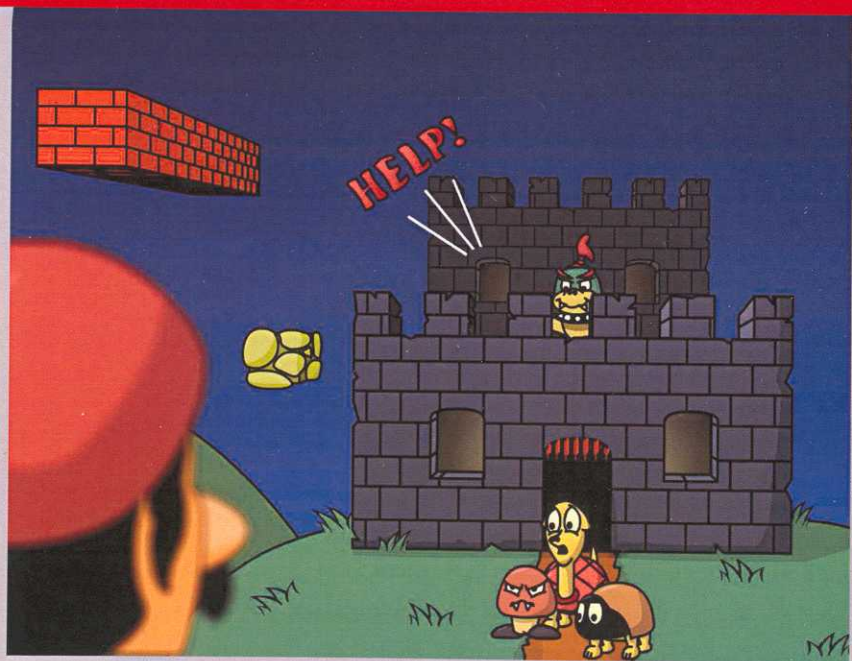


# ATARI 2600

## PRINCESS RESCUE



INSTRUCTION MANUAL



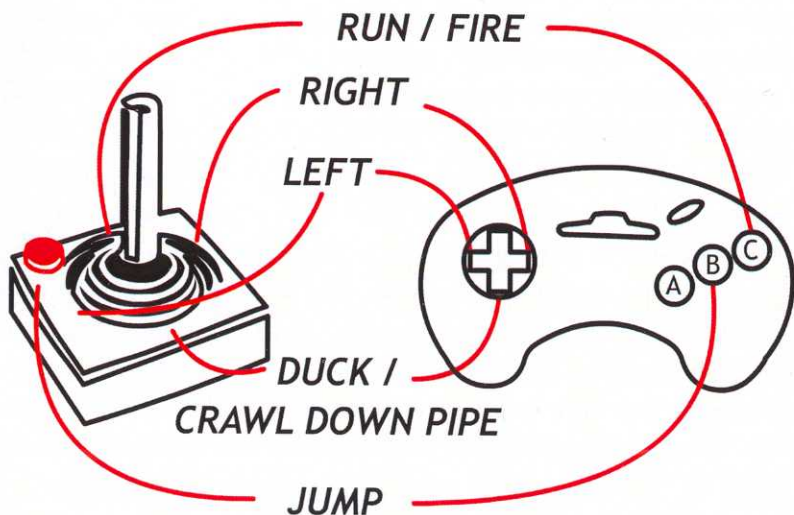
## ***Oh no! BJ is at it again!***

Will he ever learn? Better yet, will the princess? It seems like you can usually mark on the calendar when this is going to happen. Yes, once again BJ and his minions have managed to steal away the kingdom's most beloved princess and it's up to you to go rescue her...again. It never fails. As par for the course, BJ will be sending out his followers to stop you from completing your task, but they can be defeated. The kingdom is filled with lots of magical stones that contain power or items that you can use along your way to help rescue the princess. Why BJ hasn't gotten rid of them by now is anyone's guess. So venture out and once again restore order to the kingdom!

# Game Controls

Shown in the diagram below are the controls for the game. You may use an Atari or Sega Genesis Controller. When using a Sega Genesis controller it **MUST** be plugged in **BEFORE** powering **ON** the game or else it won't be detected as one and the controls will map out as an Atari joystick.

**NOTE:** It seems that not all Sega Genesis controllers are created equal. It appears that most if not all 3 button types work fine, but there have been issues with some 6 button versions that don't work correctly. Holding down on the Mode button on power on may help, but If your controller doesn't work or map out the way it should then it is incompatible with this game and/or Atari VCS.

