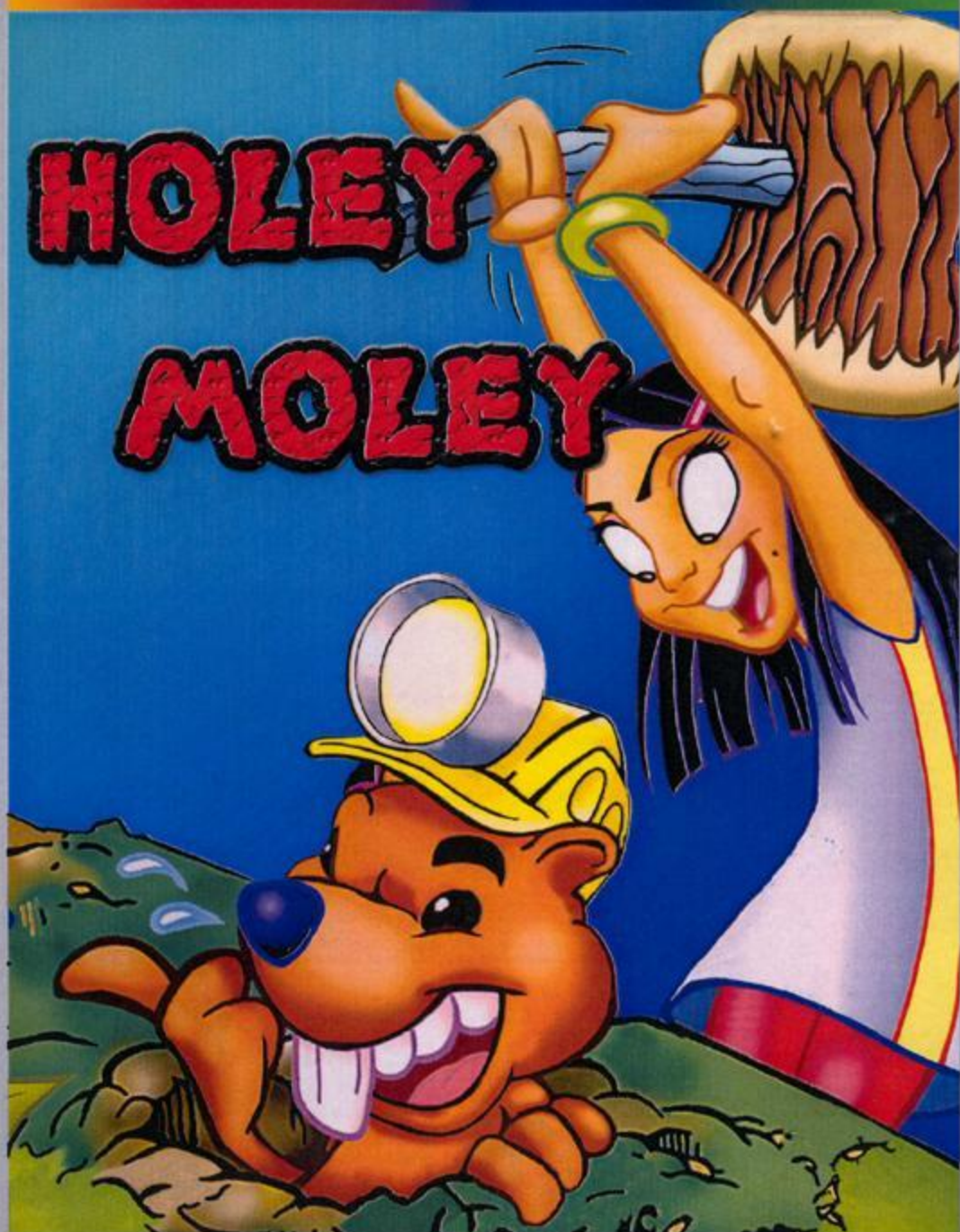
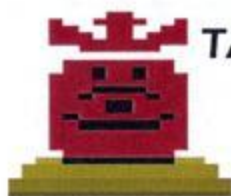


ATARI<sup>®</sup> 2600<sup>™</sup>

**HOLEY**

**MOLEY**





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# 1. GAME PLAY



## HOLEY MOLEY!

Holes full of Moles. Grab yer hammer and knock 'em down 1-2-3.

