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COPY



January 9, 1984

Thomas O. Herbert, Esquire
Flehr, Hohbach, Test,
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Suite 3400
Four Embarcadero Center
San Francisco, California 94111

Re: Magnavox et al. v. Activision

Dear Tom:

In our letter to you of October 7, 1983 we discussed the provision of certain Activision sales information with respect to Document Requests 9 and 10 and Interrogatory 7(xii). On November 22, immediately following the status conference before Judge Vukasin, you and I further discussed the matter and you stated that you believed you would be supplying us with some such information rather promptly.

We continue to believe that Magnavox is entitled to the documents it sought by Requests 9 and 10 as well as the information requested in Interrogatory 7(xii). We would like to receive the information which Activision is presently willing to provide so that we can determine whether it will be necessary to pursue this matter with the court. Please let us know where this stands.

Very truly yours,

NEUMAN, WILLIAMS, ANDERSON & OLSON

By_____
James T. Williams

JTW/sjm

CC: Thomas A. Briody, Esquire
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ASSOCIATE COUNSEL



January 5, 1984

Thomas A. Briody, Esquire
Corporate Patent Counsel
North American Philips Corporation
580 White Plains Road
Tarrytown, New York 10591

Re: Magnavox v. Activision

Dear Tom:

We have discussed in the past the desirability of amending the Magnavox and Sanders interrogatory responses to include a tentative assertion of infringement of additional Activision games. Amending the answers will provide a basis for discovery of Activision on those games. The present answer asserts infringement by Tennis, Ice Hockey, Fishing Derby, and Boxing. We understand that in your letter of April 26, 1983 to Jim Levy, coverage of the games Barnstorming, Grand Prix, Stampede, Skiing, and Pitfall was also asserted.

Our memorandum of August 17 to you and Algy discussed the scope of the '507 claims in general and reviewed the background against which the scope must be measured. We will not repeat that discussion here; it was generally directed to claims 25 and 51, i.e., those claims specifically including the terms "hit" and "hitting" symbols. Claim 60 does not include those two terms.

We have prepared and enclose a chart listing each of the Activision game cartridges for the Atari 2600 VCS television game console on which we currently have information to make an infringement determination. The chart indicates our infringement evaluation with respect to 25 games and as to each game, concludes that (a) the game is not covered by the '507 patent claims (Does Not Infringe), the liberality with which claims 25 and 51 must be construed to read on the game, i.e. (b) "Very Liberal," (c) "Liberal" or (d) "Conservative," or that (e) only claim 60 covers the game. A short description of each of the games is attached to the chart. In preparing the chart we have attempted to take into consideration the apparent desire of Magnavox to assert as broad a coverage for the '507 patent as is reasonable.

In addition to the Atari VCS cartridges shown on the chart, Activision has also introduced Stampede and Pitfall cartridges for the Mattel Intellivision game console and Kaboom and River Raid for the Atari home computer line. For the time being, we have not specifically looked at the Intellivision or Atari computer games, but have assumed them to be identical to the games for the Atari VCS for our purposes.

We are also aware that Activision currently has on the market Frostbite, Plaque Attack, Crackpots, Pressure Cooker, Space Shuttle, and Robot Tank for the Atari VCS, and there may be others. We have no information concerning those cartridges with the exception of Robot Tank and Plaque Attack; from a brief observation of those two games at the Consumer Electronic Show last summer, they appeared to be shooting games. We can attempt to obtain samples of any of these cartridges if you would like.

Perhaps somebody at the upcoming Winter Consumer Electronics Show on behalf of NAPCEC can obtain information on the present line of Activision games.

We have enclosed copies of the instruction manuals for each of the games on the chart. In addition, we have sample cartridges for the Enduro, Barnstorming, Stampede, Pitfall, Grand Prix, Skiing, Tennis, Ice Hockey, Fishing Derby, Boxing, Freeway, Kaboom!, Sky Jinks, Oink, Dolphin, Keystone Kapers, and Decathlon games. These can be made available to either you or Sanders if you would like.

In making a determination of infringement, in general we have sought to identify a symbol under control of the human player, a symbol under control of the game apparatus, and some change in motion of the game controlled symbol when the player and game controlled symbols become coincident. We believe that both the nature of the change in motion occurring upon coincidence and whether or not it is an object of the game to achieve coincidence are important factors in determining infringement. In general, the games listed under "Conservative" are variations of the familiar ball and paddle games, while in those listed under "Liberal" it is an object of the game to achieve coincidence between a player controlled symbol and a game controlled symbol, and after coincidence the game controlled symbol moves away from the player controlled symbol. The single game under "Very Liberal" is similar to the "Liberal" games except that after coincidence the game controlled symbol moves with the player controlled symbol rather than away from it. In the games listed under "Claim 60 Only", the game controlled

symbol moves away from the player controlled symbol after coincidence is achieved, but it is an object of the game to avoid coincidence rather than achieve it.

It is difficult to classify the various games in a meaningful way because of the many variables involved. Three readily apparent classifications are ball and paddle variations, shooting games, and scrolling games, but even those classifications must be used with caution. These three classes of games are discussed below. For the other games, we refer you to the specific game descriptions attached to the chart.

Tennis and Ice Hockey are simply variations of the original ball and paddle games. They are in many ways similar to games found to be covered by the '507 patent in the Mattel case. They are covered under a conservative interpretation of claims 25 and 51.

A number of the Activision games appear from their instruction manuals to be shooting games. Those games are Laser Blast, Chopper Command, Starmaster, River Raid, Megamania, and Spider Fighter. We initially discounted those as possible infringements and did not acquire the cartridges for them.

Some of the Activision games can be classified as scrolling games. These include Stampede, Skiing, Grand Prix, Barnstornming, Sky Jinks, and Enduro. In such games, a player controlled symbol such as a car or airplane is movable by the player in one direction on the screen. Other symbols, such as other cars on the road or background objects, scroll past the player controlled symbol to give the illusion that it is the player controlled symbol that is moving. Various events can

	DNI	CONSERVATIVE	LIBERAL	VERY LIBERAL	CLAIM 60 ONLY
Tennis		X			
Ice Hockey		X			
Boxing			X		
Fishing Derby				X	
Kaboom!	X				
Freeway	X				
Oink	X				
Dolphin			X		
Keystone Kapers					X
Dragster*					
Decathlon					X
Pitfall	X				
Bridge	X				
Checkers	X				
Stampede			X		
Skiing	X				
Grand Prix					X
Barnstorming					X
Sky Jinks					X
Enduro					X
Seaquest*					
Laser Blast	X				
Chopper Command	X				
Starmaster	X				
River Raid	X				
Megamania	X				
Spider Fighter	X				

Insufficient information is currently available as to the games Frostbite, Plaque Attack, Crackpots, Pressure Cooker, Space Shuttle, and Robot Tank.

*Further information should be obtained on game before final decision is made; see the game description.

TENNIS - practically the classic ball and paddle game except play is viewed from an elevated perspective at the end of the court. The human player attempts to move his player symbol to intercept and return the ball symbol. Close observation of the game leads us to believe that hitting or returning of the tennis ball is not responsive to a precise graphic coincidence between the ball and racquet symbol. Apparently the ball need only be in the general vicinity of the racquet to produce subjective ocular coincidence. A similar situation existed with the Mattel tennis game.

ICE HOCKEY - quite similar to Tennis in that the play is viewed from an elevated perspective at one end of the rink. The human player attempts to move his player symbol to intercept and gain control of the puck symbol. When the puck is intercepted, it thereafter follows the player at the blade of his hockey stick until it is shot by pressing the fire button. Thus, the return of the puck is not directly responsive to coincidence between the hockey stick and the puck, but occurs after coincidence when the fire button is pressed. The Mattel hockey game was quite similar to this.

BOXING - overhead view of two boxers in a ring, one player controlled and one game controlled. The human player uses a joystick to move his boxer symbol about the ring and the action button causes him to throw a punch. When a punch lands, the game controlled boxer moves slightly backward and away from the player controlled boxer.

FISHING DERBY - side view of fisherman with line dangling in the water. The human player uses a joystick to move the end of the fishing line up or down and attempt to catch fish moving through the water. When a fish is caught, it moves up with end of fishing line.

KABOOM! - a Bomber symbol moves horizontally across the top of the screen dropping bombs. The human player moves bucket symbols horizontally across the bottom of the screen to catch the bombs and prevent them from exploding. When a bomb is caught, there is a splash of water and the bomb disappears.

FREEWAY - object is to guide a chicken across a freeway without being hit by any of the moving vehicles. Perspective is an aerial view looking down with vehicles going horizontally across the screen; player controls vertical motion of the chicken. When the chicken is hit by a vehicle, the vehicle merely keeps going and the chicken moves either back one lane or back to the starting position.

OINK - the human player moves a pig about the screen to pick up stationary straw, stick, or bricks and drop them into place in a wall. A wolf is blowing holes in the wall. The object is to fill up the holes faster than the wolf can make them. The straw, stick, or brick symbols are in a row across the

top of the screen and each is picked up by moving the pig symbol to its general vicinity, but underneath it, and pressing the action button. The symbol which was picked up then moves to the forepaws of the pig and moves with the pig. When the player releases the action button, the straw, stick, or brick symbol falls to the wall. Picking up the straw, stick, or brick symbols is not responsive to coincidence with the pig symbol.

DOLPHIN - basically a scrolling game in which the human player controls the vertical position of the dolphin and the direction of scroll to avoid scrolling seahorses and prevent a squid from catching him. When the dolphin hits a seahorse, the rate of scroll of the seahorses slows down and the relative speed of the squid increases. When the dolphin intercepts a symbol representing a wave passing in the direction of the dolphin's apparent direction of travel, the rate of scroll increases, but the motion of the wave symbol is apparently not effected. When the dolphin intercepts a wave symbol passing in the direction opposite the dolphin's apparent direction of travel, the rate of scroll decreases and the rate of motion of the wave symbol appears to us to decrease slightly; catching of such waves is to be avoided, since it slows down the dolphin making it easier for the squid to catch him. The dolphin can catch a seagull by jumping out of the water while the seagull scrolls by. Upon catching the seagull, the seagull disappears. For a short time after catching a seagull, the dolphin can attack the squid. When the dolphin catches the squid by achieving coincidence, the squid moves away from the dolphin for a short period of time. It is the catching of the squid by the dolphin which we focused on in making our infringement judgment.

KEYSTONE KAPERS - Officer Kelly is controlled by the human player and pursues a Krook through multiple levels of a department store attempting to apprehend him. When the Krook is caught by achieving coincidence of the symbols, both Officer Kelly and the Krook stop. During the chase, Officer Kelly attempts to pick up moneybags and stolen suitcases and avoid beachballs, shopping carts, cathedral radios, and toy biplanes. The moneybags and stolen suitcases are stationary and simply disappear when Kelly contacts them. The cathedral radio is stationary and also disappears when Kelly contacts it. The beachballs, shopping carts, and toy biplanes are all in motion, but the object is to avoid each. When a beachball hits Kelly, Kelly stops for a short period of time and the beachball bounces and disappears. When a shopping cart or toy biplane hits Kelly, both stop for a short period of time and then the shopping cart or toy biplane disappear. It is the interaction of Kelly and the beachballs which would form the basis for an infringement assertion.

DRAGSTER - A scrolling type game simulating a drag race. The human player controls the Dragster throttle with the action button and shifting with the joystick. In one version of

the game, the player can also steer the car with the joystick causing it to move vertically on the screen; there may then be some change in motion of the scrolling background when the car is coincident with a side of the track. This may give a basis for asserting infringement of claim 60. Further information is required.

DECATHLON - A simulation of ten Olympic events. In each event, the human player must make the Decathalete run by rapidly moving the joystick alternatively left and right. In throwing events (Shot Put, Discus and Javelin), the Decathalete runs up to the scratch line and the object is thrown by pushing the action button. In the jumping events (Long Jump, High Jump, Hurdles, and Pole Vault), pushing the action button causes the Decathalete to jump. If the Decathalete hits the cross bar in the High Jump or Pole Vault, he stops and the cross bar remains stationary. The Hurdles is a scrolling type game; when the Decathalete hits a hurdle, the hurdle falls backward. The falling of the hurdle is the basis for any infringement claim.

PITFALL - the human player guides Pitfall Harry through a jungle and underground caves while avoiding a number of different obstacles. One obstacle is a scorpion which chases Harry; Harry tries to avoid the scorpion, but if they become coincident the motion of both stop. Harry can avoid some obstacles by swinging over them on a vine which he must jump to catch; when the vine is caught, Harry's motion changes from falling to swinging.

BRIDGE - simulation of the popular playing card game. There does not appear to be any symbols which are moved by the human player.

CHECKERS - simulation of the popular board game. Player moves "flashing X" cursor to piece he wants to move, presses action button causing that piece to start flashing, moves piece to desired square, and presses action button again to leave piece at that square.

STAMPEDE - a scrolling game simulating a mounted cowboy roping cattle. Player controls the vertical position of the cowboy while cattle and other symbols scroll horizontally past the cowboy. Object of the game is to rope as many cattle as possible before a set number of them scroll past the cowboy. The cowboy throws his rope when the action button is pressed, and when the end of the rope and a steer are coincident, the steer disappears. To achieve a high score it is necessary for the cowboy to herd the cattle. This is done by bringing cowboy and steer symbols into coincidence. When coincidence occurs, the steer appears to bounce backward away from the cowboy for a short period of time. It is the herding of the cattle which formed the basis for our infringement consideration.

HOW TO BECOME A PRO AT TENNIS BY ACTIVISION™



Alan Miller is a Senior Designer at Activision. A fierce video game competitor, he's the designer and undisputed champion of Checkers and Tennis by ACTIVISION.

"My Activision Tennis, like real tennis, puts a premium on anticipation, reflexes, and conditioning. You really have to stay on your toes, try and anticipate where your opponent's shot will land, and get in position to return.

"Practice moving quickly to the area where you think your opponent's shot will go. If you can do that, then you'll get a jump on placing your shot out of your opponent's reach.

"For an extra tough challenge, try to serve and volley against the computer with the difficulty switches set on **b**. Hit a sharply-angled serve off the edge of your racket to either the right or left side, then move quickly about two-thirds of the way to the net.

"If you've anticipated properly, you can nail his return with a cross-court volley for a winner. But, guess wrong and he's passed you. This strategy demands a high level of concentration, razor-sharp reflexes, and lots of practice.

"But you know the old saying, practice makes perfect. So, keep at it, good luck and have a great game. Drop me a line and let me know how you do. I'd love to hear from you."

Alan Miller

Look for more Activision video games wherever you buy video game cartridges. Drop us a note and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

ACTIVISION™

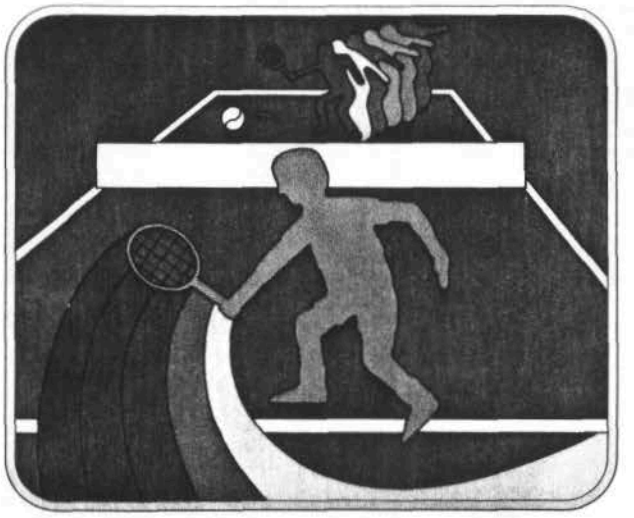
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ACTIVISION™

TENNIS INSTRUCTIONS



Now, you'll never have to wait for a court again. With Tennis by ACTIVISION™, you can enjoy the challenge and excitement of tennis right on your home TV. But before you start, take a minute and read these important instructions. They'll help you to really enjoy all the special features of the game. In no time you'll be playing like a pro!

ACTIVISION™

TENNIS BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
4. Plug in Joystick Controllers.
5. Select game with game select switch.

   Game 1: You against the Activision computer pro (full speed).
   Game 2: You against a friend (full speed).
   Game 3: You against the Activision computer pro (slow motion).
   Game 4: You against a friend (slow motion).

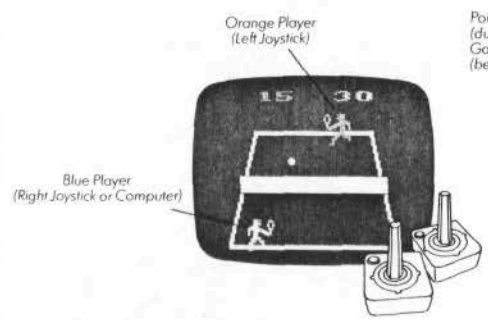
   NOTE: In games 1 and 3, you are the orange player; the computer pro is the blue player. On black and white TV, the orange player is white and the blue player black.
6. **Use of Joystick Controllers.** The left Joystick controls the orange player in all games. The right Joystick controls the blue player in games 2 and 4. Moving the Joystick left moves your player left, and moving it right moves him right. Push forward or pull back to move to and from the net. Before each serve, you can only move to the right or left. During game action, you can move in all directions.
7. **To begin play or start a new set.** Press game reset. The orange player begins serving each set. Players will change sides following each odd game. Server is shown with bouncing ball.
8. **To serve.** Use the Joystick to position your player, then push the red button to serve. The red button is used **for serving only**. After serving, players will swing automatically if they are in position to return a shot.
9. **Difficulty Switches.** With difficulty switches in the **b (down)** position, players can hit shots at a wide variety of angles—some of them very sharp. With switches in the **a (up)** position, the widest-angle shots are eliminated. Left difficulty affects orange player; right difficulty affects blue player. Set difficulty switches at **b (down)** to start.