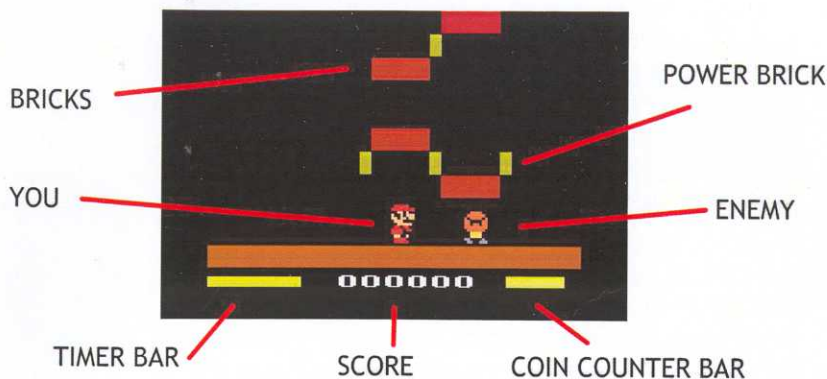


# HOW TO START PLAYING

When you turn the power on, you'll notice that the main character will be running around the castle. This is the title screen. Press your action button (or B button on a Genesis controller) to start playing. You will then see the level and life display screen. Once it shows, it takes a few seconds to load up the level. Once it does you can press your action button to start playing. This screen shows after you lose a life or finish a level. You can also use this screen as a pause, in case you need to go to the bathroom!

## GAMEPLAY & OBJECTIVE

The entire kingdom consists of 16 horizontally scrolling levels. You may run left to right and right to left on all solid platforms and the screen will scroll along with you until it reaches the beginning or end portion of the level. Once you reached the end of the first half of one level, you must travel down the last pipe (unless on the x-3 levels). Doing this will warp you to the beginning of the 2nd half of the level so you can finish it. This will also act as your checkpoint, so if you lose a life, you will start back at the second half of the level instead of the beginning. On levels such as 1-3, you will need to jump on a trampoline that will only appear once all the enemies on the screen have been defeated. To finish a level, you need to jump or run into the flagpole at the end. The higher you jump on the pole, the more bonus points you will receive. The x-4 levels will not have a flagpole, as you will instead come face to face with BJ! Now, let's talk about what you will find in these game levels.



## X-1 & X-2 LEVELS

the X means any number.



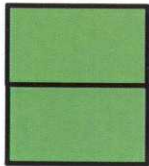
### Regular Bricks (10 points when bashed)

These can be smashed from below but only when you have obtained a power-up from a power brick, otherwise you will not be able to break them. Not only can you stand on them, but by hitting them below with an enemy on top and timed just right, you can bump off an enemy! Also, as rare as it may be one of these regular bricks might have a special power or item in it. The only way you can find out if it does is if you break it. All smashed bricks will return if you scroll them back on again.



### Power Bricks (100 or 1000 points)

You can bash these at any point in the game from below powered-up or not. These bricks are special as they always have something inside. Most of the time they have a coin to add to your coin counter. But every once in a while they will have the energy to power you up to be twice the size! Find another one while big and you will gain the ability to shoot fireballs at your enemies! Once you bash one, they are gone for good unless you have to restart the level. Once one of these are scrolled off the screen, they will not come back! So get them while you can!



## Waterworks Pipe

You will find this at the end of the first half of the level. Go down it to warp to the second half of the level. This also acts as your checkpoint. You will also find these in other parts of the levels too, but watch out! Sometimes Audrey the third lives inside!

# X-3 LEVELS

There are a few differences with these levels than the ones from before. These levels are known as the sky levels. Here, there are no bricks to bash and the only power bricks you will find will be at the top of the screen and will be red in color. Sometimes you might need to duck to be able to hit them. You can jump up and through the platforms here. The checkpoint instead is a trampoline that will take you higher into the second part of the level.



## Trampoline

This will show up at the end of the first half of the level once all the enemies are off of the screen. Jump on this to be catapulted up into the second half of the level. This also acts as your checkpoint.

# X-4 LEVELS

You've made it inside the castle and the bricks can't be bashed here and not a power block to be found! Find the waterworks pipe at the end of the level to go face to face with BJ!

# BOSS BATTLE SCREEN



It's BJ, just the one you're looking for, but he's not going to let you continue on your quest without a fight. Jump on his head 3 times to defeat him. It may sound easy, but he'll try to do you in first by running around, jumping, and bouncing off the walls inside of his shell! Touching him anywhere besides the top of his head or shell will hurt you. Jumping on his shell earns you 50 points, jumping on his head earns you 400 points, and defeating him will earn you 5000 points.

## THE SCORE AND STATUS BARS

At the bottom of the screen you will notice your score and 2 bars. The bar on the left side of the screen is your level timer and the bar on the right side of the screen is your coin counter. You have ample time to defeat a level but don't mess around too long or else your time will run out. Once you are close to being out of time, an alarm buzzer will sound telling you that you need to get to the flagpole and quick! If your time runs out before you can finish a level, you will lose a life. The bar on the right side is your coin counter. For every 4 coins that you collect, the counter bar will go up one block. Collect 32 coins and you will receive an extra life and your coin counter bar will reset.

