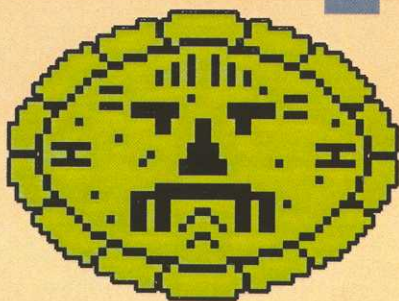


A WASTED CHALLENGE

Instruction Manual



A-VCS-tec Challenge

Story

1475. Tenochtitlán is ruled by the Aztec sovereign Axayacatl, son of Motecuhzoma. Even as he was being defeated by the Tarascans, Axayacatl was expanding his realm by conquering the Mixtecs and Zapotecs.

You, being a warrior of the Zapotecs, managed to escape the battlefield together with two of your brothers, but unfortunately your party was trapped afterwards. Axayacatl offers you the only chance to survive by reaching the coast and leaving the country by boat. He challenges you with spear throwing warriors along your path and stone rolling priests on the pyramids. Reaching the pyramids safe inside allows your team to relax for a short time and prepare for the next trail.

General controls

Set up the system as described in the console's manual and plug a joystick into the left controller port.

Push the fire button button to start the game and to continue gameplay after you finish a level or lose a life.

Gauntlet controls

Push the joystick up to jump and down to duck. Avoid getting hit by the spears. Ducking for too long will cause you to stumble and lose a life.

After you reach the pyramid the game will continue depending on the setting of the left difficulty switch. The game continues either with the next Gauntlet stage or a Stairs level in between.

Stairs controls

Push the joystick left and right to avoid getting hit by the falling stones.

When the priests are out of stones you reach the inside of the pyramid and are safe for a short period.

Console switches

SWITCH	SETTING
Left difficulty	Easy / A = Gauntlet
	Hard / B = Gauntlet and Stairs
Right difficulty	Easy / A = Music
	Hard / B = Sound Effects
Reset	Return to Introduction Screen
Select	Not Used
Color/BW	Not Used

Scoring points

You score 10 points for every dodged spear or wave of stones. At the end of each level you receive 100 bonus points for every team member alive.

Playing tips

- You receive a bonus life at 5000 points.
- Try to learn the rhythm of the spears and stones in each level and move according to it.
- It is possible, but very difficult, to stand exactly between the falling stones. Use only as last chance option.
- If you lose a life and have another life remaining, the last spear will be repeated, so you will know where it appears.
- You can change the difficulty switches at any time, so decide yourself whenever you want to play a Stairs level between the Gauntlet levels or not.
- And maybe you will discover a hidden A-VCS-tec secret...

Credits

Simon Quernhorst - Game program and graphics, label and manual design

Paul Slocum - Game music

AtariAge.com - Manual and cart production

This game is based upon the first two levels of the C64 game "Aztec Challenge" and is supported by its author Paul Norman.

<http://www.quernhorst.de/atari/>

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