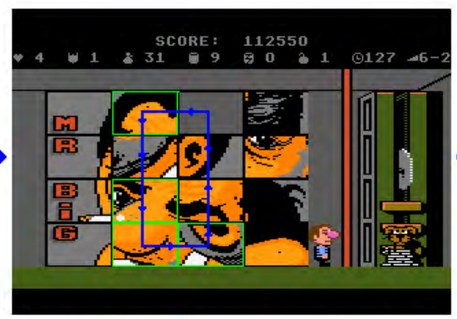


You should end up with something like this. Let's move on to Part 4, to get that head piece into column 2 formally.

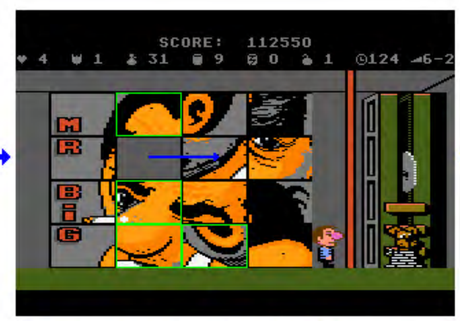
Part 4: Column 2-- get it exact



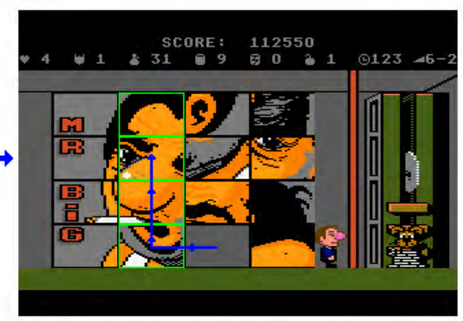
Your screen should start out looking something like this.



Pretending that column 1 is solid and unmoveable, do a whole shift, moving every tile counter-clockwise one spot. Follow the blue arrow. Your result should look kind of like the picture above.

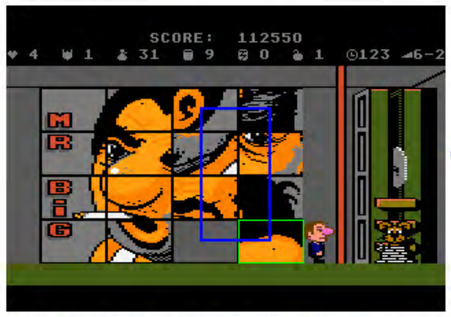


Create a space to the right of the piece in column 2 that isn't a part of the solution (in this case, the "right half of the stubbly chin" piece. Then, pop that piece to the right.

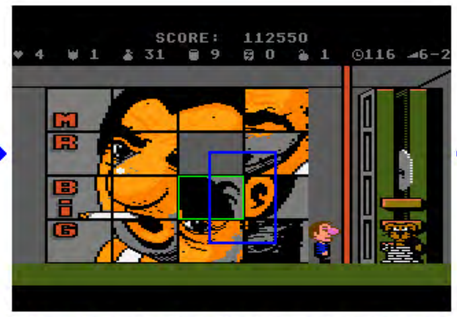


Push up twice, and then left, moving tiles in a clockwise motion. After this is done, you've finished the second column, and your puzzle should look somewhat like the one above.

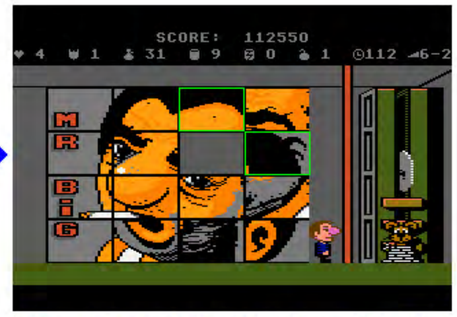
Part 5: top row, rightmost 2 pieces--get it close



Find the piece that looks like a forehead with some black hair over it. Rotating tiles in a clockwise or counterclockwise circle (following the blue line), place this piece at the top of column 3.

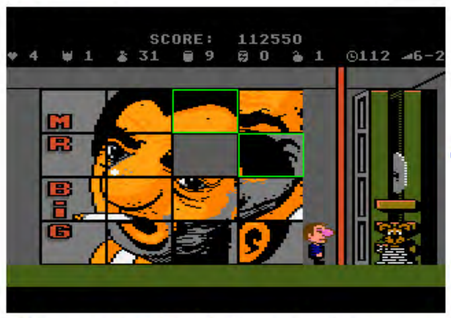


If you're lucky, then the topmost position of column 4 has the right-hair piece with the cowlick (not the one with grey hair). If so, move to step 7. If not, you want to move that to the 2nd position in column 4, by rotating the tiles clockwise or counterclockwise via the blue path.

