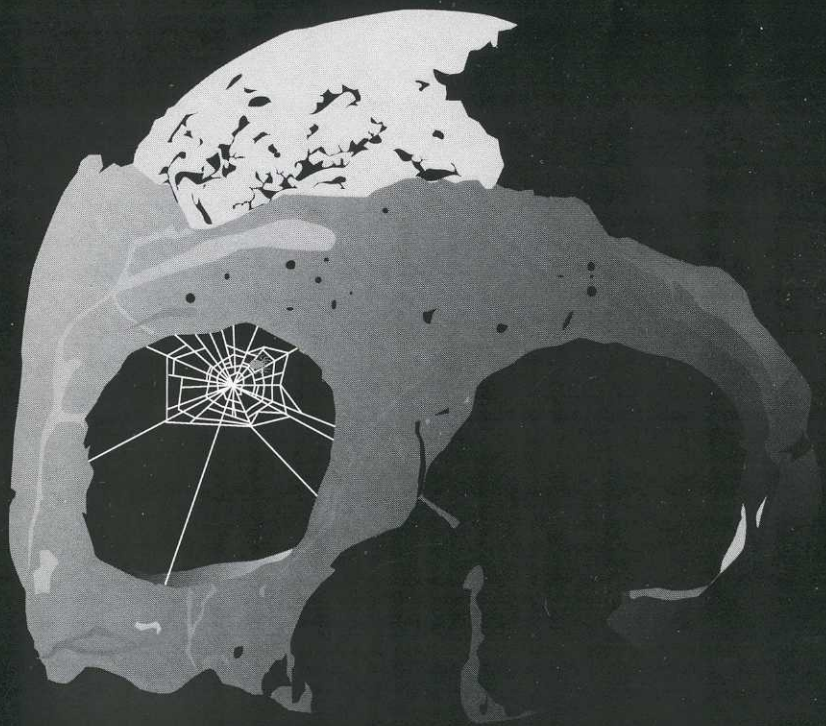


SKELETON+

GAME PROGRAM INSTRUCTIONS



YOUR SITUATION SO FAR:


"You are in a maze of twisty passages, all alike" certainly describes the situation you are in.

You hear faint footsteps, so you follow the sound through the maze. To your horror, you discover the source of the footsteps is a Skeleton; and it doesn't look friendly. Acting quickly, you blast it with your Undead Disintegrator and the Skeleton vanishes in a flash of color. But as you reload your UD, you hear footsteps again; and you wonder; are you the hunter or the hunted in this nightmare?

GAMEPLAY:

NOTE: Skeleton is for one player only.

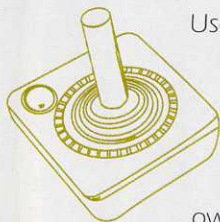
The objective of Skeleton+ is to eliminate Skeletons without being killed yourself. Use your Joystick Controller to maneuver your way through the maze. Press the red controller (Fire) button to shoot your Undead Disintegrator. When a Skeleton is destroyed, another will take its place. Destroy five Skeletons and you will enter the next maze. Complete all eight mazes to win your freedom. Being touched by or touching a Skeleton will reduce your life. When your life reaches zero, the game is over.

Each new Skeleton is stronger than the previous and will require more hits from your Undead Disintegrator to be destroyed. You are also not a dead shot with the Undead Disintegrator so sometimes a Skeleton will require more shots to be destroyed. Although each new Skeleton starts moving slowly, the speed with which the Skeleton moves will gradually increase until it is destroyed. 

You are also equipped with an Undead Locator which indicates the direction of the Skeleton via a square at the edge of the screen. The square will be near the top of the screen when the Skeleton is ahead of you and near the bottom of the screen when the Skeleton is behind you.

Sound can provide assistance when playing Skeleton+. The sound of the Skeleton's footsteps will get louder the closer the Skeleton is to you. The sound will also be louder if the Skeleton is in front of you and quieter if the Skeleton is behind you. If your ATARI® Video Computer System™ is capable of producing stereo then you will be able to hear if the Skeleton is to the right or left of you as well.

USING THE CONTROLLER:



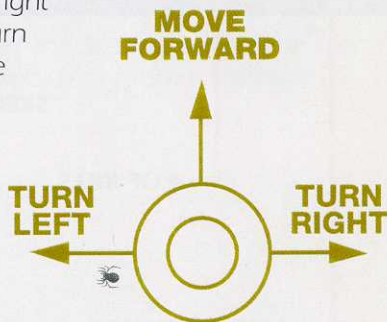
Use your Joystick Controller with this Game Program. Be sure to plug the controller cable firmly into the jack at the back of your ATARI Video Computer System. Hold the controller with the red fire button to your upper left toward the television screen. Use the LEFT CONTROLLER jack for this one-player game. (See your owner's manual for further details.)

