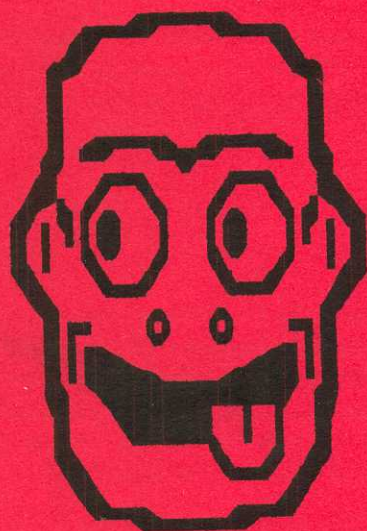


HozerQuest: Thrifting Simulation

Game Program Instructions



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Cartridge construction by Hozer Video Games, 2000

1.0 Introduction

A long, long time ago, no one except collectors cared about Atari carts. The Unenlightened played their Nintendos and Segas and left the neglected Stella carts in heaps at the thrifts. Atari carts were plentiful for the collector and all was good.

Then, the Unenlightened discovered their value - whether intrinsic or financial. Carts became scarce and collectors found themselves fighting for even the most Common of Common carts. It was the beginning of the Scant Era.

Hozer, long a provider of fun for the collector saw the Stella stockpiles beginning to dwindle. He knew if he wanted to ever find any of the most elusive of carts, he'd have to begin the Thrift Run To End All Thrift Runs. He planned to start in his own rather picked-over neighborhood and, time permitting, hit some places he'd heard about only in legendary RGVC brags.

With a Rarity Guide in one hand and a pocket full of Combat ROM chips, he set out to find the Ultra-rare carts he knew to be out there. And, maybe, just maybe, he'd score an unreleased prototype. A quick prayer to Bira Bira, and Hozer was off on the Atari adventure of a lifetime.

2.0 Controls

With your TV turned on, insert the HozerQuest: Thrifting Simulator cartridge into your Atari 2600 as described in your console user's manual. A neighborhood made up of streets and buildings will appear on the screen, guarded by roaming SumGuys (just look for the sg's). Your character, Hozer, will appear as a small dot at the bottom of the screen. Plug a joystick into the left port and set the left and right difficulty switches to select a skill level from 1 (easy) to 4 (hardest):

Skill level 1 - Left B/Right B

Skill level 2 - Left B/Right A

Skill level 3 - Left A/Right B

Skill level 4 - Left A/Right A

Press Reset to begin the quest for Stella cartridges!

Move Hozer left, right, up, or down to enter the buildings you may find carts in. Watch out! SumGuy in the neighborhood is invincible and will cost you a life (and your carts) if he catches you!

Upon entering a building, you'll find a cart guarded by some denizen of the thrifts. Here are the places you'll go and the people you'll encounter:

Screen one

Area shape
and name



Pawn
shop

Enemy shape
and name



Electrified burglar
alarm still on!



Thrift store



Scary guy who hasn't
bathed recently.



Garage
sale



"Nintendude" who thinks
Stella carts work in his NES.



Flea mkt.



Wandering eBay resellers
looking to make a buck.

Screen two

Area shape
and name



Used
game
store



Dreamcast zombies talking
you into buying something "new."



AtariCon



Other Atari enthusiasts trying
to beat you to the big score!



Church
rummage
sale



Sister Mary SumGuy selling
Rice Krispie squares.



Parent's
attic



The dreaded Attic Monster
that kept you away as a child.

Capturing a cart is no easy task with these losers complicating things. If the grab you, you'll lose a Hozer (and your carts again)! Luckily, you brought along a pocketful of Combat ROMs (left over from Rescue Bira Bira...another fine Hozer release). You can either throw ROMs to get rid of the competition, or you can dash in, grab the

cart, and haul it back out. The choice is yours.



However, grab the cart quickly, otherwise the dreaded StoreManager will come wandering by with his pricing gun and mark up whatever cart you were looking at! (In other words, you can no longer afford it and will lose a Hozer.)

In your home neighborhood, everything's been pretty well picked over, so all you'll find are a few loose Commons. But in later buildings, you'll find some True Rarities. Here are the carts you may encounter:

CARTS UP FOR GRABS

SCREEN ONE Common as dirt



Combat



Space Invaders



Pac-Man



Frogger

SCREEN TWO Holy grails



Crazy
Climber



Waterworld



Chase the
Chuckwagon



Unreleased
prototype!!!

3.0 Scoring

The more neighborhoods you visit, the more points you'll get. Grab a cart for 200 points and up and throw a ROM chip at an enemy AFTER YOU GRAB THE CART for 100 points and up. You start the game with four Hozers in reserve, so get out there and grab those carts!

4.0 Notes from the designer

HozerQuest came about for two reasons. One, I wanted to thank Randy at Hozer Video Games for providing a much needed service to us collectors. I figured it was about time his own mascot has a game. My second reason was that sometimes you just can't get out to go thriftn'. I thought it might help to have a simulator to keep those dumpster-divin' muscles in top form for the days when you're able to get to the fleas, thrifts, boots and sales. HozerQuest is my way of giving back to Randy and giving you a way to hone those Loser-Dodgin' skills. Good luck!

Hozer Video Games can be found at Randy.Crihfield@sun.com