

Greatest Hits Vol 1

INSTRUCTIONS

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FOR ATARI HOME COMPUTERS

400/600/800//XL/XE

Min. 32K.

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DATA BYTE

REQUIREMENTS

- ★ Atari home computer with minimum 32K ram.
- ★ Compatible disk drive or cassette player.
- ★ TV set or monitor.
- ★ Joystick.

LOADING INSTRUCTIONS

DISK — Remove all cartridges. Computer should be off. Turn on the disk drive. When the busy light goes out insert your game disk with the label side up. Close the drive door. Turn on computer. The game disk will load and run automatically. When the menu appears select the game you wish to play. Press the key displayed to the left of the game of your choice. The game will load and run. Once you are in the play mode you will have to reboot the disk if you wish to play a different game.

CASSETTE — Remove all cartridges. Computer should be off. Place tape into the cassette recorder. Make sure the tape is fully rewound. Press play on the recorder. While holding down the start key turn the computer on. After a signal (beep) press the RETURN key. The tape will start to turn and load the program. After several minutes the game will run automatically.

NOTE: Side A — FLIP and FLOP. Side B — BRISTLES plus ASTRO CHASE

In order to load ASTRO CHASE you will have to load BRISTLES. Once the BRISTLES option screen appears turn off the computer and turn it on again while holding down the start key. Follow the standard loading procedures. However do not rewind the tape.

Please make a note of the number on the cassette recorder after BRISTLES has stopped loading. Now anytime you wish to play ASTRO CHASE you can do so without loading in BRISTLES. Just wind the tape forward until the number you have noted has been reached.

HOW TO PLAY FLIP & FLOP

FUNCTION KEYS

Start: Play/Start Game
Select: Choose Skill Level
Option: Number of Players
Space Bar: Press to pause play, press again to continue

OBJECTIVE

The objective is to play both characters, Flip and Mitch, through as many levels as possible without losing all your chances. You begin the game with 5 tries and gain a bonus try after successfully completing a level.

OBSTACLES

Beginning at level 3, the Zookeeper is trying to prevent Flip from escaping the zoo. Beginning in level 4, the Zookeeper's Flying Net is trying to catch Mitch. If either of them are caught you lose a life. There are sticky squares throughout the mazes that act like fly paper. If you are stuck, listen for the cymbal clash which means you are free to move. Once these squares are used they are no longer sticky. If the clock runs out before you have completed a level you lose a life. The clock is reset to the full time allowed for that level. If the clock runs out on your last life the game will end.

LEVELS

There are 36 levels. During the first 13 levels you may select which ever level you wish. From level 13 onwards, you must win to advance levels. In some levels there are double patterns that must be completed. Each indicated square must be landed on twice. The first time you land on a square an X appears. The second time it will flip over.

SCORING

You are given 25 points for each square flipped over. When a maze is completed you receive 5 points for each second remaining.

HOW TO PLAY BRISTLES

FUNCTION KEYS

Start: Play/Start the game
Select: Players 1 to 4
Option: Joysticks
Space Bar: Press to pause the game, press again to continue
System Reset: Press at anytime to go back to option screen

PLAYERS OPTIONS

Players can select either male or female characters with different names. Each player has a colour code: Player 1 = Blue, Player 2 = Green, Player 3 = Yellow, Player 4 = Purple. To select the names of the painters move the joystick lever right or left. To select skill(s) 1 through 6, press the joystick button.

GAME OBJECTIVE

The object is to paint all the rooms in a building without losing your paint brushes and before time runs out. After you finish each building, a word or group of words will appear. Write them down, at the end of a skill (8 buildings) you will have completed a message. Discovering all six hidden messages is the ultimate challenge.

GAME ELEMENTS

Elevators: The elevators are used to gain access to the different floors. Always make sure an elevator is completely stopped at a floor before entering, otherwise your painter will be knocked down to the basement. You can jump down elevator shafts to get to the first floor or the basement in a hurry (skills 1, 2 & 3). In skills 4 to 6 you will lose a brush if you jump or fall down an elevator shaft.

Ladders: The three ladders positioned in the basement lead to the first floor and stop at the bottom of the elevator shafts. When you climb up a ladder you must move quickly to the right or left to avoid being hit by the elevator.

Paint Brushes: Each player starts with 10 paint brushes. You will receive 2 extra brushes after completing a building. For each

mistake a brush is lost. You lose a brush if you are hit by Dumb Buckets, Flying Half Pints, The Bucket Chucker or bump into a steam pipe or chimney.

Time Clock: Each building is timed. For the last 15 seconds the floors will start to flash.

Paint Rollers: Paint Rollers are worth bonus points. Quickly paint the room(s) occupied by them.

Flying Half Pints: Flying Half Pints are small buckets which fly across the screen from side to side. They never enter the basement. You can duck under them or jump over them.

Dumb Buckets: These first appear in building 2. They start from the left side of the screen and must be avoided.

Safe Rooms: Safe Rooms look like any other room. Dumb Buckets never enter a safe room but Flying Half Pints, the Bucket Chucker and Brenda the Brat can. There are a minimum of 2 safe rooms in every building.

Brenda the Brat: Brenda loves putting her handprints on the freshly painted walls, which means you have to re-paint them. You can stop Brenda's mischief temporarily by giving her a candy cane. First you must touch a candy cane, then you will begin to flash. While flashing you cannot paint. You must pass the candy cane to Brenda by touching her before you can paint again.