   Note to owners of Sears Tele-Game Video Arcade system:
   Difficulty switches are called skill left (or right) player and **a (up)** is **expert** and **b (down)** is **novice.**
10. **Scoring** is the same as in real tennis: 15-30-40, "deuce" at 40-all, and "ad in" or "ad out" following "deuce". The first player to win at least 6 games and be ahead by two games wins the set. If players tie in games at 6-6, the score returns to 0-0, and the first player to go two games ahead wins the set. One bell sounds after each point, three after each game, and six at the end of a set. Each player has his own bell tone.

SPECIAL FEATURES OF TENNIS BY ACTIVISION™

SERVING AND VOLLEYING

You can serve to any part of the court and your first serve is always "in". Also, you can never hit the ball too long (beyond your opponent's baseline or sidelines) or too short (into the net). Just like in real tennis, when you're volleying at the net, you'll notice that your shots don't travel as far as they do when you hit them from the baseline. Also, you'll be able to hit your most sharply-angled shots while playing at the net.



PLACING YOUR SHOTS

Just as in real tennis, in Tennis by ACTIVISION you can aim and "place" the ball depending on how you hit it. The angle of your shot is controlled by **where** you hit the ball on your racket. If you hit the ball in the center of the racket, your shot will go straight forward. The closer you hit the ball to the edge of the racket, the sharper the angle will be in the direction your racket is facing. But you'll need to be careful. It's easy to attempt a sharply-angled shot and miss the ball entirely. There are a wide variety of angles to hit the ball. Experiment with them and you'll soon be able to precisely aim your shots and hit them out of reach of your opponent.

GETTING THE FEEL OF TENNIS BY ACTIVISION™

Once you understand the game's basics, we suggest you start off with game 3 or 4 and play in slow motion for a while. Put the difficulty switches in the **b (down)** position. You'll soon get the feeling of the court, when to rush the net, when to lay back and play the baseline, and how the ball reacts when it's hit from various positions on your racket. If the wide-angle shots are too much at first, move either or both difficulty switches to the **a (up)** position while you practice. After you've gotten a little confidence, take on the Activision computer pro or a friend at full speed (Game 1 or 2) with full wide-angle shot capability (difficulty switches **down** at **b**). You'll find it quite a challenge.

HOW TO BECOME A STAR AT ICE HOCKEY BY ACTIVISION™

Tips from Alan Miller, designer of Ice Hockey



Alan Miller is a Senior Designer at Activision. A fierce video game competitor, he's also the designer of Checkers and Tennis by ACTIVISION.

"My Activision Ice Hockey includes many of the features and much of the speed of real ice hockey.

"You really have to be quick right from the face-off. The player who controls the puck most often will win the game. When you're on defense, don't be too eager to your goalie too far out of his net. A smart forward might try for an easy g angling his shot off the boards.

"And here's a tip you might not discover, even after hours of ice time. When a loose puck is captured, it's automatically placed on the inside corner of your stick. So, as soon as the puck hits your stick, you can launch an extremely angled shot and surprise your opponent.

"So, lace up your skates and go to it! And drop me a line and let me know how you do."

Alan Miller

Look for more Activision video games wherever you buy video game cartridges. Drop us a note and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

ACTIVISION™

Activision, Inc., 3255-2 Scott Blvd., Santa Clara, CA 95051

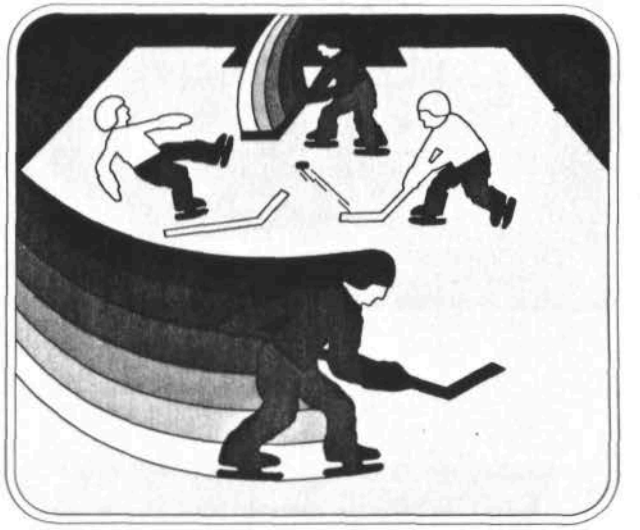
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ACTIVISION™

ICE HOCKEY

INSTRUCTIONS



Welcome to the slam-bang world of Ice Hockey. Before you lace up your skates and step out on the ice, you'd better take a minute to read these instructions. Then get ready for some outstanding head-to-head competition!

ACTIVISION™

ICE HOCKEY BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1–3.
4. Plug in Joystick Controllers.
5. Set difficulty switches to **b (down).**
6. Select game with game select switch.

   Game 1: You against the Activision computer team. Regular action.
   Game 2: You against a friend. Regular action.
   Game 3: You against the Activision computer team. High-speed action.
   Game 4: You against a friend. High-speed action.

   Note: In Games 1 and 3, you are the blue team; the computer is the yellow team. On black and white TV, the blue team is dark and the yellow team is white.
7. **Use of Joystick Controllers.** The left Joystick controls the blue team in all games. The right Joystick controls the yellow team in Games 2 and 4. You will be controlling the player on your team who is holding the hockey stick. This will always be the player closest to the puck. Moving your Joystick left moves your player left, and moving it right moves him right. Push forward or pull back to move up and down the ice.
8. **To begin play.** Press game reset. Both teams will be in position for a face-off. After a few seconds, the puck will be in play.
9. **To take a shot.** Press the red button on your Joystick. You can control the angle of your shot depending on **where** the puck is on your stick when you fire. (See "How To Play.")
10. **Difficulty switches.** They're used to handicap players. With difficulty switches in the **b (down)** position, players are not handicapped. In the **a (up)** position, a player is handicapped with a 25% skating speed reduction.
11. **Object of the game.** To score more goals than your opponent in the three-minute time period.

Note to owners of Sears Tele-Game Video Arcade system:
Difficulty switches are called skill left (or right) player; **a (up)** is **expert** and **b (down)** is **novice.**

HOW TO PLAY ICE HOCKEY BY ACTIVISION™

OFFENSE

The first thing to do is gain control of the puck, which you do by skating near it. When you've connected, you'll hear a "click" and the puck will begin to move back and forth on your player's stick.

There are 32 shot angles. Your shot will go to the extreme left when the puck is at the left side of your player's stick; it will go to the extreme right when the puck is at the right side of your player's stick. All other shot angles occur when the puck is in between the two extremes. Players can only shoot the puck forward toward their opponent's goal.



32 SHOT ANGLES

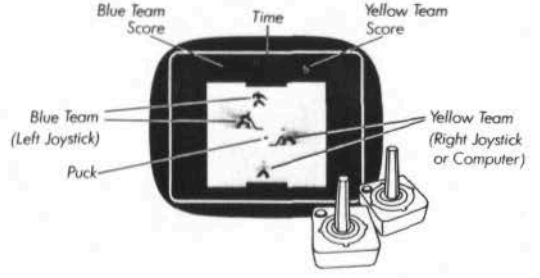
DEFENSE

When on defense, use your stick to knock the puck away, or body-check your opponent to slow his attack.

When you're defending your goal, it's important to cut down your opponent's shot angle, since you want to make it as tough as you can for him to get a clean shot at your net.

PASSING THE PUCK

Ice Hockey is a team game, and you should practice passing from your goalie to your forward. You'll find it impossible to play championship-quality hockey if you don't learn how to move the puck effectively. You have to understand the shot angles to become a good passer.



SPECIAL FEATURES OF ICE HOCKEY BY ACTIVISION™

Learn how to "play the boards." Just as in real hockey, you can pass the puck by shooting it off the sides of the rink. This is helpful in moving the puck up the ice, and can be really key when you're in position to score a goal.

In addition to body-checking, there's another way to slow down your opponent: knock him down. If you're close enough to an opposing player, you can swing your stick and occasionally knock him to the ice. Downed players will stay on the ice for a short period of time, giving you an advantage. Goalies **cannot** be knocked down in front of their goals.

GETTING THE FEEL OF ICE HOCKEY BY ACTIVISION

One good way to learn some of the game's basics is to get some ice time **by yourself** with Game 2. Move your opponent's players to the sides of the rink and practice shooting and skating. You'll soon get a feeling for the different shot angles, and you'll notice that players have certain movement restrictions. Your forward is prevented from moving too close to his own goal, and your goalie can go only so far away from his goal.

JOIN THE ACTIVISION "ALL-STAR HOCKEY TEAM"

You'll discover our Activision computer has had a lot of practice skating and scoring goals. So, if you beat him on Game 1, send us a letter and tell us the score. Make sure a friend is watching as you outplay your opponent, so he or she can sign the letter as a witness to your achievement. We'll then send you an official "All-Star" emblem.

HOW TO BECOME A MEGAMANIAC

Tips from Steve Cartwright, designer of MegaMania.™



Steve Cartwright is a Senior Designer at Activision. His first release, Barnstorming,™ set a new standard for brilliant graphics in the video game industry.

"I hope you enjoy my latest work, MegaMania. Here are a few pointers that I'd like to share with all of my fellow MegaManiacs.

"I recommend that you try to stay in the center of the screen. This keeps you from getting trapped in a corner, and also gives you the side-to-side ty necessary to guide your missiles effectively.

"And here's a piece of advanced strategy to really help boost your scores: bonus points are awarded depending on your energy remaining at the time you destroy the last object in a wave. So, if you have built up your reserve ships, and you're nearing the end of a wave, go ahead and sacrifice a ship. Your energy will be fully recharged, and, if you can quickly destroy the last attacker in a wave, you'll pick up maximum bonus points.

"It's really wild out there, but please take a couple of minutes and let me know how you're doing. Remember, all of us MegaManiacs are in this thing together!"

Steve Cartwright

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ACTIVISION.

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ACTIVISION.

MEGAMANIA™

INSTRUCTIONS



If you think MegaMania™ is just another space game, you're dreaming. And that dream will become a nightmare. A space nightmare. So, prepare yourself for one of the most unreal experiences you'll ever encounter. Read these instructions before you begin. Give yourself a fighting chance.

ACTIVISION.

BECOMING A MASTER BUG BLASTER

Tips from Larry Miller, designer of Spider Fighter.



Larry is the newest addition to the Activision® design team. He's an experienced designer, having completed a number of games for home computers.

"As you can see, keeping a fruit orchard isn't exactly easy. Those bugs can really become a nuisance. You can never get rid of them entirely, but you can control them.

"There are various strategies you can experiment with, but one of the most effe[illegible] that I have found is to first gun down the lone Spy Pod. If you can ex[illegible]ate that Pod, you halt the flow of reinforcements. Afterwards, you can pick off the rest of the attackers, leaving the Master Nest for last.

"Occasionally, the Master Nest will release a continuous stream of Spy Pods, and each one you hit seems to be replaced. If this happens, you must immediately destroy the Master Nest and take your chances against a squadron-full of angry Stingers. Normally, though, it is best to destroy the slower Spy Pods and Green Widows that hover near the bottom of the screen before killing the Master Nest. A low-flying Stinger is your worst enemy.

"So maintain a stiff upper lip, and send me a line in between Spider Fights. I'd sure like to know how this year's fruit harvest will fare."

Larry Miller



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SPIDER FIGHTER™ BASICS

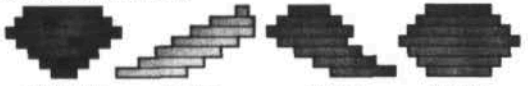
The object of the game is to protect your fruit orchard from insect fruit thieves, scoring points by exterminating the attackers.

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1–3.
4. Plug in left Joystick Controller. It's the only one you'll need.
5. Set both difficulty switches to **a** to begin.
6. Game select switch has no effect.
7. **Use of Joystick Controller.** Hold Joystick Controller with the red button in the upper left position. Fire poison pellet volleys by *repeatedly* depressing red button. Move Joystick left or right to move mobile blaster left or right across the screen.
8. **To begin or start a new game.** Press game reset. Action begins when the first Master Nest descends.
9. **Difficulty Switches.**

Left Difficulty	Right Difficulty
A. Regular Game	A. Straight Pellets
B. Expert Game	B. Guided Pellets

Left difficulty switch affects speed, fire-power and point value of insects. Right difficulty switch selects guided pellet option: in **b** position, pellets can be "steered" after they've been fired.

10. **Fruit Orchard.** Your fruit orchard is growing oranges, grapes, strawberries and bananas. You must protect each variety of fruit from waves of insects. Four waves attack oranges, grapes and strawberries. Then, unlimited waves of insects attack your bananas. Each wave starts out with three fruit and four Master Nests.



Strawberry Banana Grapes Orange

Note to owners of Sears Tele-Games® Video Arcade™: Difficulty is called skill, and **a** is **expert, b** is **novice.**

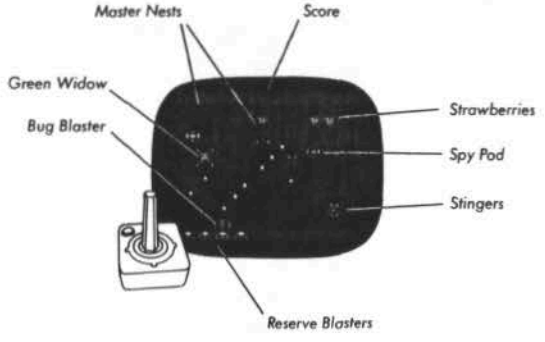
11. **Reinforcements.** You begin each game with four bug blasters in reserve. If you manage to save all three fruit from an insect wave, you're awarded an additional blaster. You can only have up to four reserve blasters on the screen at one time.
12. **Scoring.** Each time you exterminate an attacking insect, you score points. The point values for each insect are listed below:

SPIDER FIGHTER™ POINT SYSTEM

Insect	Point Values (Regular Game Only)
Master Nest	100
Stinger	50
Spy Pod	50
Green Widow	30

In the expert game, point values for insects are multiplied when you are protecting certain fruit: insects are worth twice as much when protecting grapes, four times as much for strawberries, and eight times the regular game point value when bananas are present.

Bonus Points: If you manage to save all three fruit in a wave, *and* you also have four bug blasters in reserve, then you will receive 500 bonus points.



BUG GLOSSARY



The Master Nest. This is the ringleader and major fruit thief. It is protected from poison pellets by a white band, until it releases a Spy Pod. Its sole aim is to keep you busy with bugs, so that it can slip away with your fruit.



Spy Pods. These sneaky critters scout around and instruct the Master Nest to release more insects. As long as any Spy Pods remain on the screen, the Master Nest continues to release its creepy offspring. Destroy the Spy Pods and you slow the infestation!



Green Widows. Green Widows fly interference, protecting the Master Nest with cover-fire. They also act as living shields, sacrificing themselves by intercepting your poison pellets. Even though Green Widows are slower and dumber, be careful! They still deal a deadly bite.



Stingers. The most dangerous and aggressive of the pack. Stingers track your blaster with the single-minded goal of destroying you. Warning! When you kill the Master Nest, Pods and Widows instantly transform into Stingers! Then, the mortality rate is very high.

HOW TO JOIN THE ACTIVISION. "SPIDER FIGHTERS"

If you score 40,000 points or more on the regular game level, you qualify for Activision's elite corp of Spider Fighters. Send us a picture of your TV screen showing your score, along with your name and address, and we'll send you an official Spider Fighters emblem.



HOW TO JOIN THE ACTIVISION "RIVER RAIDERS"

If you reach a score of 15,000 points or more, you are eligible to become an official River Raider. Simply send us a picture of your TV screen showing your score along with your name and address, and we'll send you an official River Raider emblem. Score the maximum one million, and all points on the screen will be replaced with exclamation points. If you ever do manage to score the ultimate, please send us a photo. Such an achievement will certainly rank you as one of the world's greatest video game competitors!

HOW TO BECOME A RIVER RAIDER

Tips from Carol Shaw, designer of River Raid™



Carol Shaw is one of Activision's newest game designers, but isn't a newcomer to video game design. She's also a scholar in the field of Computer Science.

"The River of No Return holds many special challenges and dangers for would-be River Raiders. You'll not only have to know your assault jet, but you'll need to have a good idea of your basic flight plan before you start.

