

# BLUEPRINT™

For the Atari® 2600.™  
For one or two players.

## GAME PLAY INSTRUCTIONS

© MCMLXXXIII CBS Toys, A Division of CBS Inc.  
BLUEPRINT is a trademark of Bally Midway Mfg. Co.  
© 1982, 1983 Bally Midway Mfg. Co. All Rights Reserved.  
Atari® is a trademark of Atari, Inc.



**CBS Electronics**

## SETTING UP YOUR VIDEO CONSOLE

1. Hook up your video game system, following manufacturer's instructions.
2. With the power OFF, plug in the video game cartridge.
3. Turn power ON. If no image appears, check the connections of your game system to the TV, then repeat steps 1-3.
4. Plug the Joystick Controllers *firmly* into the jacks of your video system. Use the LEFT CONTROLLER jack for one-player games.
5. Use the GAME SELECT switch to select either the one-player or two-player version. The version you select will be indicated by the number of scoreboards appearing at the top of the screen.
6. To start the game, press GAME RESET. The game begins with Ollie Ogre sneaking up to your contraption and causing the top three parts to scatter around the neighborhood, after which you may begin your mission to save Daisy!

**Note: Never remove your video game cartridge from the console unless the power is turned OFF.**

## **C** HIVALRY IS NOT DEAD!

That nasty old troll, Ollie Ogre, is at it again. He's chasing poor Daisy Damsel all across the neighborhood! So what are you waiting for, hero? Get out there and stop him! You have the blueprint (plans) for the only contraption that can knock him off. All you need now are the parts with which to build it and they're hidden in the houses of the neighborhood. What you don't need are the bombs you may pick up and encounters with fiendish Fuzzy Wuzzy! But if you complete your contraption in time you'll be able to stop Ollie and save Daisy!

So get a move on already! Daisy's counting on you!

## **OBJECT OF THE GAME**

The object of BLUEPRINT is to accumulate points by finding the parts of your contraption hidden within each neighborhood and successfully placing them in their proper positions on the blueprint for the contraption. Once the contraption is rebuilt, players must use it to stop the pursuit of Daisy Damsel by Ollie Ogre. By doing so they will score bonus points and uncover clues to the hidden Password.



## **OUR HERO**

In BLUEPRINT, you play the part of our gallant hero. You begin each game with three lives. The solid squares on the bottom of your screen indicate how many of your lives are left.



Use your Joystick Controller to enter each neighborhood you encounter and to move from house to house. Hold the Joystick with the red button to your upper left toward the screen. As you search for the parts to fit the blueprint, the red button acts as your speed control. Once your completed contraption is activated, however, the red button becomes your triggering device, enabling you to fire off a shot at mean old Ollie Ogre.

After having saved Daisy for the third time you will be awarded one extra life for being a true hero!



## DAISY'S DILEMMA

Your sweetheart, the fair Daisy Damsel, is being chased throughout the game by that dastardly villain, ugly Ollie Ogre! If at any time during the game Ollie catches up with Daisy, a distress signal will sound. This is your cue telling you that you have only a few seconds left to stop Ollie before he finally grabs Daisy!



