

WALT
DISNEY

ATARI[®] 2600[™]

SNOW WHITE[®]

AND THE
SEVEN DWARFS

FOR KIDS OF ALL AGES

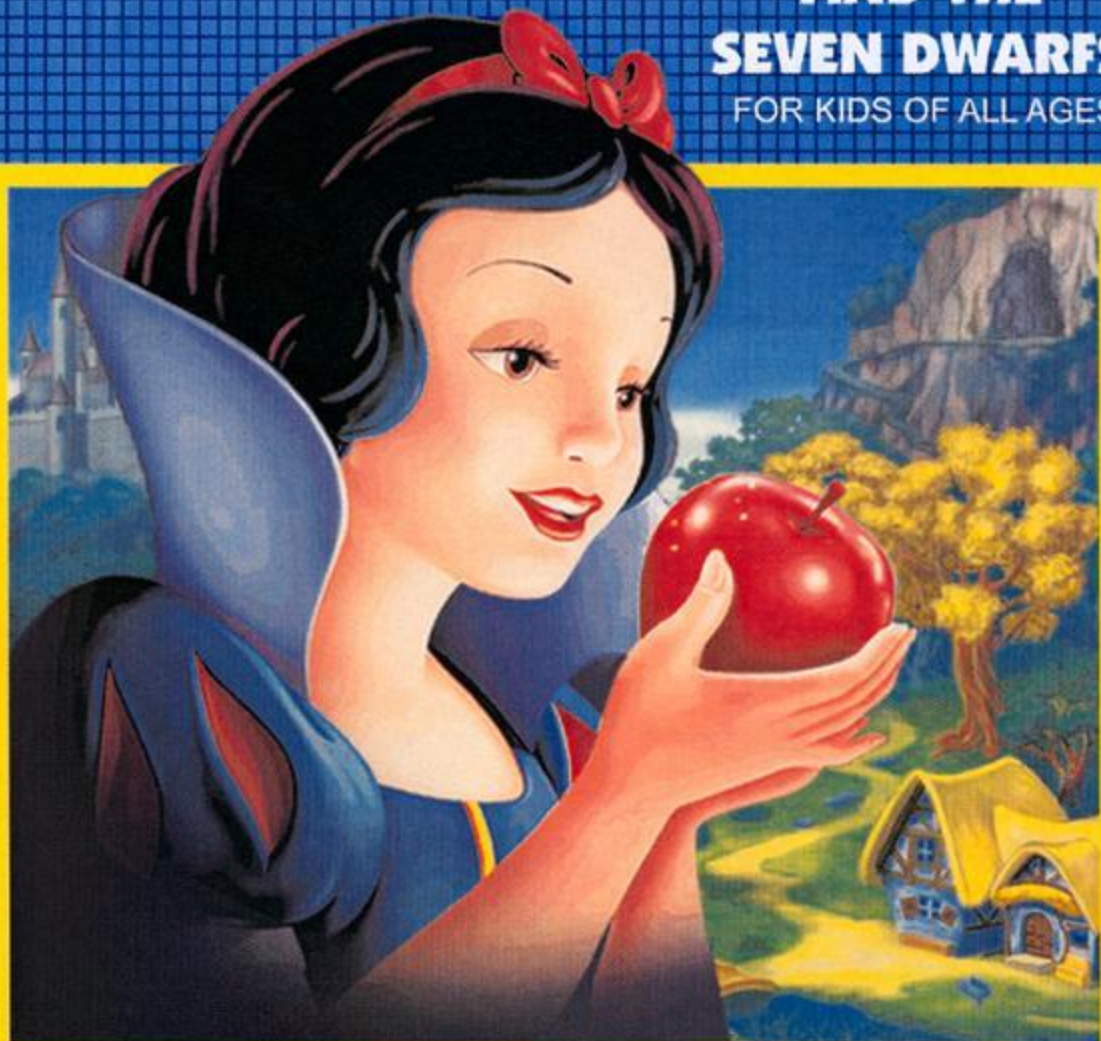




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SNOW WHITE

1. INTRODUCTION



Snow White needs your help! The jealous Queen is planning to put Snow White into an eternal slumber.

Are you fast enough to get the help of Prince Charming to defeat the Queen's evil plans?

SNOW WHITE

2. GAME PLAY

The object of SNOW WHITE is to keep Snow White safe against the jealous Queen. To do so you have to guide the seven dwarfs through several adventures so they can ask Prince Charming for help.

