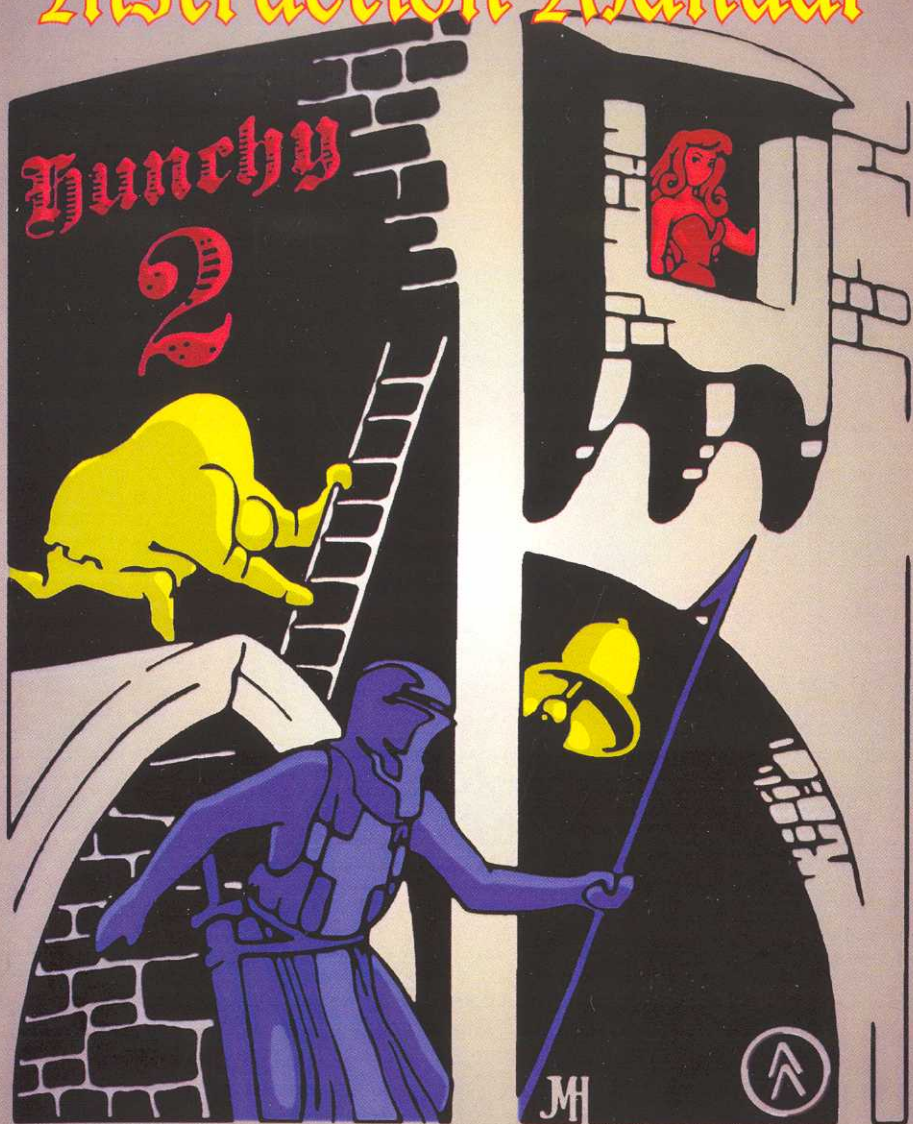


Instruction Manual



A video game for the Atari 2600 • ©2005

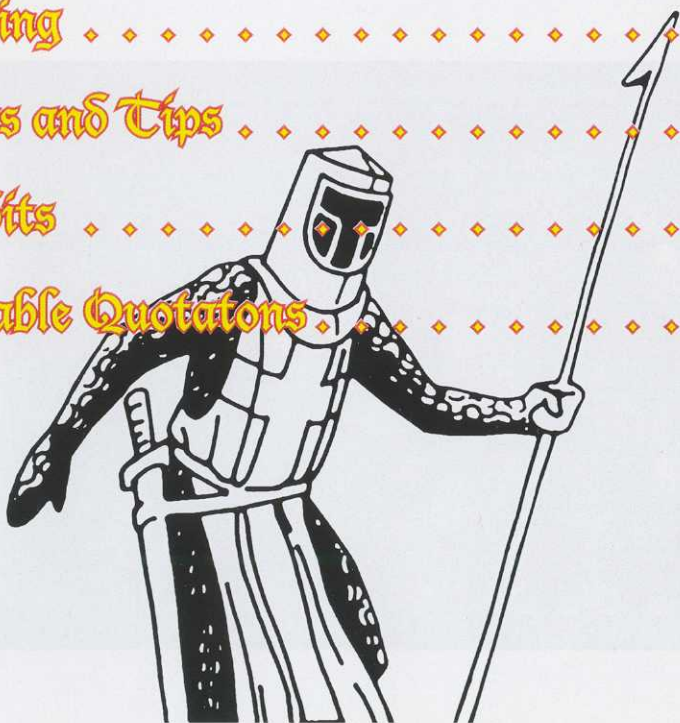


NOTE: Always turn the console power switch off when inserting or removing an ATARI® Game Program cartridge. This will protect the electronic components and prolong the life of your ATARI® Video Computer System™ game.

Use your Joystick Controllers to play this game. Make sure to plug the controller firmly into the left controller jack. Hold the controller so the red button is in the upper left corner.