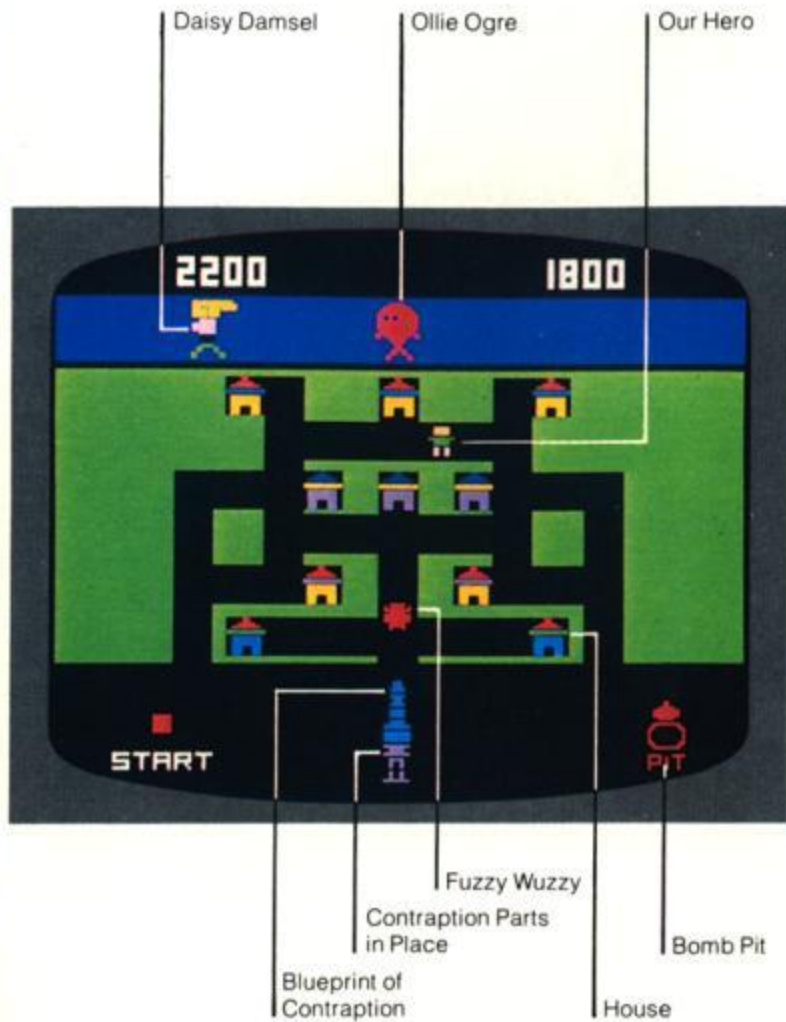
## NEIGHBORHOODS & HOUSES

As the game begins, watch carefully. You will see each of the top three components of your contraption travel to one of the ten houses that make up the first neighborhood. All the other houses contain deadly bombs.

To progress to the next neighborhood, you must find the missing parts, position them on the blueprint *in their proper sequence* from the bottom up and then use your completed contraption to stop Ollie Ogre and save Daisy.

Neighborhoods increase in difficulty as follows:

Neighborhood	Number of Parts Hidden	Number of Entranceways	Fixed Entranceways	Randomly Changing Entranceways
1	3	3	●	
2	5	3	●	
3	8	3	●	
4	8	2	●	
5	8	2		●
6	8	1	●	
7 and up	8	1		●



## COMPLETING YOUR CONTRAPTION

When you enter a house that contains a part, a short victory signal will sound. Use your Joystick to maneuver the part down to the blueprint, but remember: *the parts must be replaced in sequence from the bottom of the blueprint up.*

If you pick up a part that you cannot place on the blueprint yet because it is out of sequence, you must return that part to the house from which you took it before continuing on. You will not be able to leave the part anyplace else but in the correct house.

Points are scored only for parts successfully placed on the blueprint.



## BOMBS

When you enter a house that does not contain a part or return to a house from which you have already taken one, you will automatically pick up a bomb. A brief warning signal will sound indicating that you have a limited amount of time to defuse the bomb before it blows. To defuse a bomb you must use your Joystick to maneuver it to the Bomb Pit located at the lower right corner of your screen. You must drop the bomb *directly into* the Pit! Once the bomb has been defused, you may resume your search for the missing parts as time permits.

Note: If you are attempting to replace a machine part in the house from which you took it and you accidentally enter the wrong house, *you will not pick up a bomb.*

Bombs appear in three different colors indicating fuse length as follows:

Bomb Color	Fuse Length
Yellow	Long; slow burner
Blue	Medium; hot stuff
Red	Short; powder keg!



## FUZZY WUZZY

Every neighborhood has its own Fuzzy Wuzzy, a troublesome little fellow who was once in love with Daisy. Of course, Daisy never returned his affections and, as a result, Fuzzy now wanders around the neighborhood getting in your way and making life difficult. If he should get hold of you, regardless of whether you have a part, a bomb or are empty-handed, you'll forfeit the life in play.



## SAVING DAISY

The moment you complete your contraption, the "START" button at the lower left corner of your screen will turn green. Press it and you will activate the contraption and cause the neighborhood screen to disappear.

Use your Joystick to move your contraption back and forth along the bottom of the screen. The meter in the upper right corner indicates at what power level your contraption is set at. Push up on the Joystick to set your Gun Power level *before* pressing

down on the red button to release a shot. The lower the Gun Power level, the slower the bullet speed, *but the higher the bonus point value* for hitting Ollie. Only one bullet may be fired at a time.

Have no fear; you cannot ever hit Daisy by accident. That would be most unheroic.

If you hit Ollie, he'll be knocked out cold and you will have saved your sweetheart! Bonus points will be scored based on the neighborhood completed and the Gun Power level used to fire the successful shot. You will then proceed to the next neighborhood with Ollie commencing his pursuit of Daisy all over again.