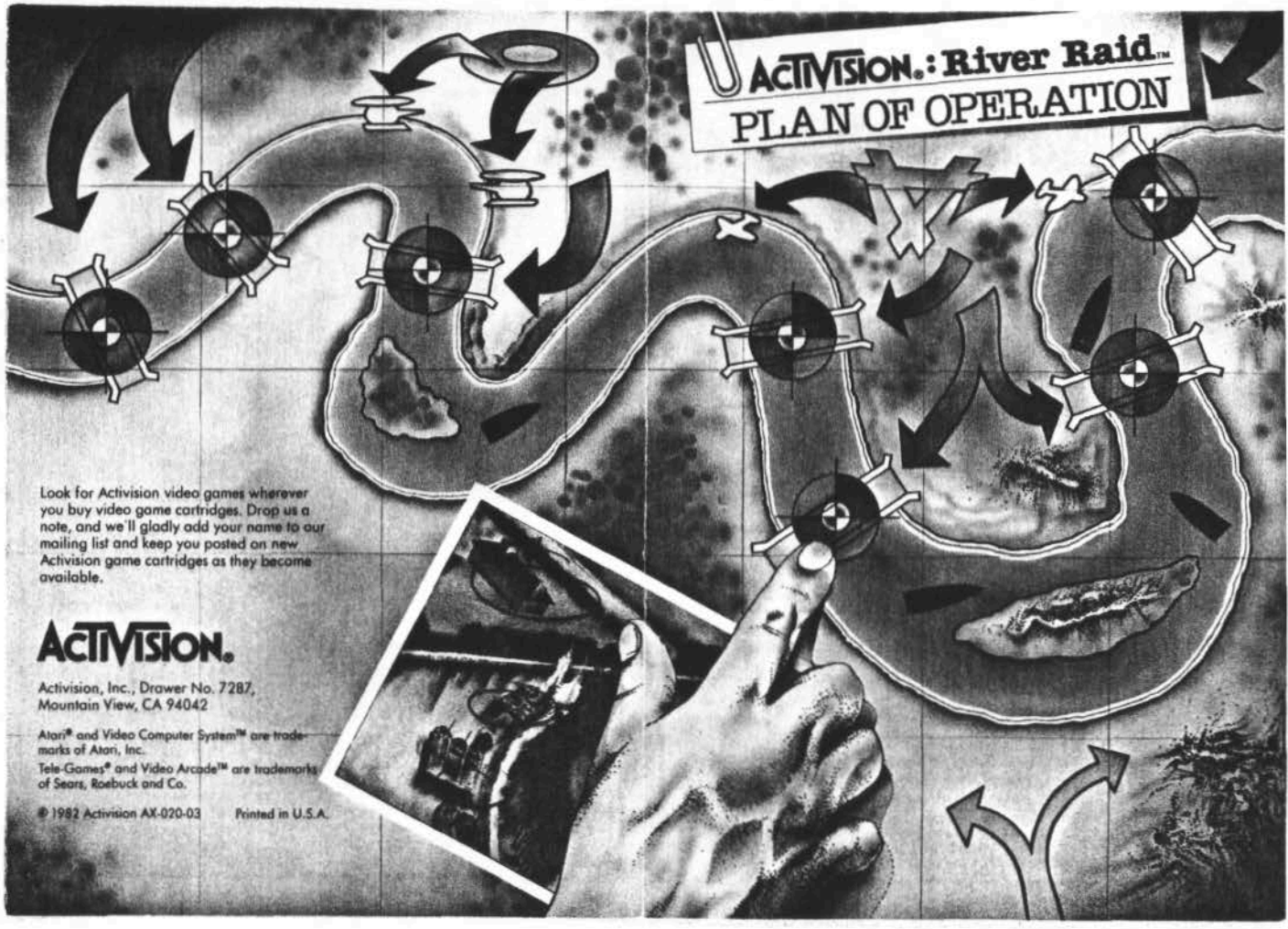
"By knowing the river, pinpointing areas with the highest concentration of enemy, and the most fuel depots, you'll have a much better chance of surviving. Since the river is in sections, try jotting down notes for each important section as flight aids.

"Fuel is also a critical factor. When you're far up the river, fuel is scarce. So, concentrate on flying to the next fuel depot, and don't try to destroy every object.

"When you become really skilled, you'll find you can actually blow up a fuel depot right in the middle of refueling. That way, you can gain the points and some fuel at the same time.

"Finally, remember that your main targets are the bridges. They're worth the most points. And, please, drop me a note and let me know how you're doing. I really like to hear from you!"

Carol B. Shaw



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RIVER RAID™ BASICS

Your mission is to score as many points as possible by destroying enemy tankers, helicopters, fuel depots, jets and bridges before your jet crashes or runs out of fuel. Here's how to begin:

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power on. If no picture appears, check connection of your game system to TV, then repeat steps 1–3.
4. Plug in Joystick Controller/s. Solo player uses left Joystick.
5. Set both difficulty switches to **b** to begin.
6. Select game with the game select switch.

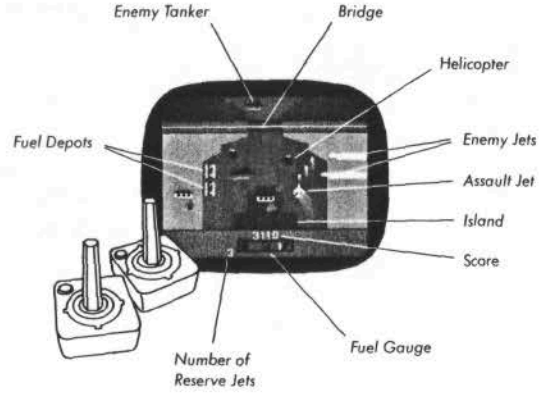
   Game 1: One player
   Game 2: Two players taking turns
7. **Use of Joystick Controller.** Hold Joystick Controller with the red button in the upper left position. Fire missiles by depressing red button. Hold the red button down for continuous fire. Move Joystick to the left to bank left. Move Joystick to the right to bank right. Move Joystick forward to to accelerate your jet. Pull Joystick back to slow your jet.
8. **To begin or start a new game.** Press game reset. This will bring your jet up to the starter mark. Then, press the red button or move the Joystick to start the action.
9. **Difficulty Switches.** With difficulty switches in the **a** position, missiles streak straight ahead. With switches in the **b** position, you can control the direction of your missiles after they have been fired by "steering" them with your Joystick Controller.
10. **Reinforcements.** You begin each game with a squadron of three jets in reserve. For each 10,000 points you score, you're given an additional jet. You can only have nine reserve jets on the screen at one time.

Note to owners of Sears Tele-Games® Video Arcade™: Difficulty is called skill, and **a** is **expert, b** is **novice.**

11. **Fuel.** You have a limited amount of fuel. When you begin to run low, fly over a fuel depot to refuel (see "Fuel Gauge" under "Special Features").
12. **Scoring.** Each time you destroy an enemy object, you score points. The point values for each object are listed below:

River Raid™ Point System

Enemy Object	Point Value
Tanker	30
Helicopter	60
Fuel Depot	80
Jet	100
Bridge	500



SPECIAL FEATURES OF RIVER RAID™ BY ACTIVISION®

The River of No Return. The river is divided into sections, with a bridge at the end of each section. Notice that the river is always changing. You will encounter islands, narrow channels, bays, and lots of enemy ships and aircraft moving to block your path. Also, the farther down the river you fly, the fewer fuel depots you'll find. In some areas, fuel is quite scarce, so you'll really have to move if you want to survive.

Fuel Gauge. Always keep an eye and an ear on your fuel gauge. Fuel is used up at a constant rate, regardless of speed. When your fuel drops below 1/4 full, a warning siren sounds to alert you—it's time to refuel! The slower you fly over a depot, the more fuel you receive. A bell will sound while you are refueling. This sound changes to a higher pitch when your fuel tank is full.

Losing a Jet. You lose a jet when it collides with the river bank or one of the enemy objects (except fuel depots), or when you run out of fuel. If you have a reserve jet left, you restart play at the same section of the river where you crashed. However, if you've managed to destroy the bridge at the end of that section, then you get to restart play at the beginning of the next section.

GETTING THE FEEL OF RIVER RAID™ BY ACTIVISION®

To learn to fly successful missions, you'll need the sensitivity, touch and sharpshooting skills of a precision jet pilot. But that takes time and practice.

At first, try jetting down the river at slow speed. Practice banking your plane, sharpening your aim, and dodging the enemy. To win in this game, you'll have to be just as good at dodging as you are at destroying enemy bridges and aircraft.

Then, accelerate your jet with bursts of speed to see how it reacts to the controls. Since you'll be making split-second decisions, you'll need to know exactly how you and your plane will act in a pressure situation.

ENTERING "THE ORDER OF SUPREME STARMASTER"

Tips from Alan Miller, designer of StarMaster™



Alan Miller is a Senior Designer at Activision. A fierce video game competitor, he's also the designer of Checkers, Tennis and Ice Hockey by ACTIVISION.

"StarMaster is a game that requires the mastery of a wide variety of skills to achieve the best performance. Careful analysis of all information, good strategic planning, the skilled control of a master pilot and accurate marksmanship in the heat of battle are all needed to succeed.

"A Supreme StarMaster will have lightning-quick reactions, a keen eye, a clear head and the ability to remain calm and in control at all times.

"A Supreme StarMaster will use all of the tricks available to complete a successful mission. Use your Joystick controls to dodge meteors; don't try to destroy them with your cannons unless absolutely necessary.

"Pick your targets carefully and keep your laser fire to a minimum. Do not fear enemy fire. Keep your cool and dodge incoming fire whenever possible. Get a clear shot at the enemy before firing.

"Many of us at Activision have practiced long hours to reach the level of Supreme StarMaster. I hope you enjoy the challenge.

"Please drop me a note and report on your missions. I'd love to hear from you."

Alan Miller

NOTE: StarMaster™ by ACTIVISION® is designed to be played **on color television sets only.**

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THE POWER OF STARMASTER.™

ONLY AFTER MUCH TRAINING AND EXPERIENCE CAN YOU ASSUME THE POWER OF SUPREME STARMASTER. LET THIS MANUAL BE YOUR GUIDE.

ACTIVISION®

THE POWER OF STARMASTER.™

Your mission in StarMaster by Activision® is an extreme test of strategic, flying and combat skills. Learning the basics is just the beginning of your adventure.

You must possess a determination, skill, sensitivity and **power** beyond the ordinary to perform your mission quickly and efficiently. To sense danger, to be calm in the face of crises, to move from power to finesse with equal proficiency, to be the master of your ship and your galaxy—**this** is the challenge. This is **The Power of StarMaster.**™

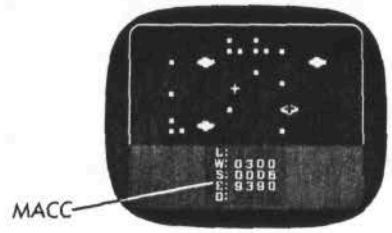
STUDY. MASTER. BELIEVE.
THE POWER CAN BE YOURS.

MEET MACC

Your on-board computer is code-named MACC— Mission/Attack Control Computer. He is an extension of your senses, monitoring the vital functions of your spacecraft. He is critical to the success of your mission.

ENERGY RESERVES

MACC provides you with a constant reading of your **energy reserves** (**E:**___). You should check this constantly. Firing your laser cannons, taking a hit from meteors or incoming enemy fire, travelling at warp speed from sector to sector, even cruising peacefully at normal speed—all cost you precious energy. **Do not be caught short!** Always leave enough to complete your mission or reach a starbase and refuel. If you run out of energy, your mission is ended.



When you are selecting a sector to reach by warp travel, MACC will instantly calculate the energy needed to warp (**W:**___). Be sure to check your energy reserves against the warp energy needed. Remember, the warp energy needed will be twice as high when warp engines are damaged.

Your mission evaluation is affected by how many times you have to dock with a starbase to refuel. Use your energy wisely for best performance.

STARDATE

MACC keeps you continuously informed of the elapsed time in your mission (**S:**___)—Each Stardate represents about 4 seconds of Earth time. Your evaluation is affected by how long you take to complete your mission. Though this factor is not as critical as others in the final evaluation, **every second counts** when the enemy is closing in.

After much practice, you will develop a sense of how much time is necessary to complete a successful mission. Monitor your performance against that target as each mission progresses. Keep moving forward to complete your mission with all deliberate speed.

BE ALERT. BE RESPONSIVE. BE SURE.

DAMAGE CONTROL

This is MACC's most crucial function—to warn you when your ship has been damaged. When a damage alert sounds, MACC will instantly tell you the problem(s):

L: **Laser cannons destroyed.** You cannot fight the enemy, nor can you blast away meteors during warp travel. **Return to starbase immediately for repairs.**

S: **Shields destroyed.** This is the most dangerous and critical damage you can sustain. Your shields protect your ship from enemy fire and meteor collisions. When your shields are gone, one burst of energy fire or a collision with a meteor **will destroy your ship.**

This is a life and death situation and requires your immediate return to a starbase for repairs. **Do not continue to fight. Dodge all enemy fire. Steer past all meteors.**

W: **Warp engines damaged.** See "Energy Reserves." Don't be caught short. Leave enough fuel to make your way to a base for refueling.

R: **Radar damaged.** This is not a critical situation until you need to consult your Galactic Chart. With radar damaged, enemy fighters can no longer be detected and are not displayed on the Galactic Chart.

The only ways to locate the enemy after radar damage has been sustained are to (a) rely on your memory of enemy locations when you last consulted the chart or (b) return to a starbase to have the radar damage repaired. Since the enemy is constantly moving from sector to sector, relying on memory can be a hit-and-miss proposition. A return to base is almost always the wisest decision.

If radar damage occurs during a fight with the enemy, you usually can proceed to clear the sector of enemy fighters before returning to base, without any great risk.

STEADY ON THE STICK

Your spacecraft is a very sophisticated, sensitive and highly-maneuverable intergalactic spacecraft. It will respond very quickly to your movement of the Joystick. Pushing the stick forward will lower the nose of your ship; pulling back will raise it. Pushing left or right moves your ship in those directions.

Getting the **feel** of the controls is an important step to becoming a Supreme StarMaster. Take plenty of time to do so **before** you tackle a major mission. There will be times when your ability to steer your ship quickly, smoothly and accurately—while under intense pressure—will mean the difference between success and destruction.

THE STRATEGY OF THE SUPREME STARMASTER

How well you read, analyze and respond to the information on your ship's Galactic Chart will ultimately determine the speed and effectiveness with which your can complete your mission. Deciding which sectors of the galaxy to which to travel is a significant determinant of mission performance.

You must consider all of the following elements when consulting the chart:

1. Where are the enemy? Which starbases are in the greatest danger of being surrounded and destroyed?
2. How much energy is needed to warp to a sector—and how strong are your energy reserves?
3. How far can you go, how long can you fight, and how much enemy fire can you take with the energy reserves you have left?
4. Where are your starbases? Will you be able to get to one quickly if you're in trouble?

All of these factors must play a part in your selection. And, you must make your decisions quickly and accurately for best results.

Be careful when you select a sector. Position the cross ✚ accurately, before you press the red button to enter warp travel. Once you've pressed the button, you can't turn back. Warping into an empty sector will cost precious time and energy (although any sector is better than an enemy sector when your shields are damaged). Overshooting a starbase sector and entering an enemy sector when your ship is damaged could be devastating.

CONCENTRATE, BUT DON'T HESITATE.
BE PRECISE, BUT ACT QUICKLY.

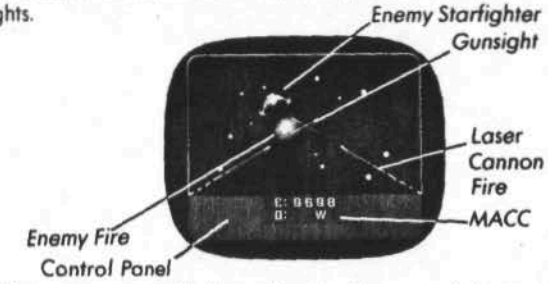
AT WARP SPEED

Don't allow the roar of your engines and the dazzling display of stars streaking past your ship's window to lull you into a false sense of security during warp travel. There's danger in the galaxy—meteors which can seriously damage your ship before you've even begun to fight. These meteors also can destroy your ship if your shields are damaged.

Your best strategy is always to steer around these meteors. If you must destroy one with your laser cannons, you will consume precious energy. A collision with a meteor both drains your energy and can damage your ship.

ENGAGING THE ENEMY

High-speed battle with deadly enemy starfighters requires the utmost in concentration, reflexes, flying skill and marksmanship. Your ship is equipped with two front-mounted, medium-range laser cannons. These weapons are calibrated so that their beams intersect precisely at the area centered on your gunsights.



Your ship's cannons are effective **only** when the enemy is in range (visible) and centered in your sights. Likewise, you can only destroy incoming fire when it is centered in your sights. Firing wildly into space will only waste precious energy.

Quick and careful control of your Joystick is required to keep the enemy in your sights and insure maximum laser cannon effectiveness.

CONCENTRATE. CONTROL. MASTER.

COLORS ARE VERY SIGNIFICANT

Enemy ships explode in a burst of **red** when hit by your fire.

Enemy fire explodes in a burst of **blue** when you successfully intercept it with your cannons.

A **yellow** explosion signifies that your ship has been hit by enemy fire or meteors.

And, of course, MACC lights your control panel with colors signifying the status of the sector in which you are flying:

Green: a clear sector
Red: enemy fighters present
Blue: a starbase is in the sector.

You must be aware of—notice—interpret **everything** to reach the status of Supreme StarMaster.

YOUR STARBASES

The targets the enemy ultimately seeks are your starbases. They know that by surrounding and destroying your starbases, they can ultimately destroy you. The enemy is always on the attack, no matter where you are or what you're doing. They are relentless in their pursuit of your bases.

