

IMAGIC

PAL  
EA-PAL

# WING WAR™

Video Cartridge  
for the ATARI® Video Computer System



IMAGIC, Inc. is not related to ATARI, Inc.



# WING WAR™

Deep underground, a mystical flying dragon is born. Its den shelters the eggs from which new life will come. Danger lurks beyond, but the dragon lives for conquest, and crystals that can give it more power.

The dragon flies out to a world of mortal enemies: spiders, bats, swarms of killer bees, fire-hurling demons, deadly Griffins, hydra-headed monsters, entangling ropers, and more. It's a fight for survival of the fastest!

The volcano spews Fire crystals. Water crystals lie near lakes. And Air crystals float down like bubbles. In a secret tunnel a special treasure awaits the Dragon. But it's guarded by the toughest enemy of all!

One player flies the Dragon on its quest for enemies, crystals and eggs across 40 different game screens!

**IMAGIC**

# WING WAR

## INSTRUCTIONS

### GAME OBJECTIVE

- Hunt and destroy natural enemies to score points and create valuable crystals.
- Gather Fire, Air and Water Crystals to gain more power and defensive strength. Be sure to keep Fire and Water Crystals apart!
- Create Super crystals by gathering all 3 elements, then make a daring raid through the secret passage to capture a sparkling diamond!
- Find and bring back Dragon eggs to win extra lives.

## CONTROLS

### To Fly

- Press Fire button to flap the Dragon's wings and gain altitude (each time you press a button the wings flap once).
- The dragon descends when you don't flap its wings.
  - Pull joystick DOWN to descend faster.
- Pull joystick left or right to set the Dragon's direction.

**To Throw Fireballs:** Push joystick up and diagonally.

**To Pick Up Crystals and Eggs:** Move joystick UP while the Dragon's feet touch a Crystal or an Egg.

**To Drop Off Crystals and Eggs:** The Dragon releases them automatically when it reaches the Den.

- Fly your Dragon to the outside world to get Eggs and Crystals.
  - Flap its wings and find your way out of the Den.
- On its quest, the Dragon meets many kinds of enemies...
  - Destroy them with fireballs to score points.
  - Most enemies turn into crystals when they're destroyed.
    - \* When all fireballs are gone, the Dragon has no way to destroy enemies.
  - Every contact with an enemy makes the Dragon lose some strength.
    - \* When all the Dragon's strength is gone, the next enemy contact kills the Dragon.
- Each newly-born Dragon has at least 10 fireballs and enough strength to survive 10 contacts with its enemies.

## THE DRAGON'S ENEMIES

	FIREBALLS TO KILL	TURNS INTO...
SPIDER	1	Nothing
BAT	1	Air crystal
BIRD	1	Air crystal
BEE SWARM	1	Air crystal
STALACTITE	Can't be killed: get out of the way!	
GRIFFIN	1	Water crystal
ROPER	2 or more**	Fire crystal
BEEHIVE	2 or more**	Fire crystal
FIRE DEMON	2 or more**	Fire crystal
DRAGONFLY	2 or more**	Water crystal
HYDRA	2 or more**	Water crystal
ROCK DEMON	6	Nothing

\*\* It takes more fireballs to destroy these enemies as the game continues.

- To create a Super crystal, bring a Fire, Air *and* Water crystal back to the Den.

- **IMPORTANT:** If Fire and Water are brought to the Den, they'll destroy each other, unless you keep them apart with an Air crystal. Get crystals in either of these sequences:

- \* Fire...Air...Water, OR
- \* Water...Air...Fire

**Super Crystals:** These multi-colored crystals are created when the Dragon brings home a Fire, Air *and* Water crystal.

- Super crystals increase the range of fireballs, giving the Dragon greater power against its enemies.

## SCORES FOR CRYSTALS BROUGHT TO THE DEN

Air .....	50 points
Water .....	50 points
Fire .....	100 points
Super .....	1000 points
Diamond .....	5000 points