**IMPORTANT:** As you successfully save Daisy through the first eight levels of play, you will uncover the letters to the hidden BLUEPRINT Password. This is no small feat as it requires a perfect mastery of the intricacies of BLUEPRINT. The Password is your key to exciting new surprises from CBS Electronics.

If you miss Ollie, your Gun Power level will return to "L" and you'll have another chance to stop him, time permitting.



## SPECIAL FEATURES

### Speed Control

As you go from house to house searching for the missing parts, you may use the red button of your Joystick Controller to increase your speed of movement. Hold down the button to speed up; lift up to return to normal speed. This feature stays in effect for each neighborhood until you activate your completed contraption.

You have only a limited amount of speed to use per life. As you deplete your supply, the neighborhood background color changes as follows:

Background Color	Speed Level
Green	All systems go! You have plenty of juice.
Yellow	Proceed with caution! You're dipping into your reserves.
Red	Too late! You're out of gas.

Your speed level will be automatically recharged to the next highest level every time you successfully position a machine part on your blueprint.

### Bonus Time

If you begin a neighborhood and manage to complete your contraption and knock off Ollie *without losing a life*, bonus time will be added to the amount of time it will take Ollie to catch Daisy on the *next* Neighborhood Level.

Should you lose a life while playing on a neighborhood that has had bonus time added to it, you will begin your next life on that same level but without the bonus time.





## LOSING A LIFE

When a life is lost, you will witness its ascent to its heavenly reward. You will also be reminded of how many of your lives are left by the number of solid squares appearing on the bottom of your screen.

A life may be lost in any one of three ways:

- In a bomb explosion.
- In an encounter with Fuzzy Wuzzy.
- When Ollie Ogre finally gets hold of Daisy Damsel.

Your next life will start on the neighborhood already in progress. All parts that had been successfully placed on the blueprint will remain intact. Any part that may have been in transit when the previous life was lost will have been returned to the house from which it was taken. And, most importantly, Ollie will begin chasing Daisy all over again.

Note: If you complete your contraption but fail to stop Ollie in time and lose a life, your new life will start on the neighborhood display screen. You will have to press the "START" button again in order to reactivate your contraption.

## END OF GAME

The game ends when you valiantly lose your last life in the effort to save Daisy from the clutches of Ollie Ogre.

## SCORING

Score is displayed at the top of the screen throughout the game.

Point Values—All Neighborhoods:

Part Placed On Blueprint	100 points
Defused Bomb	25 points

Bonus Point Values—Knocking Off Ollie

Neighborhood	Gun Power Level		
1	200 points	LO	500 points
2	400 points	LO-MED	400 points
3	600 points	MED	300 points
4	800 points	HI	200 points
5 and up	1000 points	X-HI	100 points

## **TWO-PLAYER VERSION**

Two players may compete in BLUEPRINT, alternating turns. Both Joystick Controllers are used in this version. Player One uses the Left Controller and his/her score appears on the left side of the screen. Player Two uses the Right Controller and his/her score appears on the right side of the screen.

## **STRATEGY HINTS**

1. Save your speed supply for times when you'll really need it like maneuvering through the houses on the upper blocks of the neighborhood or when you unexpectedly pick up a bomb with a short fuse.
2. Once you pick up a part, you'll be able to avoid Fuzzy Wuzzy by ducking into *any* nearby house. As long as you have the part you won't be able to pick up anything else.
3. BLUEPRINT is, most of all, a memory game. Younger players (as well as absent-minded ones) might find it easier to play as a team. One member moves through the houses while the other member keeps track of where they've already been.

# CBS Electronics

## VIDEO GAME CARTRIDGE LIMITED NINETY DAY WARRANTY

CBS Inc. ("CBS") warrants to the original consumer purchaser of this CBS Electronics cartridge for a period of ninety days from the date of purchase that it is free from any defects in materials or workmanship. If any such defect is discovered within the warranty period, CBS will repair or replace the cartridge, at its option, free of charge on receipt of the cartridge with proof of date of purchase, postage paid, at: CBS Electronics, 601 Doremus Avenue Newark, NJ 07105

In the event that your cartridge is replaced, the replacement will be continued on the original warranty for the balance of its term or for 30 days, whichever is longer.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by CBS and is not applicable to normal wear and tear. This warranty shall

not apply to defects arising from abuse, unreasonable use, mistreatment or neglect.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE. CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESS OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitations of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

CBS Toys, A Division of CBS Inc., Newark, NJ 07105

2L 2205 0000