Bucket Chucker: He will pursue you back and forth, up and down, from room to room. The Bucket Chucker cannot be destroyed but you can trap him temporarily in the paint mixer or in the basement, between the ladders. To get him onto a paint mixer (the square within a square) first turn on the mixing machine by touching it. If the Bucket Chucker touches the paint mixer he will get stuck for 4 seconds. In order to get him stuck in the basement, you must lure him into the basement between the 3 ladders. Now quickly go up a ladder onto the first floor and go right or left. Now the Bucket Chucker is stuck until you lose your next brush.

Steam Pipes: the players can trip Over the steam pipe and lose a brush, unless he jumps over it.

Refill Brushes: When painting a building 6 a player's brush will go dry after 8 rooms have been painted. To refill your paint brush, simply touch one of the large paint brushes displayed in some of the rooms.

LEVELS AND SKILLS

Bristles has a total of 48 levels, which are divided into 6 skills containing 8 buildings.

Skill 1: Painters use visible paint. You can bump into elevators and jump into a shaft without losing a brush.

Skill 2: Painters use clear varnish (invisible paint)

Skill 3: All lights are out. Painters must paint all the rooms in the dark.

Skill 4: Painters use visible paint. You will lose a brush if you bump into an elevator or jump down a shaft.

Skill 5: Painters use clear varnish. You will lose a brush if you bump into an elevator or jump down a shaft.

Skill 6: All lights are out. You will lose a brush if you bump into an elevator or jump down a shaft.

HOW TO PLAY ASTRO CHASE

FUNCTION KEYS

- Start: To begin game
- Select: Select the chase of your choice
- Option: Press this to start again
- Space Bar: Pauses game, press again to continue
- "S" key: Press this to stop the music. Press again to restore music
- Reset: To restart the game
- Joystick: Use your joystick to either control the flight direction of your saucer or with the trigger depressed aim and fire your lasers

GAME OBJECTIVE

You have to eliminate the Mega Mines to save the Earth from total destruction. There are 16 Mega Mines and a different number and type of enemy attack fighters on each of the 34 levels or "chases". Attack fighters are programmed to distract and demolish your saucer. If your saucers are all destroyed, then the Mega Mines will advance and pounce upon the Earth.

GAME ELEMENTS

Bonus Saucers: When you begin the game you receive 3 saucers each having 1,000 units of energy. When you proceed to the next chase (by depressing the trigger) you will receive 2 additional saucers.

Scoring Points: Points for enemy ships destroyed, Mega Mines vaporized and energy remaining are awarded as follows: Ramatrons 10, Ramatron Jets 30, Ramalons 20, Ramalon Jets 40, Firetrons 50, Firetron Jets 70, Firelons 60, Firelon Jets 80, Each Mega Mine is worth 3 times the point value of the type of attack fighter appearing in that chase. If you survive a chase, the energy remaining in your saucer is converted into points and added to your score.

The Enemy Offense: The Mega Mines: You must hit these with a direct laser blast from your saucer in order to vaporize them. They sometimes need several shots to vaporize them.

Attack Fighters: The fleet of attack fighters is comprised of 8 types of ships. There are 5 characteristics that distinguish the ships from one another. These features are: speed, shape, ramming ability, firing of lasers and passing through planets. The eight fighters are:

FORCE FIELD

The galaxy is surrounded by an invisible force field from which there is no escape. The perimeters of this field are defined by the 4 Energy Generators located in the 4 furthestmost corners of space and by the 8 Shield Depots located across the top, sides and bottom of the field. If you hit the force field, the galaxy sparks, you lose energy, and will bounce back. You can, however, shoot through the force field and destroy attack fighters or Mega Mines within the Zapper Zone.

YOUR DEFENSES

Single Thrust Propulsion: You use this to lock your saucer on course and maintain a constant speed while shooting in any of 8 directions.

Lasers: You can fire single shots, bursts or machine gun-fire. Your supply of laser shots is limitless, but energy is expended when shooting. You can shoot in 8 basic directions. Depress trigger button, hold it down, then move the joystick to fire in desired direction.

Shields: They last for 10 seconds on the lower chase levels. As the chase's difficulty increases, the duration time for shields decreases. With your shields "on" you are invulnerable. Simply fly over one of the 8 Shield Depots (your saucer will turn multi-coloured which indicates that your shield is on).

Energy: Your saucers are each equipped with 1,000 units. There is an endless supply of energy available from each of the 4 Energy Generators located just within the 4 corners of the force field. A warning that the energy level is low will flash on the screen when its level drops to 300. You cannot re-energize with Shields activated. To re-energize fly over an Energy Generator. Each horizontal pass (side to side) gives you 12 additional units of

energy. Each vertical pass (up and down) gives you 24 units of energy.

Blocking: When being attacked by a Ramatron, a Firetron, a Ramatron Jet or a Firetron Jet you can use the planets to block their advance.

Dodging: Enemy laser blasts travel in a straight line. If you are far enough away and quick enough, you can side step an enemy laser blast even after they have been fired.

Ramming: With your shields "on" you can ram any attack fighter. However, you cannot eliminate Mega Mines in this way.

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