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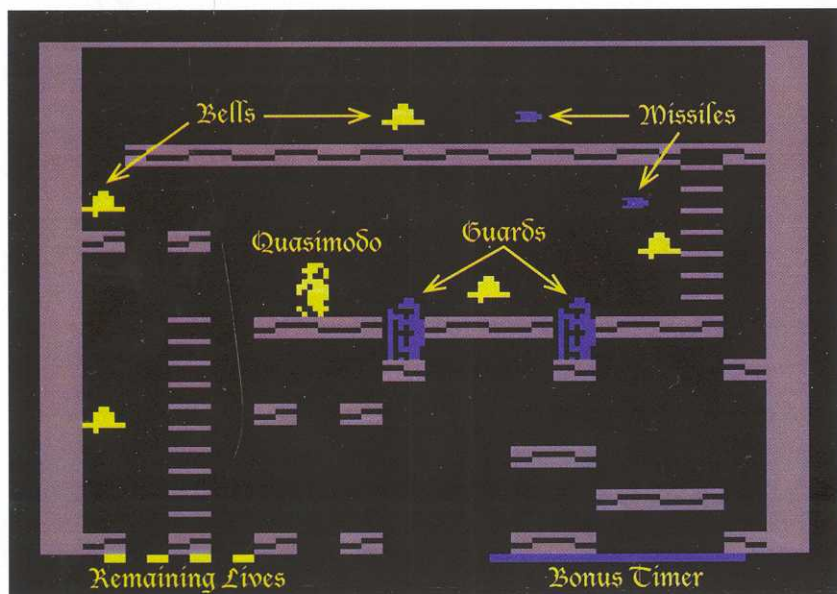


Introduction

Hunchy II is a sequel to the 1982 classic arcade game “Hunchback” which is loosely based on the novel “The Hunchback of Notre Dame” (1831) by Victor Hugo.

Game Play

Your task is to guide the hunchbacked Quasimodo in his quest to rescue the gypsy girl Esmeralda from the cathedral of Notre Dame. To succeed, you must collect all of the bells in each cathedral room. You must also avoid any incoming missiles and the fearsome cathedral guards. The game contains 14 levels of increasing difficulty.