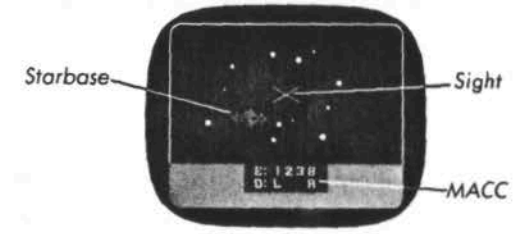
At the start of each mission, you have four starbases located strategically in the galaxy.

They never move—they are always in place—unless the enemy destroys them.

Know where your starbases are. Monitor the enemy's movements carefully. You are the only defense for your bases.

DOCKING WITH A STARBASE

Your mission evaluation is maximized when you complete the mission with a minimum number of dockings. Nevertheless, only the most skilled of the StarMaster corps will be able to complete a full mission—destroying all enemy fighters—without at least one docking.



Docking with a starbase is one of the most sensitive maneuvers in StarMaster. Each base is in an elliptical orbit within its sector and will approach you and recede from you as you pilot through the sector.

Docking is completed when the approaching starbase is centered within your ship's sights at its closest approach. **You must relax**, no matter how intense the pressure, and ease your ship carefully into place. Be gentle, but sure, in your control of the Joystick. A confident hand at the controls is all that is necessary.

Practice until you can dock quickly, without missing. Your mission and the security of your bases may depend on it.

Remember, your starbases are under constant attack and can even be destroyed right before your eyes.

BE QUICK. BE SURE. MASTER THE POWER.

Look for more Activision® video games wherever you buy video game cartridges. Drop us a note, and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

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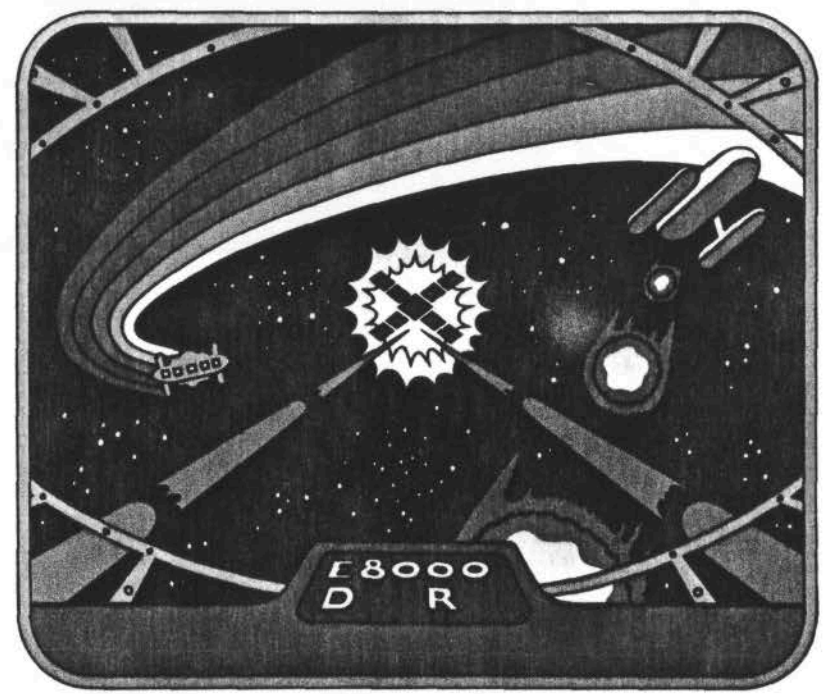
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ACTIVISION®

STARMASTER™

BASIC INSTRUCTIONS



You are alone in space. A critical and difficult mission awaits you. Carefully read these instructions and commit them to memory. Then, study "The Power of StarMaster." It will help to instruct you in the ways of advanced space combat. And then, perhaps someday, **you** can attain the level of Supreme StarMaster.

ACTIVISION®

STARMASTER™ BASICS

PILOT BRIEFING

"You must protect your starbases by destroying all invading enemy starfighters before they destroy you or your starbases. You must accomplish your mission quickly, using the least amount of energy, sustaining the least damage. Succeed, and you will be rewarded. Fail, and you will be destroyed. The destiny of the galaxy is in your hands."

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
4. Plug in left Joystick Controller (it's the only one you'll need). When playing, hold the Controller with red button at upper left.
5. Difficulty switches (skill levels on Sears Tele-Games® Video Arcade™) may be set at either level **and should not be moved during game play.**
6. Select game level as follows:
   a. Move color/black-and-white switch to call up Galactic Chart (see illustration next page).
   b. Consult first line of Mission/Attack Control Computer (MACC) information at bottom of screen.
   c. Select game level with game select switch. The initial letter of the game level will appear on the first line of the MACC information. Game levels vary based on number, speed and accuracy of enemy starfighters, and number and speed of meteors encountered in space.

GAME LEVELS

	Number of Enemy Fighters	Meteor and Enemy Speed
E: Ensign	9	Nominal
L: Leader	17	1.5 X Nominal
W: Wing Commander	23	2.0 X Nominal
S: StarMaster	31	2.5 X Nominal

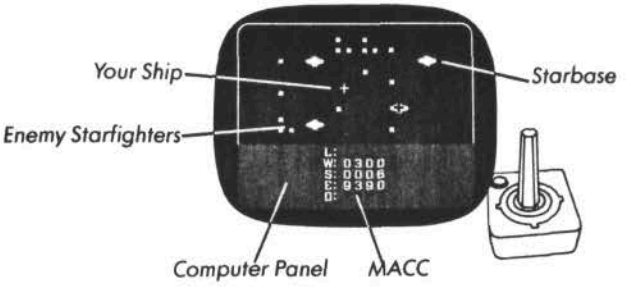
7. **The Adventure Begins.** Press game reset to start your mission. Your ship will be cruising through an empty sector of the galaxy. Now, you must seek out the enemy and race at warp speed to meet and destroy them.

MISSION OPERATIONS

During the course of your mission, you will make use of four distinct modes of operation:

Galactic Chart Analysis
Warp Travel
Engaging the Enemy
Docking with a Starbase

GALACTIC CHART ANALYSIS



Display your ship's Galactic Chart by **moving the color/black-and-white switch** on your game system. The chart displays three types of information:

1. **Galactic Radar/Sector Analysis.** Displays the relative locations in the galaxy of your ship (indicated by a +); your starbases (shown as ◆); and enemy starfighters (shown as white "blips" on the radar). There are 36 sectors of the galaxy (a 6x6 matrix) shown on the radar.
2. **Mission/Attack Control Computer (MACC) Information.** Displayed below the Galactic Chart:
   E or **L** or **W** or **S**: Game level (see prior page).
   W: Energy required to warp between sectors of the galaxy.
   S: Stardate (elapsed time of your mission).
   E: Energy remaining (your ship starts with 9999 units).
   D: Damage Control Status (see discussion next page).
3. **Color of Computer Panel Display:**
   Green: You are in or flying to an empty sector.
   Red: You are in or flying to a sector occupied by enemy starfighters.
   Blue: You are in or flying to a sector occupied by a starbase.

HOW TO BECOME A "COMMANDO" AT CHOPPER COMMAND™ BY ACTIVISION:

Tips from Bob Whitehead, designer of Chopper Command.



Bob Whitehead is a Senior Designer at Activision. Before creating Chopper Command,™ Bob designed Boxing, Skiing and Stampede™ for Activision.

"As you'll soon discover, Chopper Command takes quick reflexes and keen coordination. However, there is a strategic side to the game as well.

"For example, your truck convoys will always travel from the right to the left. And so will the enemy formations. Knowing this, you can position yourself at the left side of the screen and start firing as soon as the enemy aircraft appear. This is important because your helicopter's chances of being hit by a multi-warhead missile increase the closer the enemy aircraft get. The enemy pilots are real kamikazes, too, and they'll collide with you if they can't shoot you down.

"Good luck! I hope you have as much fun playing Chopper Command as I had designing it. God Bless."

Bob Whitehead

P.S. Drop me a line. I'd sure like to hear how our guys are doing at the front.

Look for more Activision® video games wherever you buy video game cartridges. Drop us a note, and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

ACTIVISION.

Activision, Inc., 3255-2 Scott Blvd., Santa Clara, CA 95051

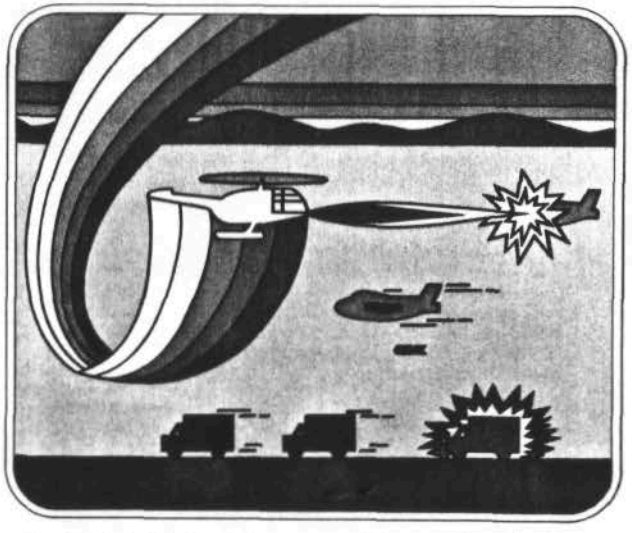
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ACTIVISION.

CHOPPER COMMAND™

INSTRUCTIONS



Your first mission? Don't worry. Everyone gets a little nervous. Just make sure you carefully read this instruction manual first. You'll be dealing with some very sophisticated equipment, and an extremely tricky enemy. So, good luck. The guys on the ground are counting on ya!

ACTIVISION.

CHOPPER COMMAND™ BASICS

The object of the game is to accumulate as many points as possible by knocking out enemy aircraft, while protecting yourself and your truck convoys at the same time.

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
4. Plug in Joystick Controller/s (solo player uses left Joystick).
5. Set both difficulty switches to **b** to begin. Switches in this position will cause fast continuous fire from your chopper when red button is depressed. Set switches in **a** position for slower continuous fire.
6. Select game with game select switch:

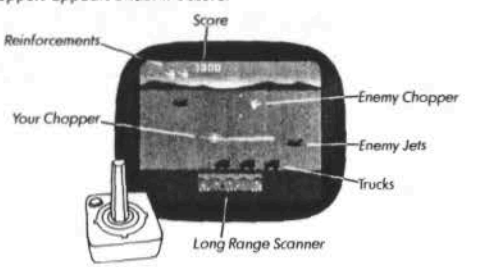
CADET LEVEL	COMMANDER LEVEL
Game 1: one player	Game 3: one player
Game 2: two players	Game 4: two players

7. **To start,** press game reset and allow helicopter to position itself on left side of screen. Action begins as soon as you move the Joystick or push the red button.
8. **The Joystick Controller** is held with the red button in the upper left position. Pressing the button will fire cannons. Holding the button down will activate the continuous fire mode. Pushing the Joystick up will cause your helicopter to ascend; pulling it back will bring it down. Moving the Joystick left or right will cause your helicopter to face to the left or to the right. Pushing the Joystick to the left or to the right will move your helicopter in that direction.

Note to owners of Sears Tele-Games® Video Arcade™: Difficulty is called skill left (or right) player and **a** is **expert** and **b** is **novice**

SPECIAL FEATURES OF CHOPPER COMMAND™ BY ACTIVISION®

1. **The Long Range Scanner** at the bottom of the screen will enable you to detect both approaching truck convoys (friendly) and enemy aircraft well ahead of time. The truck convoys appear as white "blips" on the very bottom of scanner while enemy aircraft appear as white "blips" above the convoy. Your helicopter gunship is the black dot. You can calculate that the area represented on the long range scanner is roughly 5 miles, while the area portrayed on the large screen is about 1 mile.
2. **There are increasing levels of intensity.** Each level will start with a wave of twelve enemy ships and twelve trucks in your convoy. There are ten waves of enemy attackers, with each wave being faster than the one before. Take care! Enemy aircraft fire multi-warhead missiles which will split in two after being launched from their aircraft. These missiles can destroy both your helicopter and the trucks below, and, since you cannot shoot the missiles down, you must dodge them.
3. **You have an unlimited supply of ammunition,** so go ahead and blanket the sky with your laser cannons.
4. **Scoring.** Each time you shoot down an enemy helicopter, you earn 100 points. For every enemy jet you shoot down, you will be credited with 200 points. Should you wipe out an entire wave of hostile aircraft, you will receive a bonus calculated by multiplying the number of trucks remaining in the convoy times the wave number achieved (one through ten) times 100.
5. **You have helicopter reserves.** You start the game with three choppers in your fleet. For every 10,000 points you score, an extra helicopter will be added to your squadron, up to a maximum of six. The number of extra choppers appears under the score.



GETTING THE FEEL OF CHOPPER COMMAND™ BY ACTIVISION®

You'll be amazed how responsive your chopper is to the slightest movements of the Joystick. Pushing the Joystick up will cause your helicopter to climb; pulling it back will make your craft descend. Right or left movements will guide your gunship's horizontal motion. After flying in one direction, pushing the Joystick in the opposite direction will cause an immediate 180° turn. Notice also that your chopper "drifts" slightly after pivoting 180° (this should be helpful in better timing your shots).

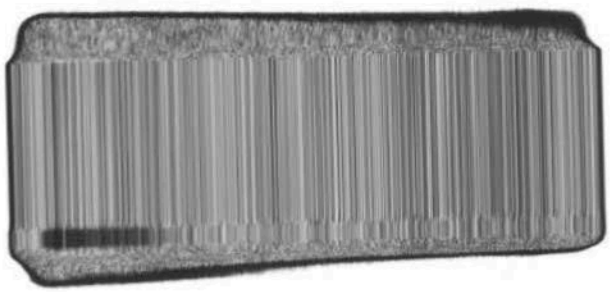
Your chopper can hover close to the ground, but be careful not to collide with your convoy. You'll destroy the helicopter and a truck.

Remember, don't be too aggressive at first. Keep your chopper on the left side of the screen facing right, and size up the situation. This will give you time to better recognize enemy tactics. Then, when you feel more confident, you can seek out the enemy and get them before they get to you or your trucks.

The long range scanner is a very useful tool. However, you'll have to keep your eyes on the larger video screen and the scanner at the same time. Watching one and not the other could be dangerous. Don't forget, the long range scanner is for estimating the positions of enemy aircraft and not for lining up shots. You cannot hit the enemy unless you can see them on the larger screen.

JOIN THE ACTIVISION "COMMANDOS"

If you reach a score of 10,000 points (or more) on the Cadet level, you will be eligible to join this prestigious organization. Just send us a picture of your TV screen and we'll present you with a special "Commandos" emblem.



BOXING BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then try steps 1-3 again.
4. Select game with game select switch.
   Game 1: You against the Activision computer (he's in black).
   Game 2: You against another player.
5. Use left Joystick Controller for boxer in white and to play against the computer (Game 1).
6. Use right Joystick Controller for boxer in black (Game 2).
7. Hold Joystick Controller with red button at upper left. Push button to punch. Hold down for combination punching.
8. Choose your difficulty or handicap for each player (or the computer):
   a (up)—Slow down a bit
   b (down)—Normal speed
9. Press game reset to start each 2-minute round.
10. Scoring (top of screen):
    Long jabs = 1 point each
    Close power punches = 2 points each
    100 points is K.O. (It's tough, but you can do it.)
    Best score at end of match is the winner!

Note to owners of Sears Tele-Game Video Arcade system:
Difficulty switches are called skill left (or right) player and **a (up)** is **expert** and **b (down)** is **novice.**

SPECIAL FEATURES OF BOXING BY ACTIVISION®

Scoring points: When you get near enough to your opponent to throw a punch, press the red button. Each punch moves your opponent **slightly back and away from the punch.** If you move him to the ropes, he can't easily duck the next punch, and you can set up a real scoring barrage. But don't get caught on the ropes yourself!

Watch your distance. If you move in too close, the computer gets tougher; but if you're too far away, you can't land scoring punches.

Give yourself a fighting chance. Put your difficulty setting (the left one) down to **b** and set the computer's difficulty control (the right one) up to **a.** Then, when you're ready for a really tough bout, take the computer on at **b** and see how well you do.

HOW TO BE A CHAMPION AT BOXING BY ACTIVISION®

Tips from Bob Whitehead, designer of Boxing



Bob Whitehead, a senior member of Activision's design team, began designing games for the Atari system in 1977 and worked on numerous well-known game titles. He is busily at work on new games for Activision.

"I wanted Boxing to be fun to play the first time you try it, but I designed some little tricks into the game that will make it more challenging the more you play.

"You'll find that the way to win at Boxing is to hit and dance, hit and dance (just like the pros). Draw off your opponent's jabs by making him punch while you're dancing away from him. His jab gives you an opening to move in and score. Then dance away fast to stay in charge.

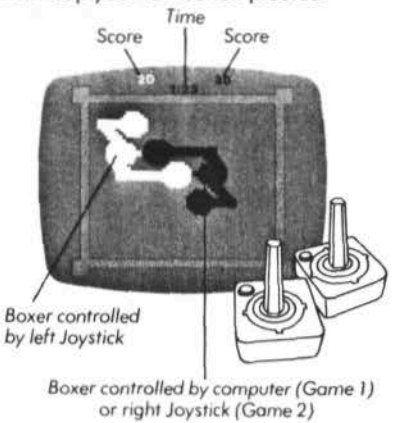
"When you're sparring with the computer, you'll do best by throwing long jabs, moving in for an occasional power punch, then dancing quickly out of his reach. And watch out! When he gets behind, he gets better. But hang in there if **you** get behind; after the first minute (of each two-minute bout), the computer gets a little tired, and his reactions slow down. Come on strong at the end of the round and you might still catch him. By the way, I shortened the rounds to 2 minutes because . . . well, you'll see why when you've gone a couple of rounds.