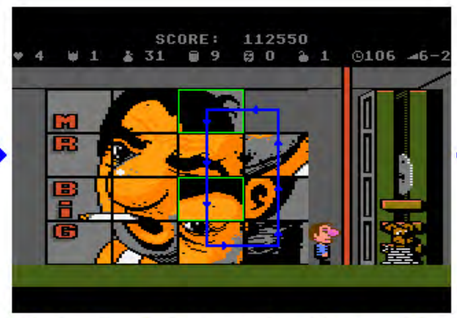


Your end result should look something like this.

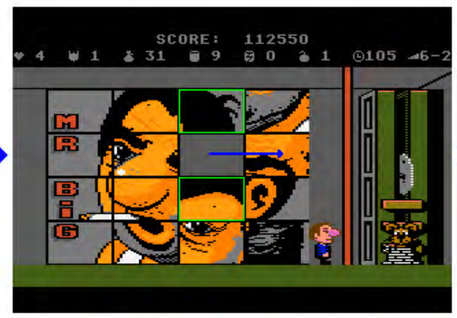
Part 6: top row, rightmost 2 pieces--get it exact



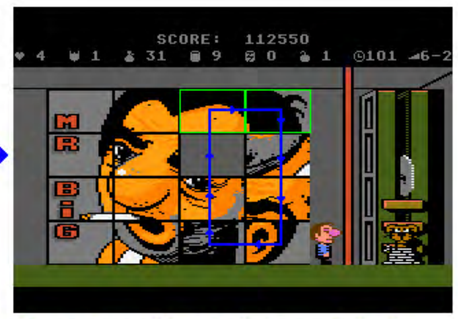
Your screen should start out looking something like this.



Pretending that columns 1 and 2 are solid and unmoveable, move columns 3 and 4 in a counterclockwise motion (about 2 rotations) until it looks something like this. Follow the blue line.

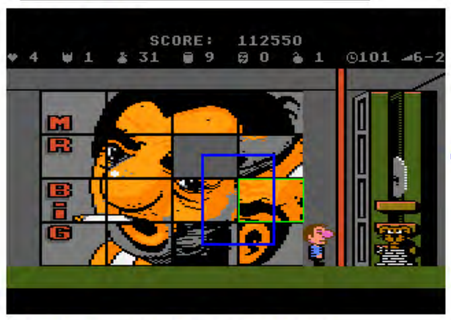


Create a space to the right of the piece that's "not supposed to be there", and then pop that piece to the right. You know the routine by now.

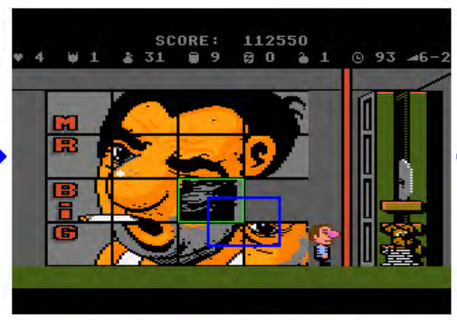


Rotate everything clockwise until the 2 upper-right pieces are in their correct positions. It should look something like the picture above.

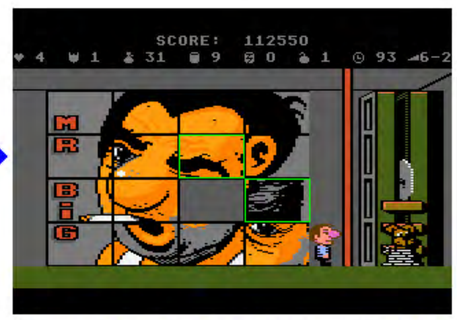
Part 7: Row 2, rightmost 2 pieces--get it close



Find the piece that looks like an eyebrow. Rotating tiles in a clockwise or counterclockwise circle (following the blue line), place this piece in the second position of column 3.

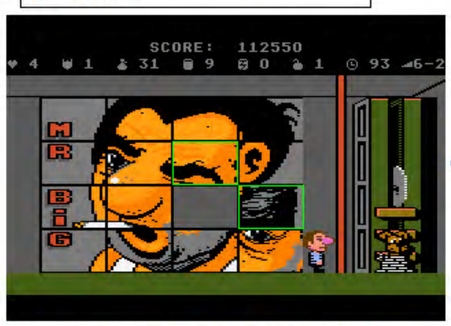


If you're lucky, then the "grey/black" hair-piece will be on the right of the eyebrow piece. If so, skip to Part 9. If not, you want to move that piece to the 3rd position in column 4, by rotating the tiles clockwise or counterclockwise via the blue path.

