

ARKYODOGY

Video Game for the Atari 2600

Programmed by Paul Walters and George Hefner

Produced in 1984 by Sparrow & Home Computer Software

Poor Noah! He's on his ark surrounded by the water of the great flood with all these hungry animals to feed! Then, on the first day on the ark, a petrified porcupine gets loose and starts shooting quills at everyone from the roof, a crazed snapping turtle and angry Crane also get loose and start terrorizing everyone. Now Noah is the only one on the ark brave enough to keep all the animals fed. You can help him get the job done and avoid all these dangerous critters. However, just when you think you're getting the situation under control, alligators are finding their way onto the floors of the ark and the other loose varmints become even more frenzied!

Your job: Help guide Noah through feeding all of the animals on the three floors of animal pens on the ark while avoiding all the dangerous animals on the loose. The three floors are connected by ladders that Noah can climb up and down. You will earn points for every pen feeding door that Noah opens and every animal that Noah feeds!

Animal Adversaries:

Speedy Snapping Turtles: These are no ordinary slow-poke turtles! These are crazed, frightened fast-moving giant turtles that will take Noah out if he's not fast enough to get out of their way or jump over them!

Foul Flying Cranes: Big bothersome birds will butt Noah with their beaks if he's not careful! These frightening flying fowl don't care if he's in their way! They'll fly right into him full-speed!

Quick-Quill Porcupine: If you were a poor porcupine trapped on an ark you'd be scared and shooting quills at anything that moves, too! The porcupine spends all day just running back and forth on the roof shooting quills at Noah. His timing seems to get better as the days progress!

Assaulting Alligators: Menacing reptiles with big teeth are looking to take a bite out of poor Noah! They creep towards him whenever Noah is in view on their floor, but take a rest when his head has moved to another floor. One alligator will begin appearing on day three and two alligators will begin appearing on day five. Alligators are practically impossible to jump over and must be avoided, requiring more strategic play when they appear. Hey, did I just see that alligator jump?!?

Starting the Game:

Insert cartridge into your game system with the power OFF. Then, turn power ON.

- This is a one (1) player game. Only the left Joystick Controller is used.
- The difficulty and game select switches are not used.
- To begin a new game, press the reset switch.

Playing the Game:

First, you have to guide Noah to open the feeding doors of all twelve animal pens by making him jump, so that his out-stretched hand touches each cross-shaped door handle. The door handles appear one at a time and will move to another one of the feeding door locations if Noah does not reach it quickly enough. All the while, you must keep Noah from being harmed by any of the enemy animals loose on the ark. When the door to feed an animal has been opened the top half of the pen will turn from tan to black in color.

Next, you have to guide Noah to feed all twelve animals by making him jump, so that his hand comes as close to their mouth as possible,

while avoiding all the same obstacles as before. The animals appear for feeding at their pen door one at a time and will change to another animal at another location if Noah does not reach it quickly enough. When an animal has been successfully fed, its feeding door will close, changing from black to tan.

There is no time limit for either task. You can take all day to figure out how to feed all these hungry animals, while avoiding the increasingly treacherous ones that are on the loose.

When Noah has fed all the animals, he's done for the day and can get a hard-earned, good-night's sleep. Of course, it all has to be done again the next day and living on the ark makes these animals more annoyed every day.

Noah will begin with three lives, represented by the number of boats at the top of the "day number" screen. You will earn an extra life for each day completed, up to a maximum of three lives total at any one time.

Scoring:

You earn points for each door opened and each animal fed. The points earned for each increases as the days progress.

Day 1:

	Floor 1	Floor 2	Floor 3
Doors	10 points	20 points	30 points
Feeding	20 points	40 points	60 points

Using the Joystick Controller:

- To move Noah left or right, move the Joystick left or right.

- To jump, press the red button. For a running jump, press the red button while holding the Joystick left or right. You will need to jump to open the pen's feeding doors, feed the animals and avoid the snapping turtles.
- To duck, push the joystick backwards. You cannot duck while positioned within a ladder opening or on a ladder. You may need to duck to avoid the flying cranes.
- To get on a ladder, you will need to be fully within the dimensions of the black rectangular opening above or below the ladder. You can then push forward on the joystick to climb up or backwards to climb down.
- On the 1st floor, Noah will automatically get off the ladder when he reaches the bottom.
- To get Noah off of the ladders on the 2nd and 3rd floors, you will need to have one of Noah's feet at the black rectangular opening in the floor and push the joystick backwards or forwards at an angle in the direction you want Noah to move.

To keep all the animals fed, Noah is going to need all the help he can get to make it through the great flood alive! Can you get him and the hungry animals through the first week? How about 40 days and nights?

Hints!

If Noah is *completely* hidden within the tunnels over the top-halves of the ladders, he cannot be harmed by any of the enemy animals. He can even take a break there if you are in need of one, as well!

Long-term strategy and timing become increasingly important in days four through eight.

Paying close attention to the flying patterns of the cranes may help Noah make it through the day, especially towards the end of the week.

Bonus Materials:

Official Arkyology Patch!!

Make it past Day 7 (25,200 points) and earn an "I survived a week on Noah's Ark" patch!

When you have made it past Day 7 (25,200 points) in Arkyology, take a picture with both your TV screen showing the score and your Atari console in the same picture and send the picture by e-mail to

here@here.com

You will receive a letter of congratulations and official Arkyology patch in the mail!

Activity Card:

Side 1: See if you can match the animals to their pen positions!

Side 2: Keep a record of your high scores!

Although it was a bumpy ride

It sure was dry inside

After forty days and nights of rain

Water covered everything

It rained so hard it took months to dry

If you think this is the end of the story

Well the story's just begun

Because the boat came to a stop

And the doors came open

With a big surprise for everyone

When they looked into the clear blue sky

They saw the colors of the rainbow

And seeing it was so much fun

-adapted from the song *Noah*

By Mark Pendergrass

ARKYOLOGY ACTIVITY CARD

The Rest of the Story

ANIMAL MATCH! Match the animals to their feeding pen position in the game!

2	12	5	1800
3	4	0	2800

House Cat Deer Camel Horse
Swan Kangaroo Rhinoceros Elephant
Cattle Saber-Tooth Tiger Giraffe Dog

ARKYOLOGY ACTIVITY CARD

HIGH SCORE SHEET!

DAY NUMBER	FEEDING DOORS OPENED?	ANIMALS FED?	SCORE
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