"Your best strategy for winning is to jab your opponent until you move him to the ropes, then charge in, mix it up in close, and keep your red button pressed down. You may be able to repeat a punching combination that builds up your point score fast.

"But – please – be fair to newcomers. Give yourself a handicap when you're showing them Boxing. We don't want you to lose your friends.

"If you have any comments about Boxing or think you'd like to enter a tournament some time, drop me a letter at Activision, Inc., 3255-2 Scott Blvd., Santa Clara, CA 95051. I'd love to hear from you. May God Bless."

Bob Whitehead



Look for more Activision video games wherever you buy video game cartridges. Drop us a note and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

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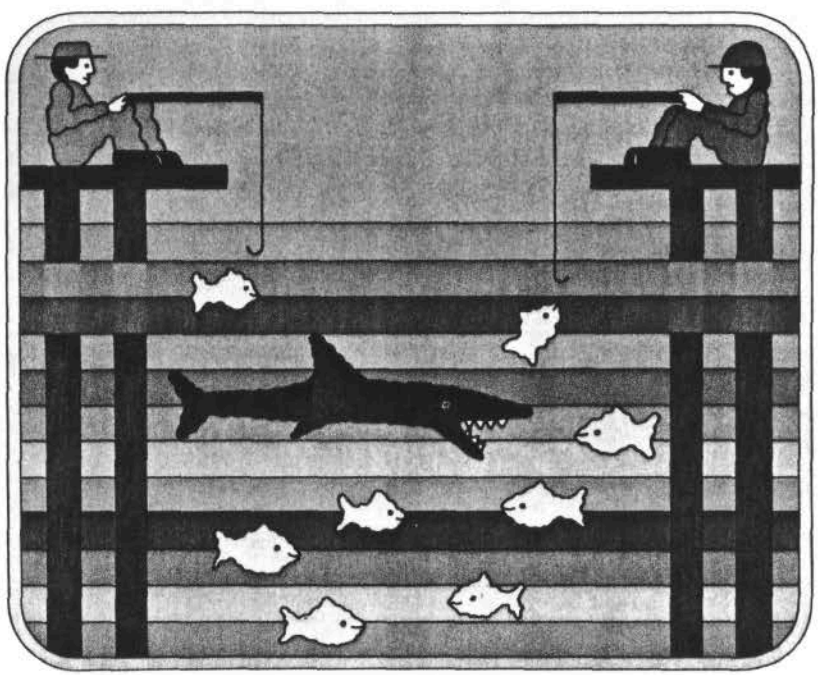
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ACTIVISION®

FISHING DERBY®
INSTRUCTIONS



This is one of the Activision video games that is fun to play even if you don't know the rules. So go ahead! Use your Joystick Controllers. And when you're ready to find out why some fish bite and some don't, how to tell the whoppers from the lunkers and – especially – how to keep the shark from eating your catch, read these simple instructions. Good luck!

ACTIVISION®

FISHING DERBY® BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then try steps 1-3 again.
4. Select game with game select switch.
   Game 1: You against the Activision computer fisherman.
   Game 2: You against another player.
5. Use left Joystick Controller for fisherman on the left pier and to play against the computer (Game 1).
6. Use right Joystick Controller for fisherman on the right pier (Game 2).
7. Hold Joystick Controller with red button at upper left. Move your Joystick from left to right to move your pole out and back. To lower and raise your line, move the Joystick up and down.
8. Choose difficulty or handicap for each player (or the computer):
   a (up) – Fish won't bite unless you get the end of your line right under his nose.
   b (down) – Fish will bite if you get the end of the line near his mouth.
   (Hint: When learning Fishing Derby, handicap the computer at **a**, and put your switch at **b**.)
9. Scoring (top of screen):
   There are six rows of fish. From the top down, they count as follows:
   First two rows: 2 pounds each.
   Second two rows: 4 pounds each.
   Bottom two rows: 6 pounds each.
   The big ones are down deep. Go for 'em!
10. Press game reset to start each Fishing Derby. First player to land 99 pounds of those beautiful fish wins.

Note to owners of Sears Tele-Game Video Arcade system:
Difficulty (instruction #8) is called skill left (or right) player, **a (up)** is **expert** and **b (down)** is **novice.**

HOW TO MAKE 'EM BITE

Drop the very end of your line (that's where the bait is) down to the level you want to fish. Then move the bait to touch the mouth of the fish you want to catch. The difficulty settings determine how close the bait has to be before he bites. See Instruction #8.

GOT ONE HOOKED? If you don't do anything after hooking a fish, he will swim slowly up toward the surface (and the shark might gobble him up). If you want to reel him in fast, push the red button. Be quick, though. When both players have hooked a fish, only one can reel up at a time (the first one hooked). The other fish will swim up slowly until the first fish has either been caught or eaten by the shark.

HOW TO BE A CHAMPION FISHING DERBY® ANGLER

Tips from David Crane, designer of Fishing Derby



David Crane also designed Dragster® for Activision. He believes in taking on game assignments that everyone else says are impossible—and always gets them done.

"The most important thing I can tell you is to WATCH OUT FOR THE SHARK! I've made him quick and wily and unpredictable. If your fish touches the shark anywhere, he'll turn in a flash and snap it up. So try to keep your fish away from him while you're reeling in.

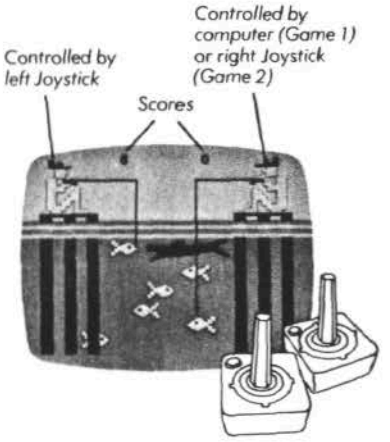
"Once you've hooked your fish, you'll want to play him back and forth until the shark moves out of the way, then push the red button and land him **quickly.** You can reel in more or less slowly by pressing or releasing the red button and you can move your line back and forth with your Joystick.

"Since the big fish are in the fifth and sixth rows, go deep. Start with the fifth row if you're the player on the left. You will have a little advantage there, because you can reach the fifth row first. The player on the right should go to the sixth row to catch his big ones.

"Also, watch to see which fish start from your opponent's side and which start from your side. As fish are caught, they are replaced on the side they started from. It's better for you to catch fish that start under your pier, because you can usually go right back for another one.

"Fishing Derby is a game designed to be fun for everyone in the family. Now you won't have to get rained on or sunburned when you go fishing. I'd like to hear how you like it."

David Crane



HOW TO BECOME A MASTER AT KABOOM!™ BY ACTIVISION®

Tips from Larry Kaplan, designer of Kaboom!



Larry Kaplan is also the designer of Bridge by ACTIVISION. A senior member of the Activision Design Team, Larry is a well-known expert in the field of video game design.

"To do well in Kaboom!, you'll need all the reflexes, endurance, and concentration you can muster. Don't be frustrated if things don't go well at first. It takes a fair amount of practice, especially to catch the bombs at higher speeds.

"You'll notice that you'll be improving in stages. The first plateau is the 1,000 point mark. Mastery at Bomb Groups 5 and 6 is necessary to do well here. Conquering Bomb Group 7 will place you at the 2,000 point level. As you develop the stamina and concentration needed to progress, you'll conquer Bomb Group 8. From then on, it's a matter of fine-tuning your skills and extending your endurance to improve your score.

"If you hit the 10,000 point level, that really impresses the "Mad Bomber," and he'll show his appreciation. Watch for it.

"Here's one special trick we have discovered to help build up your score while maintaining some control of the game. If you have all 3 buckets and you're just about to cross a 1,000 point level (1000, 2000, 3000, etc.), miss one of the bombs on purpose! You will lose your bottom bucket, but you will start over at the next lower difficulty level. And that'll give you a few bombs to catch at a slower speed. Then, after you've gone over the 1,000 point level, you will get your bucket back anyway, so you haven't lost a thing. Since you will be playing for a while at a slower speed, it gives you a breather, but keeps you in the game.

"If you really become good at Kaboom!, try it with the difficulty switches set at **a (up)**. Since the buckets are only half the regular size, you'll really have to be quick.

"Please take time out from your bomb chasing to drop me a line. It would be great to hear from you."

Larry Kaplan

Look for more Activision video games wherever you buy video game cartridges. Drop us a note and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

ACTIVISION®

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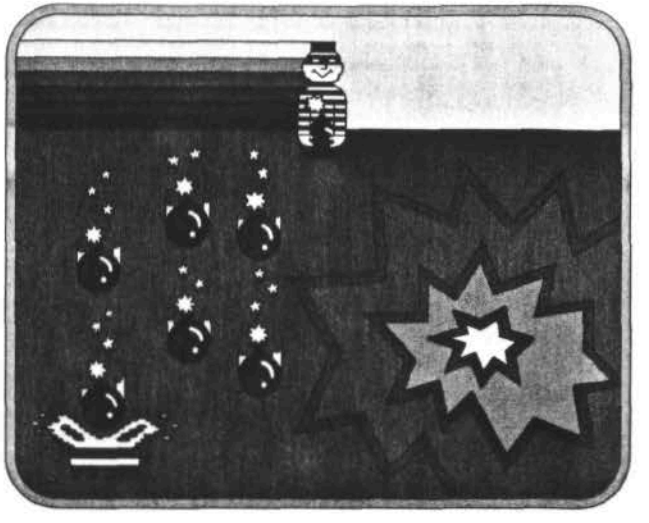
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ACTIVISION®

KABOOM!™

INSTRUCTIONS



Prepare yourself for a supreme test of reflexes, coordination and agility. You're about to face the world's most unpredictable and relentless "Mad Bomber." He hates losing as much as you love winning. So, to keep him frowning, take a minute to read over these instructions. Then, grab your buckets and bombs away!

ACTIVISION®

GETTING THE FEEL OF FREEWAY™ BY ACTIVISION®

The objective in Freeway by ACTIVISION is to score as many points as you can by guiding your chicken across the ten lanes of traffic as many times as possible in two minutes and sixteen seconds.

For beginners, try Game One (Lake Shore Drive) with the difficulty switches in the **b (down)** position. Get the feel of how your chicken responds to your Joystick. Since the traffic flow in Game One is relatively light, you have ample time to react to oncoming vehicles. You want to guide your chicken across the freeway as quickly as possible, but you don't want to put him where he can't avoid an oncoming vehicle. You will need to be aware of traffic not only in the lane closest to your chicken, but also in the lanes on either side.

After you get the feel of Game One, try your hand at some of the tougher highways. And, when you're really feeling bold, put your difficulty switch **up** to a[illegible] **watch out!**

Fre[illegible]oy ACTIVISION is a game of anticipation and timing. After awhile, you'll learn to judge traffic flow and make the right move at the right time. Sometimes that means bravely forging ahead. And, at other times, that will mean sitting back and waiting for just the right opening.

JOIN THE ACTIVISION "SAVE THE CHICKEN FOUNDATION"

Activision wants to recognize your traffic dodging achievements. So, if you're successful in guiding your chicken through traffic at least 20 times in either Game Three or Game Seven, you can become an official member of the Activision "Save the Chicken Foundation." Send us a picture of your TV screen showing your accomplishment, and we'll enroll you and send you a special membership emblem.

HOW TO BECOME AN ACE "CHICKEN CROSSER" IN FREEWAY™ BY ACTIVISION®

Tips from David Crane, designer of Freeway



David Crane is also the designer of Dragster,® Fishing Derby® and Laser Blast™ by ACTIVISION. He consistently comes up with highly unusual, imaginative and challenging games.

"As unusual as Freeway is, you still will have to employ some tried and true game skills to do well at it.

For instance, you must become familiar with the different traffic patterns in order to anticipate and make the right moves. This is especially difficult in Games Five through Eight, where traffic speeds can change instantly.

"You'll notice that clusters of vehicles in each lane travel at generally the same distance apart, at the same speed. If a cluster happens to be in a fast lane, you'll have to plan in advance how you're going to get through without being hit.

"Succeeding at Freeway will depend on your ability to develop quick reflexes to avoid the traffic and "hit the hole" at just the right time. Have fun and watch the traffic!

"Drop me a line. I'd like to hear about your exploits."

David Crane

Look for more Activision video games wherever you buy video game cartridges. Drop us a note and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

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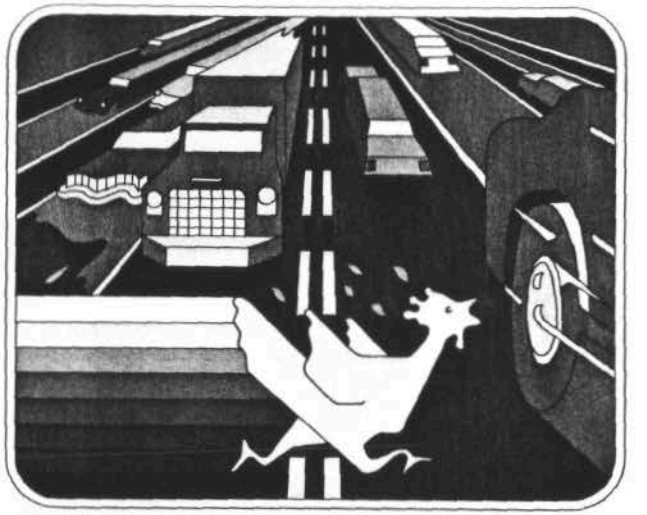
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ACTIVISION®
FREEWAY™
INSTRUCTIONS



If you think driving on a busy freeway is intense. . .wait 'till you try to cross it on foot! In Freeway by ACTIVISION, your challenge is to guide a chicken across ten lanes of the most perilous freeway traffic imaginable. Be careful, because those speeding cars and trucks don't brake for animals! So, before you start the chicken across the road, take a minute to read these instructions. You'll find out how to score points by leading your fearless fowl to safety without getting his feathers ruffled by a "semi."

ACTIVISION®

FREEWAY™ BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
4. Plug in Joystick Controllers.
5. Set difficulty switches at **b (down)** position.
6. Select game with game select switch. In all games, there are ten lanes of traffic, five in each direction.
   - Game 1: Lake Shore Drive, Chicago, 3 A.M.
   - Game 2: Interstate 5, Seattle, 6 A.M.
   - Game 3: Santa Monica Freeway, Los Angeles, 10 A.M.
   - Game 4: Bayshore Freeway, San Francisco, Midnight
   - Game 5: John Lodge Expressway, Detroit, 9 P.M.
   - Game 6: The Beltway, Washington, D.C., 6 P.M.
   - Game 7: L.B.J. Freeway, Dallas, 5 P.M.
   - Game 8: Long Island Expressway, New York City, 3 A.M.

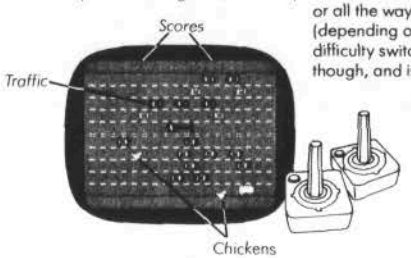
   (See descriptions under "Special Features.")
7. **Use of Joystick Controllers.** The left Joystick controls the chicken on the left. The right Joystick controls the chicken on the right. Hold Joystick with red button at upper left. Pushing the Joystick forward moves your chicken ahead (up). Pulling the Joystick back moves your chicken back (down). Your chicken can move forward and backward only, not side-to-side. The red button has no effect.
8. **Difficulty switches.** With the difficulty switch in the **b (down)** position, your chicken is knocked back one lane when struck by a vehicle. With the switch in the **a (up)** position, your chicken will return to the curb (the beginning) after being struck by a vehicle. The left difficulty switch is for the left player; the right switch is for the right player. Start with difficulty switches in the **b (down)** position; **a (up)** is for more advanced players.
9. **To begin play.** Press game reset. One or two players may play in any game.
10. **Scoring/Timing.** Each time you guide your chicken successfully across the freeway, you are awarded one point. The score for each player is indicated at the top of the screen, directly above each player's chicken. There are two minutes and sixteen seconds in each game. When the score begins to flash, eight seconds of playing time remain. At the end of each game, the traffic comes to a stop and the final score is shown. Whoever scores the most points is the winner.

Note to owners of Sears Tele-Game Video Arcade system:
Difficulty switches are called skill left (or right) player and **a (up)** is **expert** and **b (down)** is **novice.**

SPECIAL FEATURES OF FREEWAY™ BY ACTIVISION®

When game reset is pressed, the traffic in the game you've selected begins to move. This motion is accompanied by sounds associated with a typical freeway: the drone of auto and truck engines, the honks from the horns of the vehicles. Each game has its own combination of these sounds.

Should your chicken get hit, he'll chirp and be knocked back either one lane or all the way back to the beginning (depending on where you've set your difficulty switch). He always gets up, though, and is ready to try again.



GAMES

Each game offers a different challenge. The type, speed and frequency of traffic all vary, depending on the game.

GAME ONE: LAKE SHORE DRIVE, CHICAGO, 3 A.M.

Automobiles only. Traffic is thin. Speeds are relatively slow. Autos move slowest in lanes closest to curbs, then faster with each lane closer to center of highway.

GAME TWO: INTERSTATE 5, SEATTLE, 6 A.M.