Here's a fast action game that will challenge your reflexes. Watch for the moles popping up from their holes. Hit them fast before they disappear. You better look closely. Sometimes the moles will trick you. Don't strike the acorn or you'll loose big points. If the King of the Moles comes by, you better be ready for action.

The object of the game is to hit the moles before they return to their holes. Each hole is controlled by one of nine buttons on the special Kid's Controller. Maximum points are earned by clobbering the moles as they first appear from their holes. You must score 300 points per round to continue the game. Bonus rounds are awarded for good play.

## 2. USING THE CONTROLLER

Game requires use of Atari Kid's Controller (sold separately Model CX-23). Plug the Kid's Controller firmly into the LEFT CONTROLLER jack at the back of your 2600 Video Computer System console. Hold the controller with the cord at the top, toward the television screen. Insert

the Kid's Controller overlay into the slots provided at top and bottom of the controller. During game play, press the controller button which matches the position of the mole on the television screen. Using the overlay, you can feel the controller buttons with your fingers. (Figure 1)

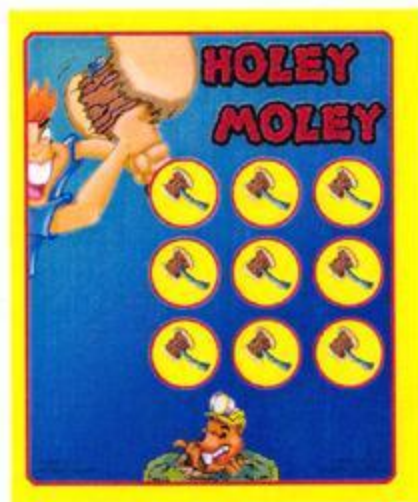


Figure 1 – Overlay

## 3. CONSOLE CONTROLS

### GAME SELECT SWITCH

Use the GAME SELECT switch to choose the game you want to play. See Section 5 - GAME VARIATIONS for game options.

### GAME RESET SWITCH

Press GAME RESET to start the game. Each time GAME RESET is pressed, the game starts over.

### DIFFICULTY SWITCHES

DIFFICULTY switches are not used in this game.

### COLOR/BW SWITCH

Color/BW switch is not used in this game.

### NOTE

Always turn the console POWER switch OFF when inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI 2600™ Video Computer System™ game.



## 4. SCORING

Each round could be your last. You must score 300 points per round to continue play. You start the game and each following round with 25 moles.

Whack a mole as he appears from the hole. Each mole is worth a maximum of 40 points. Points are determined by the quickness with which you press the controller button and strike the mole. The King Mole wears a crown. Strike the King Mole for up to 100 points. Hit an acorn by mistake and loose 40 points. "Sorry No Bonus" will display on the screen

when the game is over, you have not earned 300 points for the round.

### ON SCREEN SCORING

The level of play beginning with 1 is displayed in red at top center. The MOLE COUNT is shown at top left and starts each round at 25. The BONUS SCORE records your in-round point total. This score must equal 300 when MOLE COUNT equals 0 to advance to the next round. Your total score for the game is displayed at bottom center.

