

WALT DISNEY

ATARI[®] 2600[™]

SORCERER'S APPRENTICE



* © Walt Disney Productions, 1983

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 Video Computer System™** game.

1. GAME PLAY

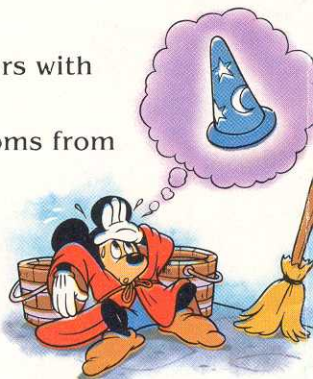
The object of **SORCERER'S APPRENTICE** is to help Mickey prevent the Cavern from flooding by stopping the falling stars that are turning into brooms. To do this you must:

- * Catch stars with the Sorcerer's magic hat that Mickey is wearing—before they fall between the mountain peaks.
- * Hit stars with Mickey's magic fireballs.
- * Create empty buckets by hitting meteors with fireballs.
- * Go into **THE CAVERN** and stop the brooms from reaching the cavern floor.

You can play **SORCERER'S APPRENTICE** in **THE MOUNTAIN** scene, in **THE CAVERN** scene, or you can move Mickey back and forth between both scenes to play one magical game. When **THE CAVERN** is flooded, the game is over.

You score points for catching stars, hitting stars and meteors, and stopping the brooms in **THE CAVERN**.

There are four game speeds. Game 4, the slowest game, is a good game for young children.



THE MOUNTAINS



- Red Meteor
- Blue Meteor
- Big Star
- Little Star
- Bursting Star
- Mountain Peaks
- Dropping Star
- Water Level Guide



Figure 1

Each star that falls between the mountain peaks turns into a broom with a water-filled bucket in the Cavern.

To prevent the Cavern from flooding, you must help Mickey:

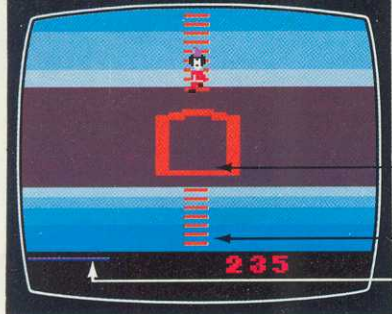
- * Catch stars with the Sorcerer's magic hat which Mickey is wearing.
- * Hit stars with his magic fireballs.
- * Hit meteors with fireballs. Each meteor you hit turns into two empty buckets that can bail out water in the Cavern.

You score points for every star and meteor you hit and for every star you catch with the magic hat. (See **USING THE CONTROLLER** for details about throwing fireballs and catching stars.)

Use the Water Level Guide at the bottom of the screen to find out how much water is in the Cavern. (See **Figure 1**.) When you hear a "swoosh" sound, that means a star has created a broom. The **SORCERER'S APPRENTICE** tune signals that a broom has dumped a bucket of water in the Cavern. (See **HELPFUL HINTS** for more details about sounds.)

If the water level gets too high you may still be able to stop the brooms by going into the Cavern.

THE PASSAGE



Doorway

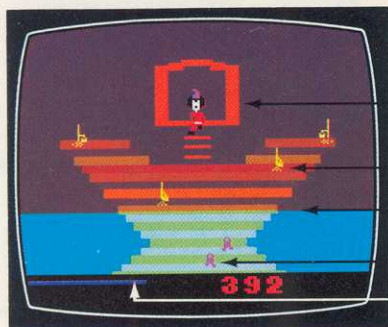
Passageway

Water Level Guide

Figure 2

To enter the Cavern, simply run Mickey off the far right or far left side of the Mountain screen. He will descend through a passageway before entering the Cavern.

THE CAVERN



Cavern
Doorway

Brooms

Water Level

Buckets

Water Level Guide

Figure 3

When Mickey enters the Cavern, he will be at the top of a large staircase. Even while Mickey is in the Cavern, stars are still creating more brooms with water-filled buckets.