Upper lane closest to center of freeway has trucks; all others have autos. Traffic is thicker and moves faster than in Game One. Speeds of autos increase in each lane in the same order as they did in Game One.

GAME THREE: SANTA MONICA FREEWAY, LOS ANGELES, 10 A.M.

Now trucks are in lower lane closest to center of freeway. These trucks are the fastest moving vehicles, and they move faster than the fastest moving vehicles in Games One and Two. Traffic is thicker in the two lanes closest to the curbs.

GAME FOUR: BAYSHORE FREEWAY, SAN FRANCISCO, MIDNIGHT

There are trucks in all lanes. The trucks in the lanes closest to center, as well as those closest to the curbs, move at the same speed as the trucks in Game Three. The trucks in lanes 2 and 4 move at half the speed of those in lanes 1 and 5. The trucks in lane 3 are the slowest, and move at half the speed of those in lanes 2 and 4. (Lane at bottom of screen is lane 1; lane at top is lane 10.)

GAMES FIVE THROUGH EIGHT

Similar to Games One through Four in the amount of traffic for each game. But, take care, because the speeds of the vehicles are increased and decreased at random throughout each of these games—without regard to lane. You'll really have to be on your toes, because you can never tell when the speed of any particular traffic will change.

HOW TO OINK!™ YOUR WAY INTO THE OINKERS CLUB

Tips from Mike Lorenzen, designer of Oink!™



Mike Lorenzen joined the Activision design team in January 1982. He has an extensive background in video game design and we are pleased to introduce his first work on behalf of Activision.

If you're helping the Pigs, it's really crucial that you're quick yet calm. You'll soon realize your pig doesn't need to run all around to get the job done. Just never let a gap get wide enough for a Pig to fit through. Any time a wide space forms, be sure to drop a few objects into it.

[illegible] your Pig at the overhead patch supply for quick access. You'll soon find [illegible]hat he doesn't have to be directly under an object to take it, just in the general vicinity. That should save your Pig a few steps.

Try not to get into the habit of pressing the red button once to grab an object, and then once again to release it. It is much more efficient to HOLD the button down after you've pressed it to grab an object. Then, move the Pig into position, and release the button to drop the object into place.

If you'd rather help the Wolf, reverse your strategy. You'll want to blow open a gap as wide as possible. Notice that there are three layers of objects. If you've blown one object away, don't move. You're already in position to blow *out the two remaining objects above it. And watch the Pig. If he's heading* toward this newly created hole, blow him down too!

Whether you play the good guy or the bad guy, practice is the real key. But when you need a break, drop me a line. I'll look forward to hearing from you.

Michael Lee Lorenzen

If you have questions about Activision games or clubs, drop us a note or call the "Game Line" toll-free at (800) 227-9757/8 (in California call (415) 960-0410 ext. 5245). Ask to be put on our mailing list and we'll keep you posted on new Activision game cartridges as they become available.

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OINK!™ BASICS



The object of the game is to score as many points as possible by helping the Pigs patch their houses, thereby protecting them from Bigelow B. Wolf.

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1–3.
4. Plug in Joystick Controller/s (solo player uses left Joystick).
5. Set both difficulty switches to **b** to begin.
6. Select game with the game select switch.

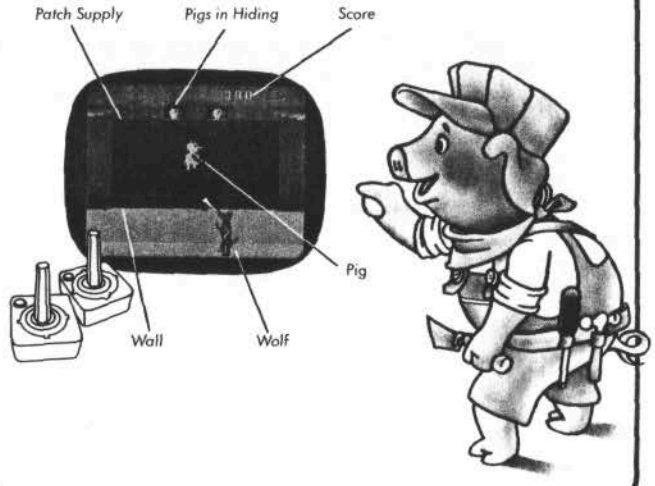
   Game 1: One player (controlling the Pig) vs. Computer Wolf.

   Game 2: Two players (taking turns controlling the Pig) vs. Computer Wolf.

   Game 3: Two players (taking turns controlling the Pig and the Wolf).
7. **The Joystick Controller** is held with the red button in the upper left position. Move your Joystick to the left to move your Pig to the left, to the right to move your Pig right, and up and down to move your Pig up and down the screen. Press the red button to grab an object; release the button to drop it in place as a 'patch'.

Note to owners of Sears Tele-Games® Video Arcade™: Difficulty is called skill, and **a** is expert, **b** is novice.

8. **To start a new game** press game reset. Wait for the Pig to walk to the center of its house. Move the Joystick to bring out the Wolf and start the action.
9. **Difficulty Switches.** With the difficulty switches in the **a** position, your Pigs must walk down to the wall to drop an object in place. In the **b** position, they can drop objects in place from any point on the screen. When playing game 3, the Wolf will huff and puff a little slower if your difficulty switch is in the **a** position.
10. **Scoring.** Points are earned every time your Pig drops an object in place in the wall. Objects in the first row are worth 4 points each. Point values for each object increase by 4 with each new row (see "Row After Row" under "Special Features"). For example, in row 6, each object is worth 24 points. In row 7, each object is worth 28 points.



SPECIAL FEATURES OF OINK!™

Three Little Pigs, Three Little Houses. Each Pig defends its own house. The first house is made of straw, so it's yellow. The second is made of sticks, so it's brown. The third house is made of bricks, so it is red. Each time you lose a Pig, you move to the next house and the next Pig.

The Wolf Who Huffs and Puffs. Whether your house is made of straw or sticks or bricks, the Wolf will try to blow it down to get to the Pig. He'll blow a little hole here, then a little hole there. And, if you don't keep up with the Wolf, he'll turn little holes into big holes. Then he'll chase after your Pig.

Losing a Pig. If your Pig is struck by the Wolf's breath, he will fall down to the bottom of the wall, losing precious time. And, if the hole is wide enough for the Pig to fit through, the Wolf's breath will take him right out onto the lawn. And then you've lost a Pig.

Row After Row After Row. Every time a row of objects is used up, a new row appears. With each new row, point values increase. But as they do, the Wolf gets tougher and tougher.

If You Can't Beat Him, Join Him. You and a friend can take turns helping the Wolf in his homewrecking crusade. In game number 3, each player will alternately have 3 turns helping the Wolf and 3 turns helping the Pigs. Points are scored only while you're helping the Pigs. At the end of the game, total scores are shown for both players.

JOIN THE ACTIVISION® "OINKERS"

If you reach a score of 25,000 points or more in Game 1, you will be eligible to join the honorary Oinkers. Simply send us a picture of the TV screen showing your score, along with your name and address, and we'll send you the official "Oinkers" patch.



We'd like to get to know you. If you have questions about our games or clubs, or want to get on our mailing list, drop us a note or call the "Game Hotline" toll-free at (800) 227-9757/8 (in California call (415) 960-0410 ext. 5245).

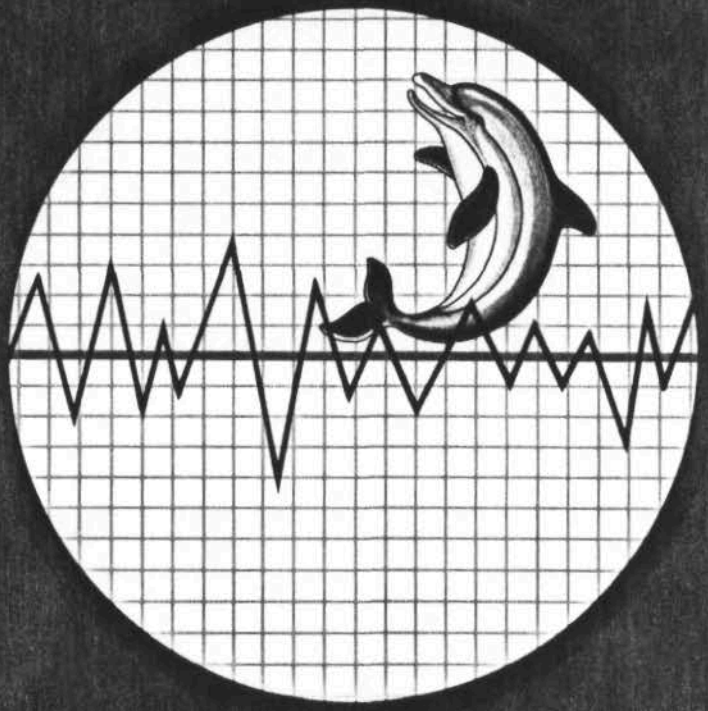
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ACTIVISION®



DOLPHIN™ DECODER

DOLPHIN™ BASICS

Listen! An endangered dolphin is calling you! Only by learning the dolphin's sonic language can you guide her through schools of seahorses, battling a monstrous squid, to gain magic powers from an elusive seagull. Hurry! Lend an ear . . .

- Hook up your video game system. Follow manufacturer's instructions.
- With power OFF, plug in the game cartridge.
- Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
- Plug in Joystick Controller/s (solo player uses left Joystick).
- **Difficulty Switches.** Set both difficulty switches to **b** to begin. With the switches in this position, your dolphin will have 4 seconds to touch the squid after intercepting a seagull. In position **a**, she'll have only 2 seconds to do so (see "Seagull" under "How to Decode").
- **Game Variations.** There are eight game variations. Games 1, 3, 5 and 7 are for one player. Games 2, 4, 6 and 8 are for two players. Level of difficulty rises accordingly, with games 1 and 2 being the easiest. At higher levels, the squid will be smarter and quicker.
- **To start,** press game reset switch. The action will begin as soon as you press the red button.
- **The Joystick Controller** is held with the red button in the upper left position. Push your Joystick forward, and your dolphin will rise. Pull your Joystick back, and your dolphin will dive. Push the Joystick left or right and your dolphin will swim in that direction.
- **Bonus Dolphins.** You start the game with one active dolphin and a school of four on reserve. For every 20,000 points you score, a bonus dolphin will be added to your reserves.

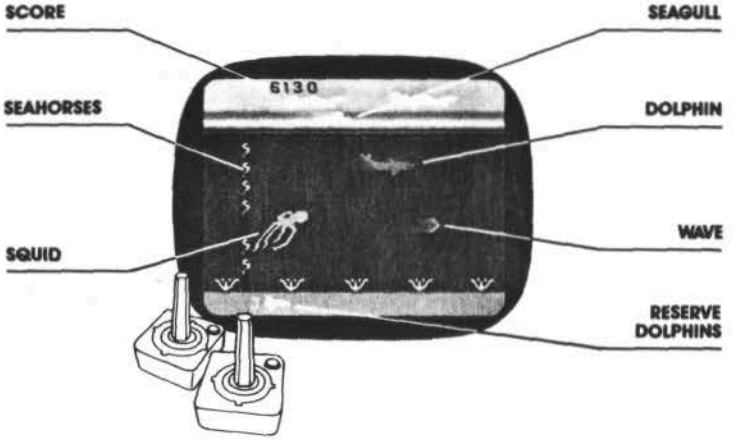
Note to owners of Sears Tele-Games Video Arcade™. Difficulty is called skill: *a* is *expert* and *b* is *novice*.

HOW TO DECODE DOLPHIN™ BY ACTIVISION®

You will guide your dolphin through openings in the seahorse schools by listening to sonic tones and catching waves (see "Cues" and "Currents" under "Special Features"). Pay attention to the following:

- **The Seagull.** Periodically, a seagull will fly overhead. You'll know he's coming when the squid changes color. Have your dolphin leap up, touch the seagull and then quickly turn and touch the squid. This is the best way to gain points. Also, the game resets at the next difficulty level putting distance between your dolphin and the squid.
- **The Slip.** Another great way to outsmart the squid is by giving him "the slip". If the squid is right on your tail, wait until he catches a good wave. Then, reverse your dolphin's direction and swim under him immediately. As long as the squid's good wave remains on the screen, he won't be able to reverse and catch you.
- **Scoring.** Points are earned in a variety of ways. Every time your dolphin touches a seagull, or a squid, you score points. The number of points depends on the color of the squid (see "Increasing Difficulty" under "Special Features"). Scoring peaks at 800 per seagull and 8000 per squid.

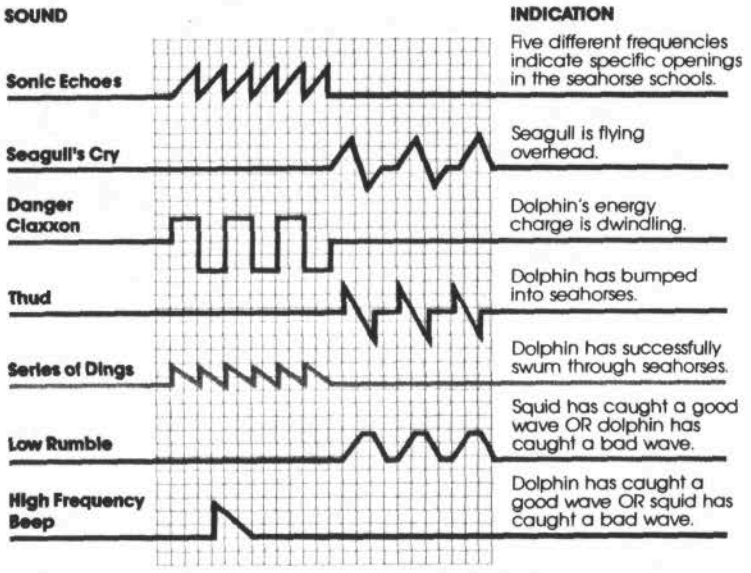
  Also, you'll score 100 points each time your dolphin catches a good wave or each time you run the squid into a bad wave. And, when your dolphin swims through the seahorses, you'll score 0 to 50 points, depending on your degree of accuracy in getting her through the opening.



SPECIAL FEATURES OF DOLPHIN™ BY ACTIVISION®

Sonic Cues. The dolphins are communicating with you! The higher the tone, the higher up the opening will be in the upcoming school of seahorses. A lower tone means the next opening will be lower on your screen. Let your ears guide you! Each time your dolphin doesn't swim perfectly through the opening, she will be slowed down.

AUDIO CHART FOR DOLPHIN™ BY ACTIVISION®



Ocean Currents. Catch a good wave! 'Good' waves are arrows moving in the same direction as your dolphin. They'll increase her speed. 'Bad' waves are the arrows moving head-on into your Dolphin. They'll slow her down. Avoid hitting bad waves, but try to lead the squid into them to increase your dolphin's lead.

Increasing Difficulty. The longer you play, the tougher the chase becomes. Each time the squid changes color, he's getting smarter, tracking your dolphin's every move with greater speed and accuracy. So, it gets much tougher to give him "the slip". Meanwhile, the Seagull flies by faster and bad waves move so quickly you'll think you're swimming upstream.

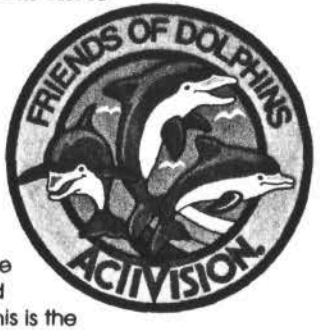
GETTING THE FEEL OF DOLPHIN™ BY ACTIVISION®

As you'll learn, the ocean is full of unique sights and sounds. At first, just keep listening to the dolphin's sonic tones to learn which opening matches each tone. Also, practice catching good waves and leading the squid into bad waves. Don't get frustrated! With practice, you can really develop these necessary skills.

Since dolphins don't fly, you can't hold them in the air when a seagull flies by. So get used to timing her leaps out of the ocean with the speed and position of the seagull. And remember, the squid changes color just before the seagull appears.

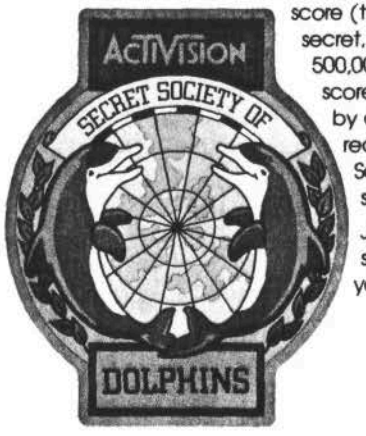
JOIN THE ACTIVISION® "FRIENDS OF DOLPHINS"

AND THE "SECRET SOCIETY OF DOLPHINS"



Can you reach a score of 80,000 points? If so, you will be eligible to join the ranks of "Friends of Dolphins" and wear their patch.

