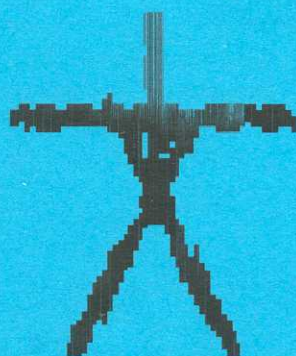


In October of 1994, three student filmmakers
disappeared in the woods of Burkittsville, Maryland
while shooting a documentary. . .
A year later, his video game was found.

THE BLAIR
WITCH PROJECT
Game Program Instructions



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Cartridge construction by Hozer Video Games, 2000

1.0 Introduction

In 1994, three amateur filmmakers entered Maryland's Black Hills to film a documentary on a local legend, "The Blair Witch." They were never seen again. Later, their equipment and film was discovered which gives some hint as to what happened that fateful week in the forest. At the end of the film, the teens entered what appeared to be the abandoned house where Rustin Parr killed 7 children in 1941 because "a lady ghost" told him to. Bloody handprints covered the walls and the smell of freshly turned earth filled the basement. What happened next in that house is the things nightmares are made of.

Now, you are in the filmmaker's place. YOU are the one being chased through the house, desperate to escape with filmed evidence of the evil that lurks in these woods. Can you write another ending to "The Blair Witch Project"?

You guide Heather Donahue (recognizable by her eyes) through the abandoned house, looking for the three pieces of your video equipment: camera, zoom lens, and the videotape itself. To calm your nerves, light up a cigarette. (It's the only light you'll be able to see by.) Grab the key to pass from room to room unhindered. If you find a Stickman Totem, grab it for protection from the demonic denizens. Leave with all your equipment to prove to the public that The Blair Witch exists!

2.0 Controls

With your TV turned on, insert The Blair Witch Project cartridge into your Atari 2600 as described in your console user's manual. Your character, Heather's "eyes," are controlled with a joystick plugged into the left port. The object of the game is to find the three pieces of video equipment and carry them back to the main entrance of the house before running out of your "9 lives." Your score is based on the number of "cigarettes" you have to light up during your search and the number of lives you use.


There are four floors to the Old Parr House, each with six rooms. Some of the rooms may be locked, so find the master key to bypass them or work your way through the house without it.

To see in the mansion, you have to light up a "smoke" by pressing the joystick button. The glow from your cigarette will allow you to see the objects on the ground you need to escape.

3.0 Objects

Here are the items you may discover in the house and what they do:


Video Equipment

The camera's in three pieces: camera, tape, and lens, which look like this - 


When assembled, the camera will look like this - 

As you find pieces of the camera, you'll automatically put it together. You'll find out that you can only carry one object at a time, so plan what you're carrying and drop (by hitting the button) what you no longer need. When the camera's assembled, find the house's front door and escape!

StickMan totem

The Stickman totem -  - is feared and respected by The Witch and her allies. If you hold it, they can't harm you.

Key

Games 3 through 9 include locked doors which separate some of the rooms. Find the key -  - to go from room to room unhindered. You cannot carry anything else when you have it in your hand.

And here are the creatures you may encounter. Touching any of them will cost you a life. If one enters a room with you, your cigarette will go out and you'll have to light another.

Bloody handprints



They litter the walls, and it looks like some have come to life! These ghostly images move slowly about the floor and will cost you a life unless you hold the StickMan.

The ghost of Rustin Parr



The murderer who was "controlled" by The Blair Witch 50 years ago has returned to finish the job! His skull-like face gnashes as he moves quickly through the house.

The Blair Witch?



A wild-haired image may appear on occasion. Is this the Blair Witch? She's hard to see as she blinks in and out of existence. Does the Blair Witch exist?

4.0 Game variations

Use the Game Select switch to choose which version of The Blair Witch project you want to play:

Game 1-The beginning level. It includes lighted walls to help you see. There are no doors, so no key is needed. You will need to light a smoke to see objects. Three creatures: a handprint, Parr, and the Witch, will pursue you.

Game 2-The house is dark, but the doors are still unlocked. The same creatures as Game 1 will chase you.

Game 3-Same as Game 2, but some of the doors are locked. However, the key is in the first room you enter.

Game 4-Same as Game 3, but the key is located in a different location each time the game is played.

Game 5-Same as Game 4, but there are two more bloody handprints crawling after you.

Game 6-Same as Game 5, but Rustin Parr's spirit can pass through locked doors.

Game 7-If you are touched by The Blair Witch, any object you're holding will be taken from you and moved to another part of the house.

Game 8-All of the creatures are moving faster and Rustin Parr is no longer affected by the StickMan totem.

Game 9-The Ultimate Blair Witch Experience. The floorplan is now different and all five monsters can chase you from room to room, even through locked doors.

If the Left Difficulty Switch is in the B position, occasional flashes of lightning will help you see. The Right Difficulty Switch is not used.

5.0 Notes From the designer

The Blair Witch Project was one of the more frightening movies I've seen in recent history and I thought the final scene of the folks racing through the abandoned house was truly chilling. Atari's Haunted House reminded me of that scene - spooky eyes and all. It was a natural hack to do. I hope you enjoy this version of a haunted classic!