**NOTE:** On the Boss Battle screen, the level timer bar becomes BJ's health bar, since there is no time limit to defeat BJ.

## SPECIAL ITEMS

These 3 items can be discovered when you bash open regular bricks but are a difficult find! You have a much better chance of finding them when no enemies are around. When they fall to the ground, don't let them sit too long as they have a knack for disappearing!



### Silver Coin (400 points)

This coin will add a total of 4 coins to your purse.



### Cosmic Power (1000 points)

This power-up from the cosmos will give you temporary super powers that will get rid of enemies with a simple touch and make you invincible.



### 1-UP Veggie (1000 points)

This very rare but valuable vegetable will give you one extra life.

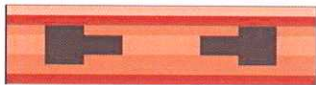
## OTHER ITEMS

There are a couple other things you'll need to know about. Here they are.



### Flagpole (? points)

Once you touch this at the end of the level you will have defeated it. The higher that you jump on the flagpole the more bonus points that you will receive. You will also receive 500 points for every tick left on the level timer bar.



### Magic Platform

This Moving platform will help you get where you want to go, but once you touch it, it will stop moving and become a set of bricks or a platform in the x-3 levels.



## ENEMIES

Here are BJ's minions that will try to stop you from saving your princess. Most of them can be defeated. You can defeat most of them by stomping on them or shooting them with a fireball. Stomping them will give you 200 points while shooting them with a fireball will gather you 100 points.



### FUNGI

The weakest of BJ's minions. Get rid of him by jumping on him or shooting him with a fireball.



### POKEY

This turtle comes in green or red. The green ones will walk wherever they want, while the red ones have more of a brain and will not fall from platforms. Jumping on them will make them retreat into their shell.



### POKEY SHELL

Once they've retreated back into their shell you can kick it by running into it. Whichever direction that you are facing is the side it will move so be careful! Once they go you can't stop them. You can use this method as a weapon to knock off other enemies in your path. You can also kick it into bricks to demolish all kinds of bricks, and in some cases you will need to do that to pass certain points.



## FLYING POKEY

This flying turtle also comes in green or red. The green ones will fly left to right while the red ones will fly up and down. Jump on them to make them lose their wings and become regular Pokeys.



## BAILEY

This beetle is like Pokey, except fireballs can't hurt it!



## PRICKLES

This prickly beast can't be jumped on because of the spikes on his back. They can be done away with a fireball though.



## PRICKLES BALL

Most of the time Prickles arrives by falling out of the sky all balled up. Watch out for him. Once he lands, he spreads out and becomes Prickles.



## AUDREY III

FEED ME! Sometimes they can be found in the pipes so beware. You can only get rid of them by shooting them.



## GUNNER

This son-of-a-gun will come flying in to hurt you. You can jump on him, but you can't shoot him.



## STOMP

Just avoid him. He can't be bothered nor defeated. He's all fine and dandy until you come near.



## KID STOMP

Here's Stomp's kid. He's always found with his twin brother. They're just as stubborn as their pa, so avoid them as well.



## FIREBALL

You will only see these in the castle. Can't be defeated, so just avoid them.

## BEATING THE GAME AND THE SECOND QUEST

Once you've defeated BJ for the 4th time, he doesn't have the energy to run away. Finally this gives you the opportunity to save the princess in the next room. She'll be there waiting and be so ever thankful for saving her. At this point you can be happy to have beaten the game or you can go on the second quest! Yep, the princess does what she does best and gets captured again. You'll start over at 1-1, but this time BJ puts it in hard mode! Finally he realizes that the Fungi are worthless and replaces them all with Baileys. Some of the green Pokeys will be replaced by the red ones too. This time he manages to find faster minions and they'll move twice as fast! The magic platforms don't want to be as helpful either and will be half the size.

## GAME OVER

When you lose all your lives, your game will end and you will see the game over screen along with a sad tune. But don't let that damper your spirits as you can continue your quest at the beginning of the world that you left off on! You can also sleect other defeated levels by pressing up and down. Once you find the level that you want to start off on, press the action button and try again!

## OTHER OPTIONS

The game can be reset at almost any time by pressing down on the reset switch on your Atari 2600. If the game is being too difficult for you, then you can start off with 5 lives instead of 3 by putting the player 1 difficulty switch into A mode. Like detecting the Genesis Controller, you can only do this if the switch has been flipped before power on.

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**AtariAge**

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