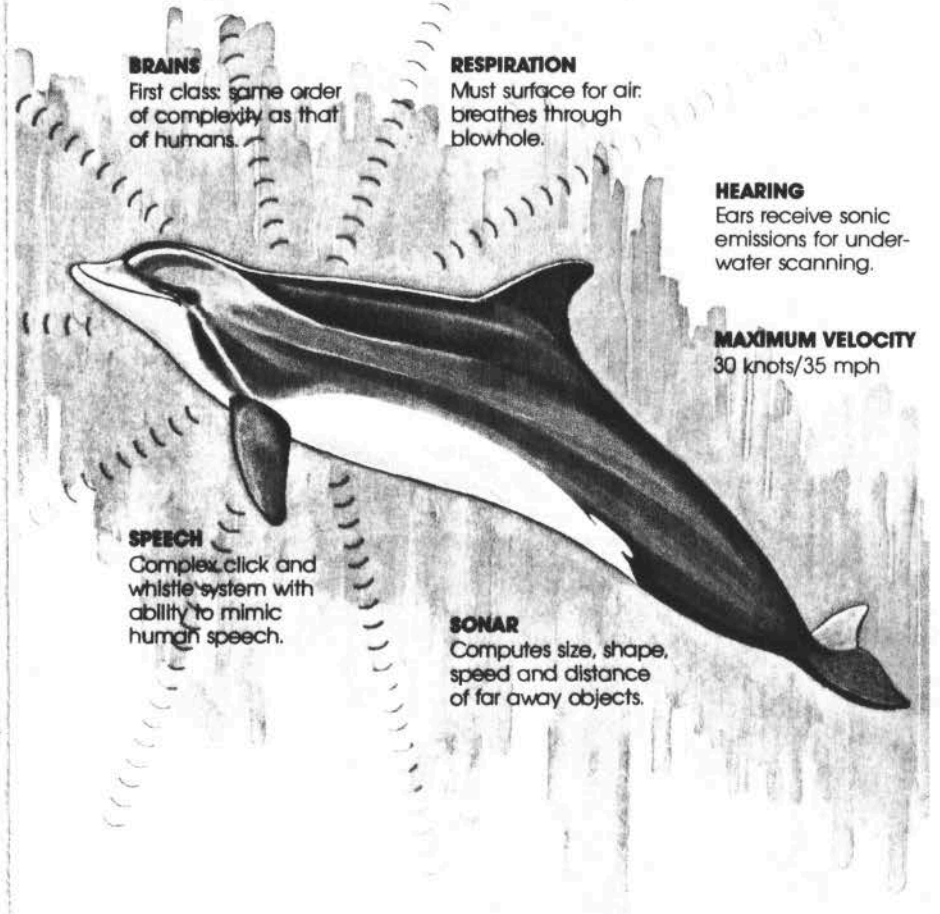
Then, there is that handful of you who will reach the ultimate. A certain very high score (the amount is secret, but it's under 500,000) will cause the score to be replaced by a secret word. This is the requirement for initiation into the "Secret Society of Dolphins." The ultimate in deep sea dedication and skill.



Just send us a photograph of your TV screen, with your name and address and you'll receive the appropriate patch.

THE DOLPHIN

Tursiops Truncatus



Dolphins have amazing abilities, and have often used them to help people, saving swimmers and boats in distress. Find out more at your library!

HOW TO ENTER THE "SECRET SOCIETY OF DOLPHINS"

Tips from Matthew Hubbard, designer of Dolphin™.



Matt with dolphin friends, Schooner and Stormy (courtesy of Marine World/Africa U.S.A.)

Matthew Hubbard is full of surprises. Besides designing top-notch video games, he's a member of a new wave band! Matt also knows a lot about dolphins, and we're pleased to introduce them in his first work on behalf of Activision®.

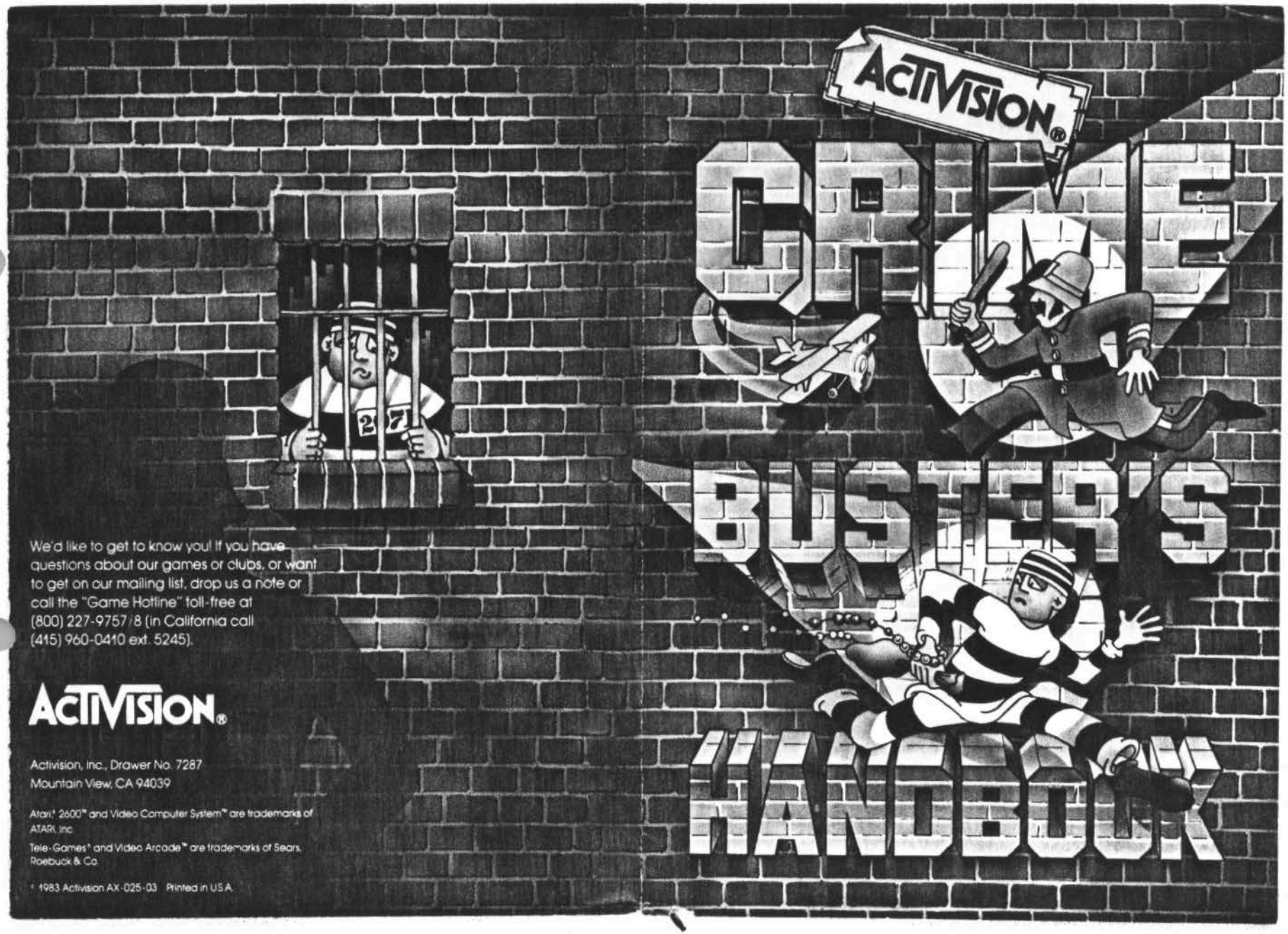
"The best tip I can give you is this: 'He who hesitates is lunch.' But, for the record, here are a few more pointers.

"At first, don't completely rely on the 'slip'. Instead, become expert at decoding sonar. Work with one tone at a time until you can easily predict the exact location of each opening. Notice, too, that there is never an opening at the very bottom or very top of the schools.

"Another thing to notice is that a bad wave often follows each opening. So, after your Dolphin swims through, be ready to make a quick move.

"Dolphins are truly amazing, and I hope my work will inspire you to find out more about these great mammals. If you read any interesting facts, or would like to discuss the game, send me a note. I look forward to hearing from you."

Matthew Hubbard



We'd like to get to know you! If you have questions about our games or clubs, or want to get on our mailing list, drop us a note or call the "Game Hotline" toll-free at (800) 227-9757/8 (in California call (415) 960-0410 ext. 5245).

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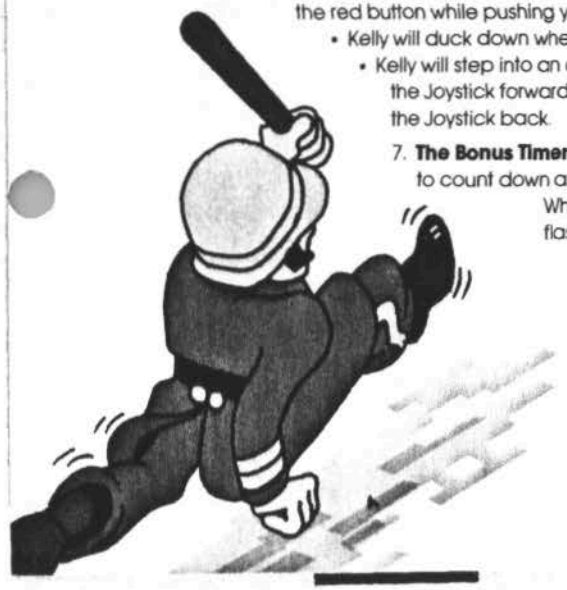
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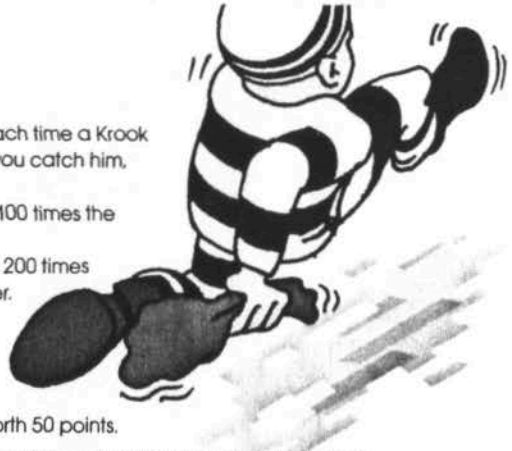
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"Officer Kelly reporting for duty. Leaping Leprechauns!! If it isn't Harry Hooligan... up to his old shenanigans. That blunderous hoodlum is robbing Southwick's. And on a Sunday at that! C'mon then... lend a hand. We've got to catch the krook, recover the loot and be careful to boot! Listen up! Don't get KO'd by wild shopping carts, beachballs or biplanes. And get moving! There's not a moment to lose!"

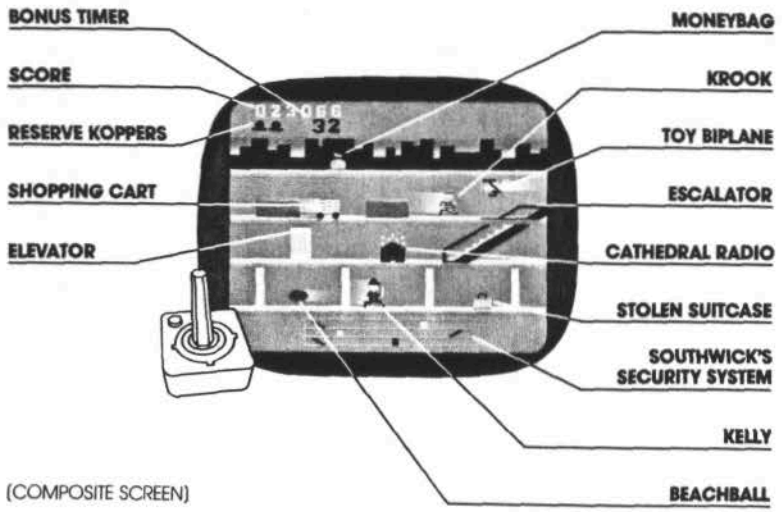
KEYSTONE KAPERS™ BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
4. Plug in the left Joystick Controller (right Controller is not used).
5. The difficulty switches and game select switches are not used.
6. **The Joystick Controller** is held with the red button in the upper left position.
   - Keystone Kelly will run to the left or right when you push the Joystick left or right.
   - Kelly will jump when you push the red button. For a long, running jump, press the red button while pushing your Joystick left or right.
   - Kelly will duck down when you pull the Joystick back.
   - Kelly will step into an open elevator when you push the Joystick forward; he'll step out when you pull the Joystick back.
7. **The Bonus Timer** is beneath your score. It starts to count down as soon as the game begins. When only 10 seconds remain, it flashes. Be warned!





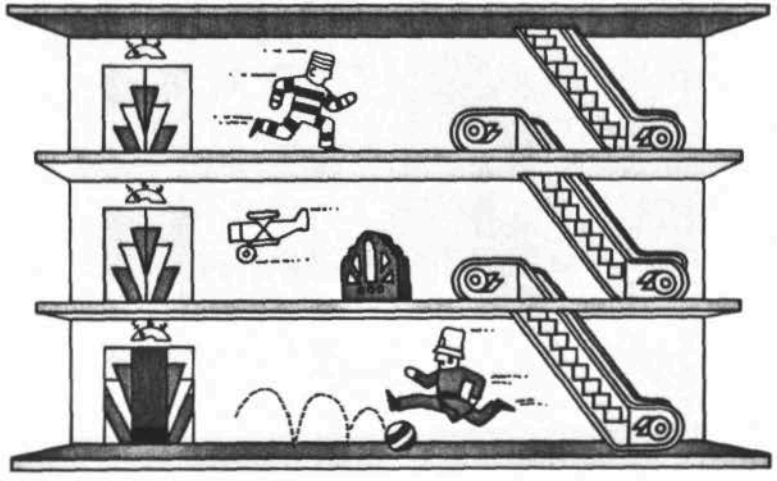
8. **Scoring.** Points are earned each time a Krook is apprehended. The sooner you catch him, the more points you'll get.
   Krooks 1 through 8 are worth 100 times the amount left on Bonus Timer.
   Krooks 9 through 16 are worth 200 times the amount left on Bonus Timer.
   After your 16th arrest, each Krook will be worth 300 times the amount left on Bonus Timer. Also, every recovered moneybag and suitcase is worth 50 points.
9. **Bonus Kops.** Every time your score increases by 10,000 points, a Kop is added to your reserve squad, up to a maximum of three on-screen at a time.
10. **To start,** press the game reset. The timer will immediately begin to count down. You'll begin with Keystone Kelly on active duty and three Kops on reserve.
11. **The game ends** when all of your Kops are gone. Any of the following will cause you to lose a Kop:
    - Colliding with a biplane (see "Look Out" under "Special Features").
    - Running out of time.
    - Allowing a Krook to escape off the roof.



(COMPOSITE SCREEN)

SPECIAL FEATURES OF KEYSTONE KAPERS™ BY ACTIVISION.

Elevators and Escalators. The elevator can take Keystone Kelly up and down to any floor except the roof. Place Kelly in front of it and wait until the door opens. Then push your Joystick forward to move Kelly into its green interior. Pull Joystick back to exit. Kelly can also ride up on an escalator just by touching it. An escalator is the only way to get to the roof.



Southwick's Security System. Lucky for you, Southwick's has security cameras scanning the store. The display at the bottom of the screen gives you an overview of all floors, from the bargain basement to the rooftop. Kelly is the black dot, the Krook is the white dot. The elevator is the moving grey square in the middle and the escalators are the black slashes on either end. Using the Security System, you'll know which way Kelly should run to catch an elevator, an escalator or a Krook.

Look Out!!! You must **jump** to avoid a rapid onslaught of shopping carts, beachballs and cathedral radios. If you collide, a valuable 9 seconds will be deducted from your time. As your score rises, toy biplanes whizz by. **Duck** to avoid them. With each collision, you'll lose a Kop. However, DON'T avoid moneybags and stolen suitcases. You'll earn 50 points each time Kelly picks one up.

GETTING THE FEEL OF KEYSTONE KAPERS™ BY ACTIVISION.

If you're a new recruit to Kelly's force, some basic training is all you need. First of all, practice your jumps—running jumps and jumping in place. Perfect timing is the real key here. Another thing. Harry Hooligan is no dope. He's pretty crafty at switching floors when Kelly takes the elevator. So, when you hop on, watch Harry on the Security System Display (he's the white dot). Don't get off until you're as close to that Krook as possible.

JOIN THE ACTIVISION. "BILLY CLUB"



It all started at O'Shaunessey's Grille. After a hard day of crimebusting, Keystone Kelly and the Koppers would gather in this Bowery joint to share hot tips and potatoes. They called themselves "The Billy Club," and you can join with a score of 35,000 points or more. O'Shaunessey's is gone, but the club lives on.

Send us a photo of the qualifying score on your TV screen, along with your name and address, and we'll send you the official Billy Club emblem.

THOSE DASHING MEN IN BLUE

Cops weren't always "cops." They didn't get their nickname until after 1845, when the first police badge was issued. The main ingredient? Copper.

The old-fashioned, helmet shaped hats were made of felt, and used until 1906.

When not ready-in-hand, the wooden billy club, or nightstick, hung in the frog, its own special holder. This was attached to a thick leather belt worn over the jacket and buckled with the police department's insignia.

Thumb cuffs were an early version of handcuffs. The suspect's hands were put behind his back and this small, wooden restraint was screwed tightly around the thumbs. Yoww!!



HOW TO BUST INTO THE BILLY CLUB

Tips from Garry Kitchen, designer of Keystone Kapers.™

Garry is a top-notch designer with a great variety of interests. Besides playing video games, Garry likes to read fiction and draw with pencil and charcoal. He's a natural at ping-pong, too, and loves to travel. We're glad he found his way to Activision®.

Hi gang. I'll begin by saying one thing; DON'T GET STUCK ON THE ROOF!! Because—surprise!—you can't get back down! To avoid this embarrassing predicament, stay behind the Krook and don't go to the roof until he's up there.

