

GINGERBREAD MAN

— ONE TOUGH COOKIE —





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Unrefined sugar, flour, ginger and heat have combined magically to produce consciousness and mobility in a delicious culinary confection. You, a Gingerbread Man, find yourself baking in a gas-fired oven, and you must find a way out!

Gingerbread Man is based loosely on the popular children's story of the same name. And although this game is appropriate for children, it's not child's play!

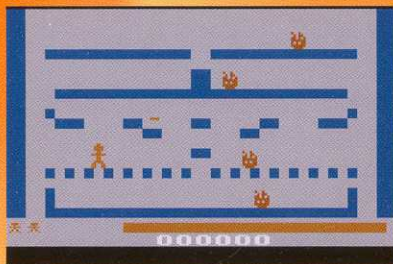
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NOTE: Always turn the console power switch off when inserting or removing an Atari-compatible game cartridge. This will protect the electronic components and prolong the life of your ATARI® Video Computer System™.

GAMEPLAY

Level 1:

You begin in the oven. Occasionally, you will find bits and pieces of other baked goods, maybe even your fallen compatriots. Pick them up and throw them at the fire creatures.



If you hit them, they are toast! Or, I mean, you are not toast! If you can extinguish them all, someone will open the oven, and then you can make your escape into the house. Watch out for the burners!

Level 2:

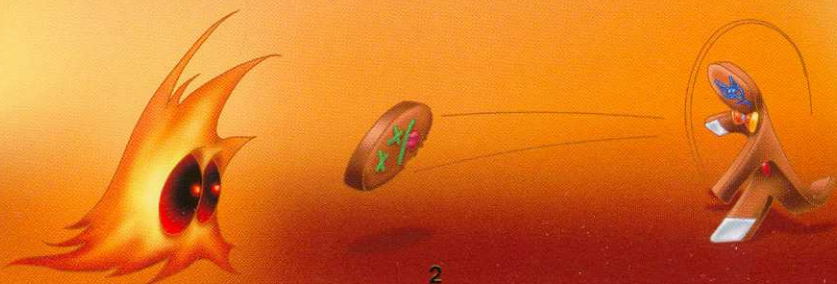
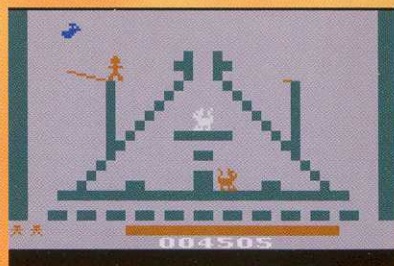
Once out of the oven, you make your way into the dining room

of the house. Collect all of the balloons and you will be able to float up to the roof through the chimney. Watch out for the dog and cat!



Level 3:

You would never survive a fall from the roof, so to get down,



you have an idea: build a bridge to a nearby tree! Every once in a while, you will find a roof tile. Pick them up one at a time and build your way to freedom! Look out for the cats and the pesky bird that you will grow to loathe.

Level 4:

You're not out of the woods yet. You're in the trees but you can't get around them. Don't touch the baby bird for too long or you



may upset its mother, and she will track you more aggressively! But she may actually help you escape if you feed her baby. How are you going to get the worm? The falling leaves and springy exposed tree roots may help - look and listen.

Level 5 (boss):

So you're out of the woods. The mother bird showed her gratitude by lifting you out of the trees, but she decided you were too tasty to let go! You struggled free only to

fall into a cave! She is still hot on your trail, and one of the enemies has also followed you inside.



Ride the updrafts to pick up the loose rocks on the walls of the cave and throw them at your foes. Hit the boss three times to defeat him! If you do, you will earn an extra player.

So you won the battle with the boss, but alas! You have been captured and placed back in the oven to cook some more, and the heat has been turned up!

Will you ever escape? Can you battle through 19 levels to have your chance to out-fox the final boss and win your freedom?

All levels:

The timer at the bottom expires after approximately two minutes. Don't bumble around too long or you may be met with another unfriendly foe!

If you lose all three of your gingerbread men, don't fret! In most cases, you can continue

your game. When a game ends, you are given 9 seconds to decide if you want to continue. If you do, your score will be reset to zero and any progress in the current level will be lost. Also, continued games are obvious to onlookers because the score digits change to black.

Continuing is usually allowed but after awhile the privilege may be revoked. See **GAME VARIATIONS** for more information.

CONTROLLERS

Move the joystick left or right to move the Gingerbread Man. Use the fire button to jump and move down to duck. On some levels, moving up will throw the object you are carrying. The object will travel the direction you are moving or the last direction moved. Combining throwing with jumping or falling can add a little bit of inertia to your throws.



CONSOLE CONTROLS

RESET or the joystick fire button will start a game. If a game has just ended, the fire button won't register for a few seconds to prevent accidental restarts.

SELECT allows you to choose the game variation. See **GAME VARIATIONS** below.

When a game ends and the "Continue?" counter appears, pressing **RESET** will immediately continue. The joystick fire button will as well, but it won't register for a few seconds to prevent accidental continuing.

RESET and **SELECT** together during a game will immediately stop the current game and start anew. Use with caution!

GAME VARIATIONS

There are 3 game variations. Pressing **SELECT** will allow you to pick one. **SELECT** may be used before you start a game or

SCORING

Fire creatures	160-800
Picking up an object	5 (50 if you throw it right away)
Balloon	160
Adding to the bridge	160
Springing on the tree root while holding a leaf	160
Hitting an enemy in the boss level	300-800
Bonus for completing a level	About 20 points per second on the timer
Winning the game	?

after a game has ended. It has no effect during a game.

Selection 1 is the default.
Selection 2 is expert mode, and selection 3 is a special mode for children.

Selection 1 allows continues until the 14th level.

Selection 2 plays mostly the same as Selection 1, except you lose all progress in a level when you lose a gingerbread man. But to encourage play of this selection, continues are always allowed.

Selection 3 has slower enemies and the pesky mother bird is nowhere to be found. But to discourage otherwise capable players from beating the game in children's mode, continues are disallowed after level 4.

TIPS

Projectiles can take out multiple enemies. Combination shots will be rewarded with bonus points!

Projectiles moving downward rather than upward earn considerably more points when they hit their target.

There may be another way out of the oven. Can you figure it out?



CREDITS

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AtariAge

www.AtariAge.com

Fred Quimby:

Game concept, programming,
graphics, sound, manual text.

AtariAge:

Cartridge and manual production.

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