It is a long and dangerous way, and the only help you will have are the magical diamonds which are in your mine. So before you go on your long journey, run through your mine to

collect as many diamonds as you can, up to a maximum of 12. To leave the mine you have to pick up a ruby. You can exit the mine with that ruby even if you have not collected all the diamonds.

If you play the game in the HARD mode, there are various obstacles in the mine you have to avoid while collecting the diamonds.

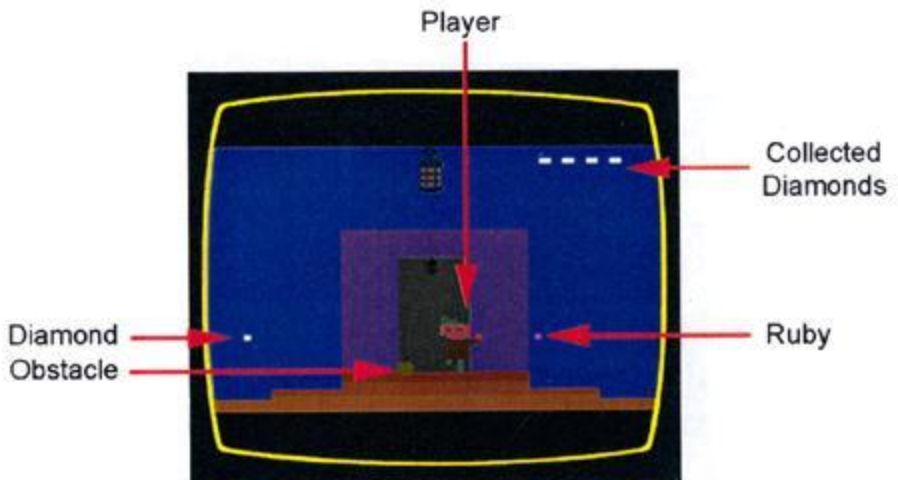


Figure 1 – Game Screen Scene 1

SNOW WHITE

After collecting as many diamonds as you wish, you may start your journey. From this point forward, things get serious, as you only have a limited amount of time to complete your journey. The remaining time is displayed in the upper left corner of the game screen (Figure 2 + 3) and is represented by the jealous Queen (masked as an old woman with a poison apple in her hand) which moves towards Snow White. If the Queen reaches Snow White but you

have not made it to Prince Charming in time, all is lost and Snow White falls into eternal slumber.

Your first task is to cross a river with a small boat. (Figure 2) There is a bat which tries to catch you before you make it over the river. With your diamonds you can scare the bat away. If you play in the HARD game mode the bat will attack you by dropping rocks on you.

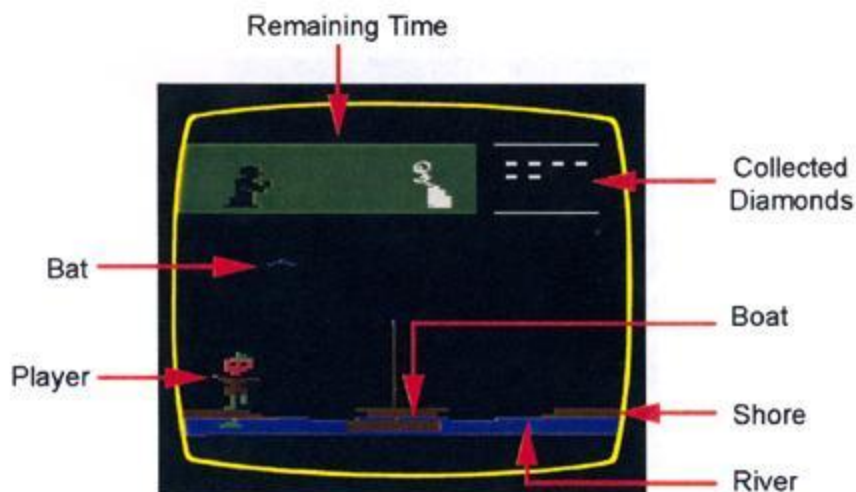


Figure 2 – Game Screen Scene 2

SNOW WHITE

Once you have passed the river your way leads into a dark and gloomy forest . You have to avoid the bats and the evil trees which try to catch

you... (Figure 3) That is all the magic mirror can tell you. Now you are alone on your quest...