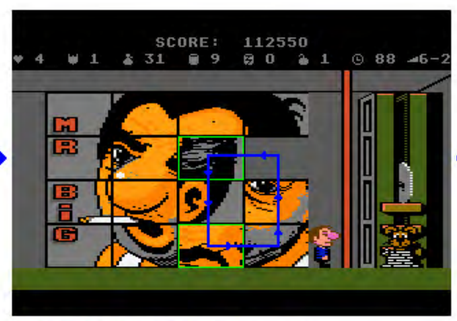


Your end result should look something like this.

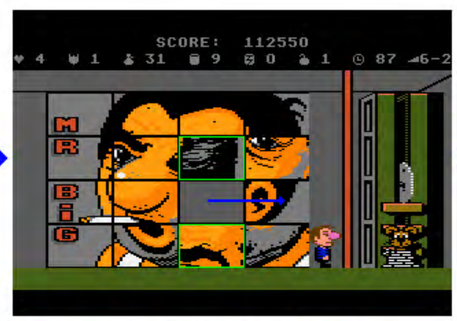
Part 8: Row 2, rightmost 2 pieces--get it exact



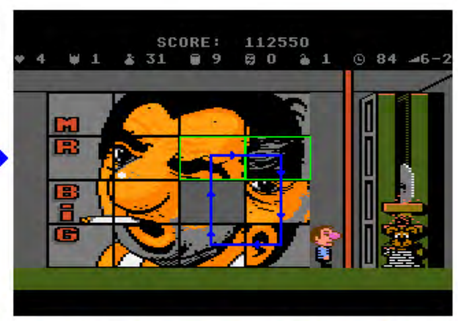
You'll be doing the same thing again. Your screen should start out looking something like this.



Move the 6 pieces that are left counterclockwise until the grey-hair piece is in the upper left corner of the 6-tile section. When this is complete, the eyebrow piece should be in the lower left corner.

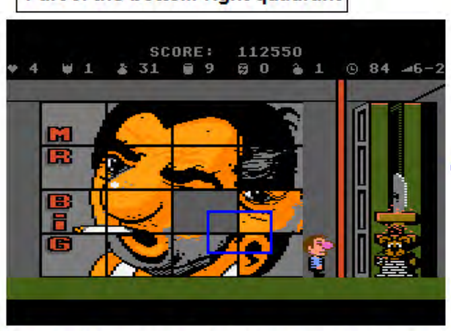


Make a space on the right of the piece that's between the grey-hair piece and the eyebrow piece. Then, pop the unwanted piece to the right, into that space.

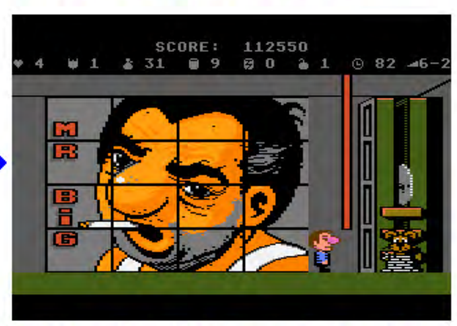


Finally, rotate the pieces clockwise. After a few moves, yor picture should look something like the above. By now, the top 2 rows and left 2 columns are complete.

Part 9: the bottom-right quadrant



Rotate the pieces in the bottom-right quadrant either clockwise or counterclockwise. Follow the blue path.



Once finished, the bottom-right tile will fill itself in, and you'll have the finished puzzle that looks like the picture above.

ATARI 7800

Kirkland's MANUAL LABOR

About the Author...

"... So back around '97, I stumbled onto IRC and ended up in some EFnet gaming channels. Ultimately, I ran into Cowering and helped him with the SNES and N64 databases for his GoodTools. Around that time, Bogy had created ClrMamePro for MAME exclusively and I convinced him that people would gladly create their own console ROM data files to match his syntax. He said no one would bother, until I created a fake MAME.EXE that spit out Atari 2600 ROM data. With that, ROM .dat files were born. From there I got pulled into TOSEC and spent months creating their first official naming convention (TNC v1) and then spent seven years packaging their database releases until my son was born in 2007 (which led to a four year gap until their next release.) After that, work and this "real life" got in the way for 10 years. I managed to piece together a complete PlayStation 2 set, and scanned all the covers and discs for my **EvilBadMan.com** site. Along the way I realized that eventually we would have 'all teh r0mz', but not know how to play them. There were groups doing cover art, groups doing disc labels, groups doing screenshots.. but outside of ReplacementDocs, EmuMovies, and Vimm's Lair, no one was really doing manuals. The sets that were out there were *very* incomplete, low resolution, and overly compressed to the point of being illegible- having been amassed in the early days of the internet when bandwidth was poor and collectors were paranoid about counterfeits. With this in mind, I started scanning my PlayStation 2 and SNES manuals for preservation... and then snagged the **VideoGameManual.com** domain name..."



Jonathan Grimm