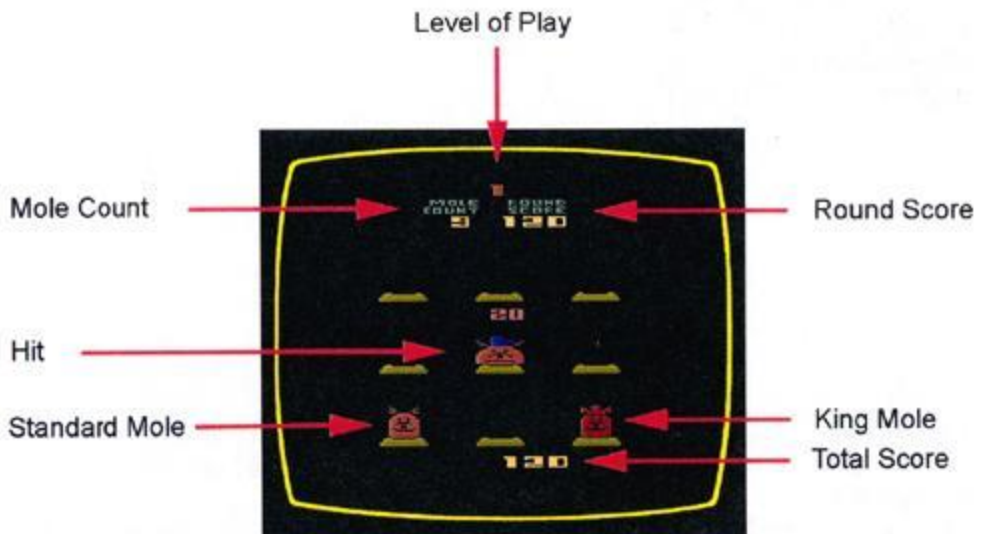


Figure 2 – Game Screen

### Bonus Points

At the completion of each round you will be awarded a bonus equal to all points scored over 300.

Bonus Score Example :

Score 360 points  
Minimum 300 points  
Bonus 60 points  
Round Score 420 points

### Bonus Round

Holey Moley will award you with a Bonus Round for good play. During the Bonus Round whack as many Moles as you can before the clock runs out. You will earn big points.



## 5. GAME VARIATIONS

Holey Moley has four game variations, each with identical game play. The difference between the four games is the speed in which the moles appear from their holes.

Game 1 is EASY PLAY.  
Game 2 is STANDARD PLAY.  
Game 3 is DIFFICULT PLAY.  
Game 4 is EXPERT PLAY.



## 6. HELPFUL HINTS

Keep your eyes on the television screen. Don't watch your hands. Hold the kid's Controller with your fingers and press the controller buttons with your thumbs.

Keep your thumbs on the side

buttons of the middle row so you are only one step away from any button.

Watch for the shape of the top of the moles head appearing from the hole. The acorn is the same color but a different shape.



## 7. GAME INFORMATION

The release of Holey Moley was the result of the collaboration of many people's efforts. However, the person responsible for the original game program and the inspiration for it's release is Mr. Bob Polaro. Bob's former career with Atari is legendary, with many titles of honor to his credit. With the successful debut of Bob's Atari 2600 rendition of Bugs Bunny in 2002, Holey Moley follows as the second in a series.

Holey Moley was programmed in 1983 and early 1984. The game was never released commercially due to ownership changes within the parent company in 1984. Holey Moley was programmed utilizing only 8K of ROM. Prototypes of the game became available to the public in 1996 stemming from a fortuitous warehouse find in California. The Holey Moley game you posses was duplicated from the original Holey Moley Lab Loaner cart owned by Bob Polaro since 1984. The game's code appears identical to that found on the California warehouse copies. The

game was programmed with the expectation that it would be used with the Kid's Controller. The game will function with the keyboard or touch pad controllers, however, this is by coincidence not design. Rumor exists that a large overstock of unsold Kid's Controllers led to the initial interest in development of the game.

Holey Moley is the third Atari 2600 game release for Atari2600.com. The company, founded in 1995, specializes in the sale of classic home video games, systems and accessories. Atari2600.com provided production coordination for Holey Moley. Marc Oberhauser, Game Designer and collector, established the graphical treatment, artwork, and layout for Holey Moley's box, overlay, instructions, and cartridge labels. Chris Wilkson's stable board design and reproduction services gave Holey Moley it's life. Many thanks to Jerry, Timothy, and Radka for their contribution to the release of Holey Moley.





## 8. NOTES

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**HOLEY MOLEY**

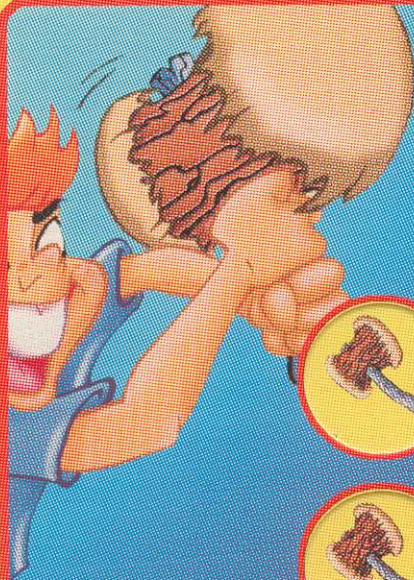


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# HOLEY MOLEY



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26121  
Printed in U.S.A.  
CO20996-121 REV. A