Use the Joystick Controller to:

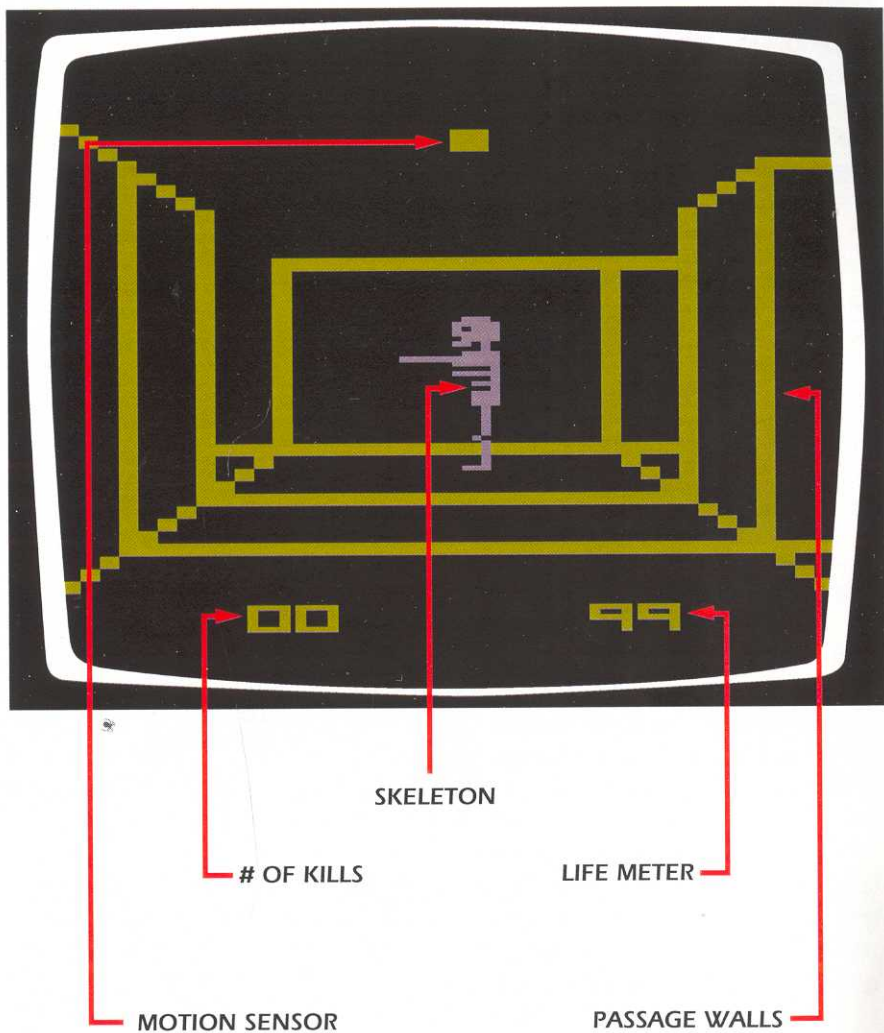
- Move through the maze
- Shoot your Undead Disintegrator

Push the Joystick forward to move forward, push the Joystick to the right to turn right and push the joystick to the left to turn left. You must return the Joystick to the center before each move.

Press the red button to shoot your Undead Disintegrator. You must release the red button to shoot again. It requires one second to reload your Undead Disintegrator.



SCREEN OVERVIEW:





CONSOLE CONTROLS:

GAME SELECT SWITCH / GAME RESET SWITCH

Press down either the GAME SELECT or RESET switch to start the game. Pressing either the GAME SELECT or RESET switch during the game has no effect.

DIFFICULTY SWITCHES

When the LEFT DIFFICULTY switch is set to A when the game is Started, you will need to destroy ten instead of five Skeletons to complete each level.

If the RIGHT DIFFICULTY switch is set to A when the game begins, you will start with your life meter at 49 instead of 99 and your Undead Disintegrator will only do half the damage it does when the RIGHT DIFFICULTY switch is set to B.

If the LEFT DIFFICULTY switch is set to A during the game, your Undead Locator is turned off and you must use sound to find the Skeleton. Stereo sound is recommended in this case.

If the RIGHT DIFFICULTY switch is set to A during the game, the speed of the Skeleton is reset only at the start of each level.

TV TYPE SWITCH

When the TV TYPE switch is set to B/W the Skeletons have the touch of death. The game is over if you are touched by or touch a Skeleton.





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Manual Layout and Artwork by: Dale Crum Email: webmaster@ataricart.com

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.