Your task is to:

- * Stop the brooms from reaching the bottom of the staircase by running Mickey into them.
- * Clear a path for your empty buckets to climb up the stairs—stop the brooms as quickly as possible!

To return to the Mountains, run Mickey back up through the Cavern doorway. Mickey will also return to the Mountains each time he runs off either side of the Cavern stairway. However, your quickest route is through the doorway; this way, Mickey only has to climb halfway up the passageway.

2. USING THE CONTROLLER

Be sure your Joystick Controller is plugged firmly into the **LEFT CONTROLLER** jack at the back of your Video Computer System™ game. Hold the Joystick with the red button to your upper left, toward the television screen. (*See your owner's manual for further details.*)

Mickey runs in the direction you move your Joystick. The faster you run him off the screen, the faster he will run through the passageway.

- * **To catch stars:** Center Mickey under a falling star. If the star lands safely in the magic hat, you will hear the bell tone.
- * **To throw fireballs:** Press the red controller button. Then use your Joystick to guide the fireball through the sky.
- * **To stop brooms:** Run Mickey directly in front of a broom. He must cover the broom completely for it to stop. When a broom is stopped, you will hear a "swoosh" sound and the broom will disappear.



3. CONSOLE CONTROLS

Press the **GAME SELECT** switch until the game number you want appears at the bottom of the screen. (See **GAME VARIATIONS**.) Press the **GAME RESET** switch or the red controller button to start the game. You may also press **GAME RESET** to restart a game during play.

Use your **LEFT DIFFICULTY** switch to adjust Mickey's throwing ability: In position **A** Mickey throws one fireball each time you press the red fire button; in position **B** Mickey throws fireballs continuously when the red button is held down.

The **TV TYPE** switch is not used in this game.


4. SCORING

You score points in **SORCERER'S APPRENTICE** by hitting stars and meteors with fireballs, by catching stars with Mickey's magic hat, and by stopping brooms. Notice that the point value of a star varies with its different stages. A bursting star may be worth 50 to 80 points, depending on exactly when it is hit.





SCORE CHART

Catching a star		6 points
Hitting a blue meteor		10 points
Hitting a red meteor		15 points
Stopping a broom		20 points
Hitting a big star (1st stage)		20 points
Hitting a little star (1st stage)		25 points
Hitting a bursting star (2nd stage)		50-80 points
Hitting a dropping star (3rd stage)		60 points



5. GAME VARIATIONS

There are four game variations in **SORCERER'S APPRENTICE**: Slow, Medium, Super Sonic, and Beginning speed. The game number appears at the bottom of the screen when you press the **GAME SELECT** switch.

GAME 1	SLOW
GAME 2	MEDIUM
GAME 3	SUPER SONIC
GAME 4	BEGINNER

In all games, the speed of the game will increase as you play. So even if you start with **Game 4**, you will end up playing at **SUPER SONIC** speed if you play long enough.

6. HELPFUL HINTS

- * Remember that **SORCERER'S APPRENTICE** can be played three different ways: in the Mountains, in the Cavern, and in both places.
- * Use the **SOUND GUIDE** to help you learn the different game sounds. Sounds are especially helpful in the Mountain scene because they let you know what is happening in the Cavern.

SOUND GUIDE

Bell tone	When you hit or catch a star
Four rising notes	When you hit a meteor, creating two empty buckets
"Swoosh" sound	When a broom is created or stopped
Sorcerer's Apprentice tune	When the water level changes

- * Young children should start with **Game 4**. In the Mountains, try



can. Listen to the sounds when you hit or catch stars. See if you can stop every star from landing between the mountain peaks.

- * In the Cavern, try placing Mickey on different parts of the staircase. Find a place where you can stop the most brooms. Also, don't get too close to the sides of the staircase. You could easily fall off and end up back in the Mountains.
- * Remember: What happens in the Mountains affects what happens in the Cavern. The key to playing in both places is knowing where to be at the right time.
For example:

Run into the Cavern to stop brooms when you see the water level getting too high.

Likewise, if you run out of empty buckets in the Cavern, return to the Mountains to get more.

Designed and programmed
by Peter Niday.

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