

ATARI® 2600™ Game Manual

# Midnight Magic™



# Go Full Tilt!

## *Getting Started*

1. Insert the Midnight Magic™ cartridge into your ATARI® 2600™ as explained in your Owner's Manual, and turn on your console.
2. Plug a joystick into the left joystick jack for one player, and another into the right joystick jack for two players.
3. Press **[Select]** to choose a one - or two-player game.
4. Press **[Reset]** or either joystick button to start the game.

## *Playing the Game*

Pull the joystick handle towards you and press the joystick button to launch balls. Move the handle left to activate the left flippers; right to activate the right flippers; back to activate both flippers at the same time.

## *Strategy*

First shoot for the target with the arrow to light the bumpers and activate the kickers and center post.

Hit all five drop targets to increase the score multiplier.

When the score multiplier is on, go for the top rollovers to get an extra ball.

## *Difficulty Levels*

**Setting A**— The center post and kickers must be activated by hitting the target with the arrow.

**Setting B**— The center post and kickers are always on.

# Scoring

Score points by hitting the targets and bumpers. When the score multiplier is on, all scores are multiplied by the number shown.

The five drop-targets at the top of the screen are worth 100 points each. Hitting a target when the arrow is pointing at it is worth 3000 points. It also lights the bumpers, brings up the center post, and turns on the kickers. Hitting all five targets is worth 5000 points and increases the score multiplier.

Bumpers are worth 100 points each. When lit, they are worth 1000 points.

Rollovers on the top right and left are worth 500 points. When the score multiplier is on, hitting a rollover earns you an extra ball.

The two targets above the top flippers are worth 100 points each.

The spinner is worth 10 points each spin. Each spin moves the drop-target arrow and bottom rollover lights.

Bottom lanes are worth 500 points when lit. When the kickers are activated in the outside lanes, they kick the ball back into play, earning you 10 points.

Each bounce on the walls above the bottom flippers earns you 25 points.

Each time the ball rolls over the white area beside the bottom flippers you earn 10 points.

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