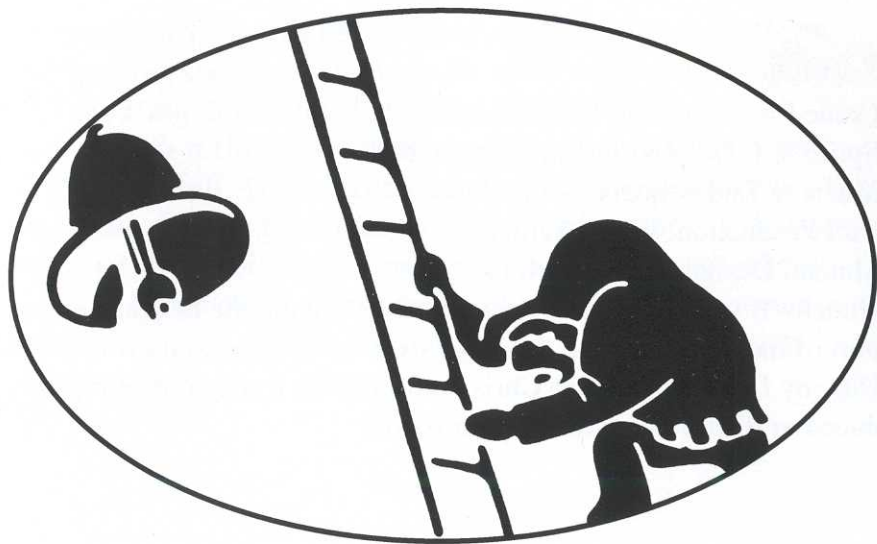


Using the Controllers

Plug one joystick controller into the LEFT CONTROLLER port. Hold this Joystick in the left or right position to move Quasimodo horizontally across the platforms. Hold the Joystick in the up or down positions to ascend and descend the ladders. Pressing the Joystick fire button will make Quasimodo jump.

Practice Mode

The game will enter a practice mode with LEFT DIFFICULTY switch in position A. In this mode, you can skip a level by pressing the SELECT button on the console. The practice mode is disabled by moving the LEFT DIFFICULTY switch to position B.



Scoring

Your score is based on the bonus timer; if this timer reaches zero, you will receive no score for the level. To maximize your score, you need to complete each level as quickly as possible.

Hints & Tips

- 1) Avoid lingering at the screen edges as missiles can often appear suddenly.
- 2) Every screen can be completed without loss of life, so plan your route carefully.
- 3) Timing your jumps carefully is crucial. Difficult jumps can be made easier by stepping over the edges of the platforms.
- 4) The roaming guards will ascend and descend whenever possible.
- 5) The pattern of missiles on each screen is always the same. Waiting around can sometimes make things easier.

Credits

Game Programming: Chris Walton

Sprite & Label Art: Juston Hairgrove

Music & End Sequence: John Payson

Cart Production: Albert Yarusso

Manual Design: G. Tony Morse

Hunchy II would not have been possible without the help and support of the great folks on AtariAge (www.AtariAge.com).

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Notable Quotations

"For though he was gentle and kind, it was Quasimodo's crime to have been born hideously deformed. But one day his heart would prove to be a thing of rare beauty. She was Esmerelda. The victim of a coward's jealous rage, she is unjustly convicted of a crime she didn't commit. Her sentence is death by hanging. Only one man can save her = Quasimodo."

"When a man understands the art of seeing, he can trace the spirit of an age and the features of a king even in the knocker on a door."

"Never had any living creature been plunged more deeply into annihilation."

"A minute afterwards he appeared upon the upper platform, still bearing the gypsy in his arms, still running wildly along, still shouting 'Sanctuary!' and the crowd still applauding. At last he made a third appearance on the summit of the tower of the great bell. From thence he seemed to show exultingly to the whole city the fair creature he had saved; and his thundering voice, that voice which was heard so seldom, and which he never heard at all, thrice repeated with frantic vehemence, even in the very clouds, 'Sanctuary! Sanctuary! Sanctuary!'"
-Victor Hugo



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