



ADVENTURE
E.T.

THE ABYSSMAL ABYSS

INSTRUCTIONS

For Atari 2600
or 7800

(c) 2001
"Snider-man"

With a solid kick, the disintegrating latch popped loose, and the rotting oaken door swung into the darkness on groaning, rusted hinges. All The Archer could see was a set of moss-covered stone steps descending into the darkness under the long-forgotten castle. The fetid odor of age, mold, and decay fairly billowed forth from the depths of the catacombs. He suppressed a shudder of disgust.

"This will be no mere dungeon-crawl," Winky thought, nocking an arrow.

Gone was his usual mirthful smile, having been replaced with a scowl of determination. He smiled inwardly, however, remembering the rumors of fabulous treasures and mysterious magic items hidden deep within the ancient ruler's crypts. Although the necromantic king was no longer a threat and had been dead for centuries, Winky couldn't help but feel as if his eyes were on him. Watching him. Sizing him up.

The evil monarch of these lands had been nearly untouchable during his reign, having surrounded himself with spectral, undead guardians and horrid, hellish creatures from the depths of the Underdark - or so the legends said.

"And legends are often based in fact," Winky muttered to no one in particular.

Steeling himself up for the challenge, Winky descended the stairwell, into the inky blackness. His greatest challenge of all lay ahead...and downward.

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Venture II: The Abysmal Abyss is the sequel to the popular dungeon-delving video game of monsters, magic, and mayhem! However, the dungeon's chambers are even more difficult to traverse this time around. The monsters are faster and more cunning. But the fabulous wealth you may discover will make the adventure worth it! (If you can manage to stay alive...)

Getting Started

1. With your TV turned on, insert the **Venture II** cartridge into your Atari 2600 (or 7800) as explained in your Owner's Manual, and turn on your console. A dungeon made up of hallways and four chambers appears on the screen, guarded by roaming Fanged Horrors. Winky is a small dot at the bottom of the screen.
2. Plug a joystick into the left joystick port.
3. If you are using an Atari 2600, select either color or black and white with the TV switch.
4. Set the Left and Right Difficulty switches to select a skill level from 1 to 4. (Level 1 is the easiest and 4 the most difficult.)

Skill level	Switch setting
1	left B/right B
2	left B/right A
3	left A/right B
4	left A/right A

5. Press [Reset] to start the game or to begin a new game.

Playing the Game

Hold the joystick so that the fire button is on the top-left corner. Move the joystick handle left, right, up, or down to make Winky run. Position the joystick handle in the direction you want Winky to shoot an arrow, then press the fire button.

You'll begin your adventure in Level 1 of **The Abysmal Abyss**. Each room houses one treasure, guarded by dangerous monsters and horrific traps. Your goal is to capture the treasure in every room. To do so, you must first get past the roaming Fanged Horrors, then enter a room and capture the treasure within. The order for entering the chambers is up to you. But once you grab a treasure from a chamber, you're locked out of that chamber for good.

Capturing a prize is no easy task. Once you enter a room, the creatures within will attack! You can stop them by killing them with your arrows. (A skull and crossbones will appear, showing where their dead corpse lays.) You must grab the treasure first, then shoot a creature, to win points. If you run into a chamber guardian - dead or alive - you'll lose a Winky.

As if this weren't enough to worry about, the Fanged Horrors are getting impatient. If you stay inside a room too long, they'll come in to get you. However, they are impervious to your arrows. The only way to protect yourself is to run from them. If they get you, you'll lose a Winky.

Remember that Winky has three backups to help out in case he runs into trouble. The game is over if you use up all four of the Winkies.

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Winky's Journal: Level 1:

The rooms on this level will haunt my nightmares for years to come. I have never before seen such abominations! For example, one room, marked "**Elite Guard Barracks**" on the door, contained **Invisible Warriors**! This must've been the evil king's secret weapon against foreign invasion! Two things kept me alive while in there. One, I was able to see the swords wielded against me. They may be invisible, but their weaponry was not! Two, I spied a **Golden Shield** in a nearby alcove. Using it to protect myself, I was able to escape.

Another room was filled with bookshelves, bookcases, and cabinets. I had stumbled into a **Wizard's Study**. After looking over a few of the moldy tomes on the shelves, I saw a **Magical Scroll** resting on a table. Picking it up triggered the magician's guardians: **Flying Bookbats**! These animated tomes flapped their pages in some kind of perverse parody of a real bird or bat! As they flew wildly about, I was able to move into the next room.

I had heard that the king's wizard had dabbled in insectomancy - the magical art of controlling insects to do your bidding. One room had been turned into a **Hive Lair** for just such purposes. A large waxy hive sat in the middle of the room and, around it, swarmed **WidowWasps**. One sting from these highly poisonous bugs was instant death! They were nearly impossible to hit with an arrow, so I made it a point to avoid them altogether. Investigating the room, I found a **Jar of Ambrosia** that must've been collected from the hive. This honey-like substance is a much-sought delicacy favored by royalty. It may fetch a pretty penny. (I never did locate the **secret door** that supposedly resides in this room. Maybe another brave adventurer can find it one day...)

The final chamber was the infamous **Dungeon of Dread**. This is where the king kept his most troublesome prisoners. The bars of the jail crackled with arcane energy and they shifted back and forth, making escape nearly impossible. A **Jewel-encrusted Key** sat within. This must be the key to Level 2. I'd need to retrieve it to proceed further into the bowels of this labyrinth.

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If you capture the treasure in every chamber of Level 1, you'll descend to a new hall of chambers, even more horrible and dangerous than the previous one.

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Winky's Journal: Level 2:

Upon descending the stairs to Level 2, the first room that caught my eye was circular in shape. At least, it had been circular once. This room, best described as a **Collapsed Ruin**, was littered with fallen columns and chunks of broken stone. As I worked my way through the rubble towards the **Oaken Treasure Chest**, **Vampire Bats** swooped down from the ceiling where they had lain in wait. I was able to down a few with my bow before moving on to the next room.

The next chamber, the **Unholy Antechamber**, was a Lovecraftian nightmare. Hideous **Tentacled Cthuloids** lumbered their poisonous bulks in my direction. Their slimy mouth-tendrils drooled with black ichor. Dodging them and diving around a wall, I stumbled across a **Forbidden Tome**. The book's leather cover was embossed with a human skull and a red ribbon marked a particularly interesting passage. I will read this arcane volume later.

The next chamber was filled with the fineries of royalty. I had found the king's **Throne Room**! A large majestic throne sat against the north wall, facing an alcove to the south. Within, sat the **King's Crown** itself! Entering, I heard the door slam shut behind me. Spinning, I saw several **Skeletal Guardians** standing between me and the exit. It was a long drawn-out battle, but I eventually escaped with my life (and the crown).

Two crossed axes marked the door to my next challenge. This seemed to be

where prisoners were brought for final punishment - The Executioner's Sanctum. Peering cautiously inside, I saw several Hooded Abominations milling about waiting for someone to practice their deadly craft on. Down the narrow corridor, I spied a Glowing Talisman. Screwing up my courage, I raced in towards my destiny...

(This is the last entry in the Journal.)

Scoring

The deeper you descend into the dungeon, the more points you'll win. Grab a treasure for 200 points and up. Shoot a monster after grabbing a treasure for 100 points and up. The deeper you go, the higher your score. For the big points, shoot monsters only after you've taken their treasure!

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