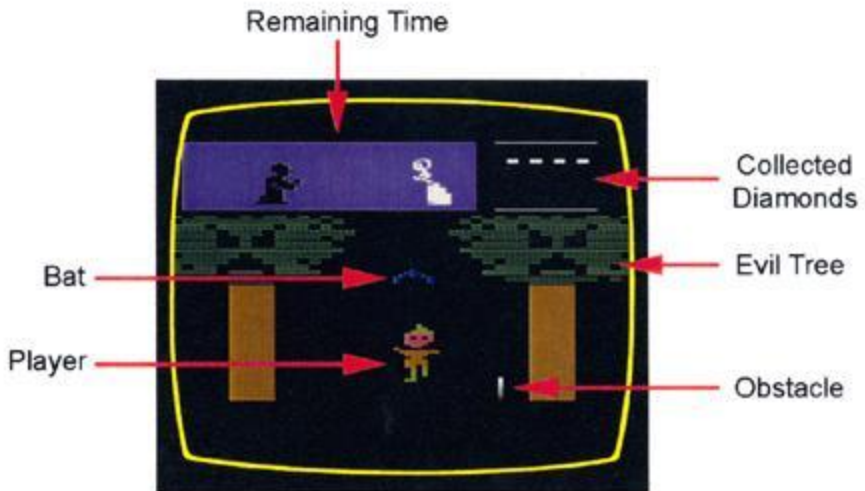
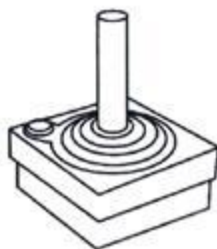


Figure 3 – Game Screen Scene 3

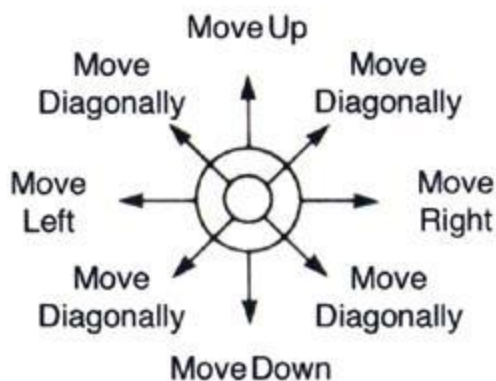
SNOW WHITE

3. USING THE CONTROLLER



Use your Joystick to:
Direct your player character

Use the fire button to:
Use the magic power of your diamonds



Use your Joystick Controllers with this ATARI Game Program cartridge. Be sure the controller cables are firmly plugged into the CONTROLLER jacks at the back of your ATARI 2600 Video Computer System game. This game is a one-player only game, so use the Joystick plugged into the LEFT CONTROLLER jack. Hold the Joystick with the red button to your upper left, toward the television screen. (See your Owner's Manual for further details.)

SNOW WHITE

4. CONSOLE CONTROLS

GAME SELECT SWITCH

GAME SELECT switch is not used in this game.

GAME RESET SWITCH

Press GAME RESET to start the game. Each time GAME RESET is pressed, the game starts over.

DIFFICULTY SWITCHES

The left difficulty switch establishes the overall difficulty of the game. The B position sets the EASY game; the A position sets the HARD game by

adding various obstacles to the game play.

TV TYPE SWITCH

The TV TYPE switch is not used in this game.

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 2600™ Video Computer System™ game.



SNOW WHITE

5. HELPFUL HINTS

Only the first scene of this game is fully playable. (Figure 1) The collecting of the diamonds works fine works fine, as well as the collision detection with obstacles.

There is also a way to solve the second screen and cross the river. (Figure 2)

The game ends definitively on screen three. There is no way to beat this scene. (Figure 3)



6. GAME INFORMATION

This is an early prototype of the never-released Atari game SNOW WHITE designed by Greg Easter.

The prototype showed up on Ebay in 2000 and was sold for an undisclosed sum. The next step was a ROM dump to prevent that the game gets lost in case the EPROMs go bad.

The game code was examined by a Atari 2600 programming expert who also managed to cross the river in scene two the first time. After screen three there is no more program code. The overall status of the game is about 30% finished, and only the first scene is playable, so this release is more a collector's item than a

player's item. Why SNOW WHITE was not finished is not known. Maybe the game play was a little bit too scary for young children. A look at the evil trees of scene three may be an argument for this theory.

SNOW WHITE was mentioned a few times in videogame magazines in 1982/83 but there were no screen shots or artwork shown. The look of the box/labels is made in the same style like Sorcerer's Apprentice, the never released Dumbo's Flying Circus and Donald Duck's Speedboat Race. The artwork of this prototype release is copyright Disney and Atari. Check the box for more information.

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