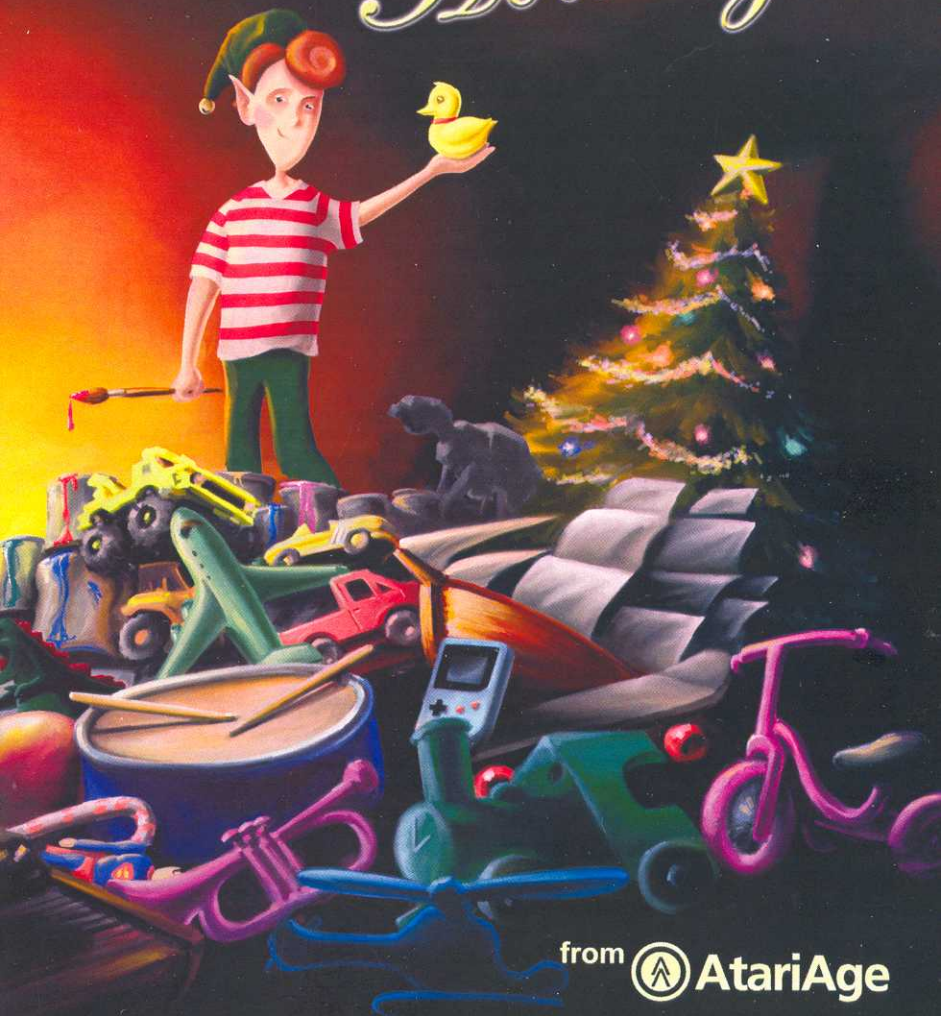


*Happy  
Holidays!*



from  AtariAge

# TOYSHOP TROUBLE

Ah, the Bahamas!

Toyshop elves Patrick, Quincy, and Robert are laying on the beach, relaxing in the sun. Nothing could be finer than listening to the surf while enjoying a cold drink, a great reward for having gotten all of Santa's toys painted in record time. Unfortunately for you, Patrick's idea of "painting" toys was dumping them all in a bucket of gray paint. While this technically fulfilled his associates' obligations (thus their trip to the Bahamas), the toys, alas, still have to be painted properly. It's now your job to clean up their mess, which means properly painting the toys in time for Santa's departure on Christmas Eve.

You must paint the toys as they move along five conveyor belts. Ahh, but only if it were as easy as it sounds! Toys must be painted the proper color, some toys require two coats of paint (with different colors) and if that wasn't bad enough, some must have their coats applied in the proper order! And, not that you needed the additional pressure, but you also have a daily quota to meet. You must properly paint all the toys that appear on the conveyor belts each day before the whistle at the end of your shift sounds!

Santa's counting on you to ensure that all the toys are painted correctly! Can you get the job done before Santa's sleigh is loaded up on Christmas Eve? You don't want to be responsible for children waking up Christmas morning without toys under their trees, do you? Time to juggle those cans of paint and get moving!



## Starting the Game

Toyshop Trouble is a one player game. Plug a joystick in the left port and hit fire or the RESET switch to begin. You can also press SELECT to practice levels (this way you can skip ahead a maximum of either 8 levels or the highest level you've achieved over level 8).

## Gameplay

Spanning the screen are the conveyor belts, carrying the toys. On each side are pots of paint. Running over any of the toys will display, in the status area, a painted version of that toy. So, walk (or hold fire to run) over to the corresponding paint pot (touching it is enough to select the color) and run back over the toy, holding the fire button, to paint it. Many toys will require more than one color so repeat the process with the second paint.

Be careful when running with paint! If you should run (move+fire) over a previously painted toy while carrying another color, it'll get painted that color and you'll have to start that toy all over again! Paint the required number of toys in the time limit on each level to progress to the next day.

Between levels, the next days toys (including any new toy) will be introduced.



## Scoring

Points rewarded for painting a toy successfully range from 10 to 100 points. Points are awarded when the painted toys leaves the conveyor belt.

A time bonus is awarded on the completion of a level, with multipliers added on consecutive levels. Any painted toys still on conveyor belts at level end score double.

## Tips

You won't be penalized for painting a toy the wrong color (as long as you correct it before the time runs out) so it can sometimes be an idea to cut a swathe of

paint across the screen if it means getting a whole block of toys painted a little faster.

## Credits

Lead Programmer, Music, and Game Design  
**John Payson**  
Title Screen Design and Programming:  
**Zach Matley**  
Additional Programming:  
**Bob Montgomery and Thomas Jentszkar**  
Game Graphics:  
**Nathan Strum**  
Label and Manual:  
**David Exton**  
Additional Assistance:  
**Fred Quimby and Manuel Rotschkar**  
Easter Egg Programming:  
**Bob Montgomery**



Toyshop Trouble has a secret level!  
I won't tell you how to get there.  
Easter egg clues are right here.  
No doubt, 30 is a lucky #.  
Right in this general area.  
Go from the beginning to the end based on this clue we will drop:  
Secret nine-letter word on Dec. 24!