As your score rises, the beachballs bounce higher. Forget about trying to jump over them. Instead, DUCK! Also, the biplanes and shopping carts start coming in waves, so learn their rhythms and do the 'Keystone Strut'. To the tune of the shopping carts it's, "Jump... run two steps...Jump...run two steps...etc." To the biplane beat it's, "Duck...run three steps... duck...run three steps...etc." Learn to adjust to changing rhythms.

And, to save yourself a few steps, have Kelly JUMP onto the escalators. He'll be halfway up already. Now, go out and get those guys! And, when you take a break, write to me. I want a **full** report!



Garry Kitchen

HOW TO BE A WORLD CLASS DRAGSTER™ DRIVER

Tips from David Crane, Designer of Dragster™ by ACTIVISION™



David Crane, a senior member of Activision's design team, started computer game playing as team leader of a college project. David is also the designer of Freeway,™ Fishing Derby,™ and Laser Blast™ by ACTIVISION. Dave specializes in games that other designers consider impossible.

"The key to World Class times in Dragster is training your reflexes to clutch and shift quickly, accelerating at maximum power in each gear without blowing your engine. Call it racing shifting, if you like, but it's the only way you'll get your speed down under seven seconds.

"There are a couple of tricks that are not so obvious. For example, put the clutch in during the last numbers of the countdown, hold it in, rev up (careful) and pop the clutch by letting go of the Joystick the instant the screen reads 0.

"Then you should try to rev your engine to **keep the tach in the red as you go through all four gears** (without blowing your engine). You've got to keep your revs up for speed.

"If you drop out of the red in any gear (and particularly in third or fourth), try tapping the Joystick quickly to the left a few times ("popping the clutch") to get added acceleration.

"Do a wheelie? Sure, go ahead. When your front wheels come up off the road, you're getting maximum acceleration. But watch out! Push the gas too hard and you'll blow!

"I had great fun doing Dragster. Hope you enjoy it. Write and let me know how you do. And if you break 6.00 seconds, take a photo of the screen and send it to us. So far the World Record is 5.61 seconds. If you break that, it will make news!"

David Crane

Look for more Activision video games wherever you buy video game cartridges. Drop us a note and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

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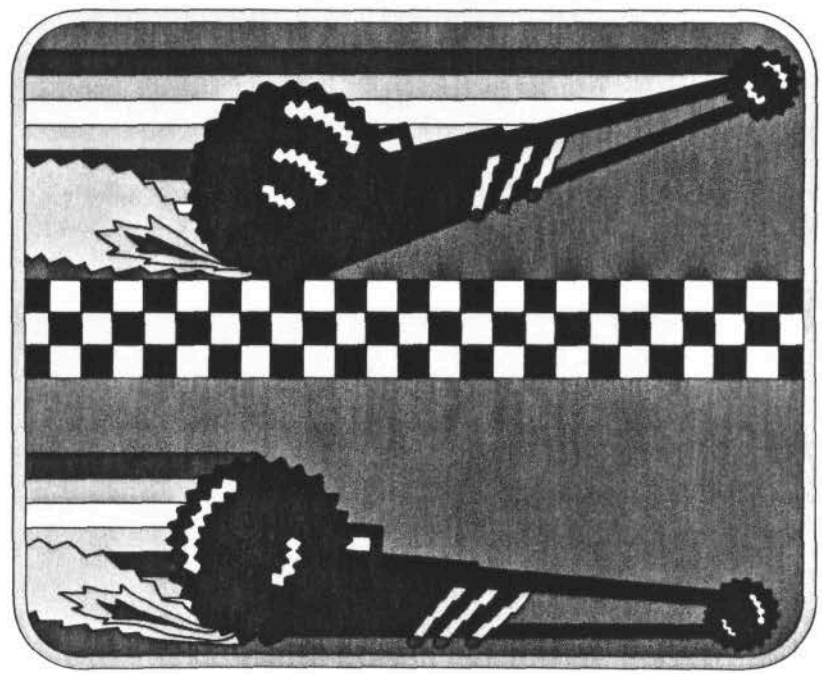
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ACTIVISION™

DRAGSTER™

INSTRUCTIONS



You have in your hand one of the most exciting video games ever designed. **One word of caution:** this game takes a little time to learn because it's so challenging. It's very tricky. So, please read these directions and give yourself some practice time. Then you can aim for the World Record.

ACTIVISION™

DRAGSTER™ BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then try steps 1-3 again.
4. Difficulty settings have no effect on the game. (Skill settings on Sears Tele-Game Video Arcade systems have no effect.)
5. Select game with game select switch.
   Game 1: Straight-ahead Dragster, one or two players.
   Game 2: Steerable Dragster, one or two players.
6. Your Joystick Controller is both the clutch and gear shift for your Dragster; the red button is your gas pedal. Use left Joystick for the top car; right one for bottom car. Hold Joystick with button at the upper left.
7. To shift gears, **clutch** by pushing Joystick to the left and **shift** by letting the Joystick spring back to the center.
8. Give your Dragster gas by pressing the Joystick button.
9. Your car starts each race in neutral (N). There are four gear positions—1, 2, 3, 4—and you must clutch and shift between each gear. You cannot downshift.
10. Press game reset or push Joystick to the right to start each race. The race starts with a new countdown and both cars in neutral.
11. When the countdown reaches 0, you can start. If you drop into gear too soon, before the end of the countdown, EARLY will appear on the screen and you have to wait for the next race. You can clutch during the countdown, but you cannot drop into 1st until 0.
12. The object of Dragster is to beat your opponent across the screen, or to race against the clock for best time.

WATCH YOUR TACH

The tachometer (tach) shows how fast your engine is turning over. A dark green line that starts at the left side of your TV screen for each car and turns red at about the middle is your tach. When it turns red, you are in the high power– but danger!– area. You'll find that you get your best speed in each gear by red-lining your tach close to maximum and you'll learn by experience just where that maximum is. But watch out! If you rev your engine too much, it will BLOW. So be careful. Once you blow your engine, the race is over for you (your motor falls out!).

The way to build maximum speed is to quickly clutch, shift and accelerate through all four gears **with maximum power at each gear level.**

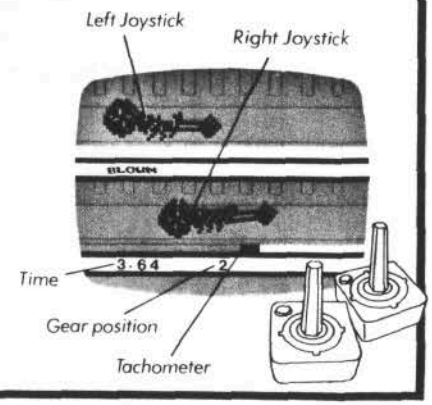
Once you start shifting gears, you can't downshift. But if you shift too soon, your engine will lug (work heavily); you will accelerate slowly and lose time. It's tricky and takes practice, but your patience and perseverance will be rewarded with good times.

WORLD CLASS TIMES

In a one-on-one game, you win if you beat the other player. If you want to become an expert drag racer, you'll want to come in under 6.50 seconds. And if you can do better than 6 seconds, take a picture of the screen and send it to us. We'll enroll you in our World Class Dragster Club. Be sure to send a photo of the screen.

READY FOR A BIGGER CHALLENGE?

Try Game 2. Not only do you have to clutch and shift your racer quickly through four gears and give it the gas without blowing your engine, you also have to **steer your Dragster** between the grandstands and the center divider. You steer by moving your Joystick up and down. Any time under 6.20 seconds in Game 2 is sensational.



HOW TO SEEK YOUR FORTUNE WITH PITFALL HARRY

Tips from David Crane, designer of Pitfall!™



David Crane is a Senior Designer at Activision. He also designed Dragster,® Fishing Derby,® Laser Blast,™ Freeway,™ and Grand Prix.™

"As you set off on your first adventure with Harry, you'll notice two important features: that the logs always roll from right to left, and that the "replacement" Harrys (after Harry loses a life) drop from the trees on the left side of the screen. So, to minimize the number of rolling logs to be jumped and the catastrophic hazards to be re-tried, simply run to the left.

"Pitfall [illegible] trip must be made through a maze of surface and underground passage[illegible]ough the jungle. To capture all 32 treasures in under twenty minutes, Harry will have to use some of the underground passages. I'd suggest that you make a map of the terrain each time you play. Knowing the jungle and planning the best route to all treasures is the only way to insure success time after time.

"Until you get really skilled at making Harry jump from croc to croc, you might wait until the crocodiles' jaws are closed, jump to the top of the first croc's head, then wait for the jaws to open and close again before jumping to the next one. Soon, you'll be skipping across crocs like they were stepping stones in a stream.

"If you can find any writing materials deep in the jungle, drop me a line. I'd love to hear how you and Harry are getting along."

David Crane

Look for more Activision video games wherever you buy video game cartridges. Drop us a note, and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

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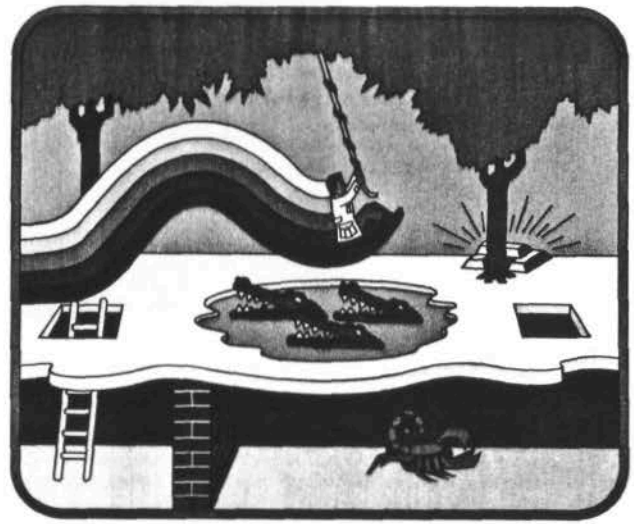
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PITFALL!™

INSTRUCTIONS



Picture this! You are deep in the recesses of a forbidden jungle — an unforgiving place few explorers ever survive. But you've got courage, because you're with Pitfall Harry, the world famous jungle explorer and fortune hunter extraordinaire. The lure of hidden treasures draws you and Harry deeper and deeper into the bush. But, being a great explorer, you wouldn't think of starting such a difficult journey without reading this manual first — very carefully.

ACTIVISION.

PITFALL!™ BASICS

The object of Pitfall! is to guide Harry through a maze of jungle scenes, jumping over or avoiding many deadly dangers, and helping Harry grab the most treasures in the shortest possible time.

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
4. Plug in left Joystick Controller. It's the only one you'll need. When playing, hold Joystick with red button in the upper left position.
5. Difficulty switches and the game select switch are not used in Pitfall! Each game is many games in one, with many difficulties to overcome.
6. To start, press game reset. Action begins as soon as you move Joystick.
7. **Use of Joystick Controller.**
   - —To run left or right...move Joystick left or right.
   - —To jump over dangers...press the red button while running to the right or the left.
   - —To climb up or down ladders...push Joystick up to climb, pull down to descend.
   - —To grab a swinging vine...press the red button while running to the right or to the left.
   - —To let go of the vine...pull down on Joystick at the end of a swing.
   - —To collect a Treasure...just run right to it.
8. **Scoring.** You start each adventure with 2000 points. Some misfortunes will cause a deduction of points. Should you fall down a hole by accident, you will lose 100 points. Rolling logs will also cause point loss depending on how long contact is made with them.

   Each treasure you find will add points to your score. There are eight of each type of treasure in the entire game, 32 in all, for a total of 112,000 points. A perfect score is 114,000 points (reached by collecting all treasures, without losing any points by falling down holes or tripping on logs).



DIAMOND RING 5000 POINTS | **GOLD BAR 4000 POINTS** | **SILVER BAR 3000 POINTS** | **MONEY BAG 2000 POINTS**

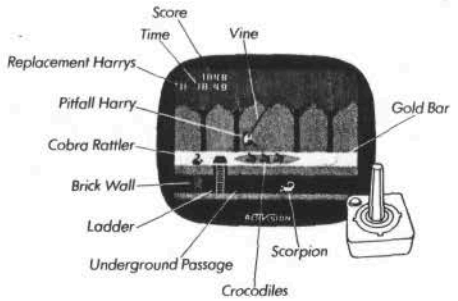
9. **Time.** You have 20 minutes to complete each adventure. Harry has 3 lives in each game. (See "The Hazards of Pitfall!") Game is over when Harry is "lost" for the third time or when time runs out.

SPECIAL FEATURES OF PITFALL!™ BY ACTIVISION®

There are 255 jungle scenes through which Harry can travel. Each scene covered underground is equivalent to three on the surface. Pitfall! is a circular maze, which means that, if Harry safely goes through all 255 different scenes, he will come back to the starting point. In the course of that journey, Harry will also encounter all 32 treasures.

THE HAZARDS OF PITFALL!

Pitfall Harry's Jungle Adventure™ is fraught with danger. Some hazards will slow him down and rob you of points, while others will stop him cold in his tracks. The "lesser" hazards are the open holes in the ground and rolling logs. (See "Scoring.") The catastrophic hazards are the scorpions, fires, cobra rattlers, crocodiles, swamps, quicksand and tar pits. These obstacles will not cost you points, **but** they will cost one of Harry's 3 lives.



(Composite Screen)

GETTING THE FEEL OF PITFALL!™ BY ACTIVISION®

You cannot excell at Pitfall! without acquiring a variety of skills. The most important is "jumping." You'll need to use both the red button **and** Joystick at the same time in order to make Harry jump up to a swinging vine. Jumping is also important when you leap atop crocodile heads while crossing the swamp **or** when you hurdle over logs, holes, scorpions, fires, and snakes. Special care should be taken when you jump scorpions; the margin for error is less.

To practice your skills, try running to the right. Learn to jump the rolling logs and the holes in the ground first, then tackle the tougher skills of swinging on the vine and jumping over the crocodile pits. Whenever Harry is lost, you'll get another chance to try the hazard again, since the "replacement" Harry appears on the left side of the screen.

JOIN PITFALL HARRY'S EXPLORERS' CLUB

If you score 20,000 points (or more) on any one of your adventures with Harry, you will be eligible to join this prestigious organization. Just send us a picture of your TV screen showing your score, and we'll present you with a special Explorers' Club membership emblem.

SOME SPECIAL FEATURES OF BRIDGE BY ACTIVISION™

REPLAYING A HAND

You can play any hand over again as many times as you like. Just start bidding again after the last trick is cleared by following the steps outlined in Bidding. If you don't want to replay the hand, press the Joystick button when the "P" is flashing, and the computer will deal a completely new hand.

STARTING OVER

One of the great things about Bridge by ACTIVISION™ is that you can start playing over again in the middle of a hand, if you don't like the way the hand is playing. To start over, you must first finish playing a trick, but, instead of simply pressing the button to clear the trick, pull the Joystick toward you and hold it there while pressing the button. The hand will reset at the beginning, and you can start the bidding over again. You may want to try this a few times to practice the procedure.

TAKING A PEEK

Use the left difficulty switch to determine whether your partner's hand is visible during the bidding:

a (up)— Displays both your hand and your partner's.
b (down)—Displays your hand only.

Use the right difficulty switch **after you have played a hand** to see what your opponents held. East will show on the top of the screen, West on the bottom. A flashing red "E" will appear beneath the East hand.

a (up)— Displays East and West hands after play is complete.
b (down)—East and West hands are not displayed at any time.

Note: As long as the right difficulty switch is **up** at **a**, you cannot deal a new hand by pushing your Joystick button. You must push game reset to deal a new hand.

HOW YOUR ACTIVISION COMPUTER PARTNER BIDS

A complete description of how your computer partner responds to your bids is discussed in a booklet titled "How Your Partner Bids in Bridge by ACTIVISION™" enclosed with this cartridge.

HOW BRIDGE BY ACTIVISION™ CAN HELP YOU SHARPEN YOUR GAME

Tips from Larry Kaplan, designer of Bridge.



Larry Kaplan has been playing bridge since high school. Like most of us, he frequently has had the experience of not being able to find a fourth, let alone a second or third, to play bridge. He has solved this problem with Bridge by ACTIVISION™. Larry is a senior member of the Activision design team and a veteran video game designer.

"Our game, like bridge with cards, has millions of possible hands. I calculate that our computer can deal over five hundred million different hands. None of us in the design group has yet seen the same hand twice, and we play almost every day.

"I can't give you tips on how to beat the game, because the point isn't to beat it. Its purpose is to let you have fun running through a wide variety of bidding and playing situations, with your choice of minimum partnership point counts, playing and replaying as many hands as you want without having to gather up other players to practice.

"Many people who have tried Bridge by ACTIVISION™ say that it can help partners better understand each other's bidding and interpretation of the point count system. Some of you may quarrel with some of my computer playing rules, but I tried to adjust the computer bidding and playing to reflect the way a vast majority of players would react. Bridge is a wonderfully flexible game, and most players develop their own style of bidding and playing. That's part of the fun of it.

"I hope you enjoy our game of Bridge. I'd love to hear from you with your comments. Good luck!"

Larry Kaplan

"P.S. I would like to thank a good friend and a great bridge player, Jack Verson, for his invaluable assistance on Bridge by ACTIVISION™."

Look for more exciting video game cartridges by ACTIVISION™ wherever you buy video game cartridges. Drop us a note and we will add you to our mailing list and keep you posted on new ACTIVISION™ game cartridges as they become available.

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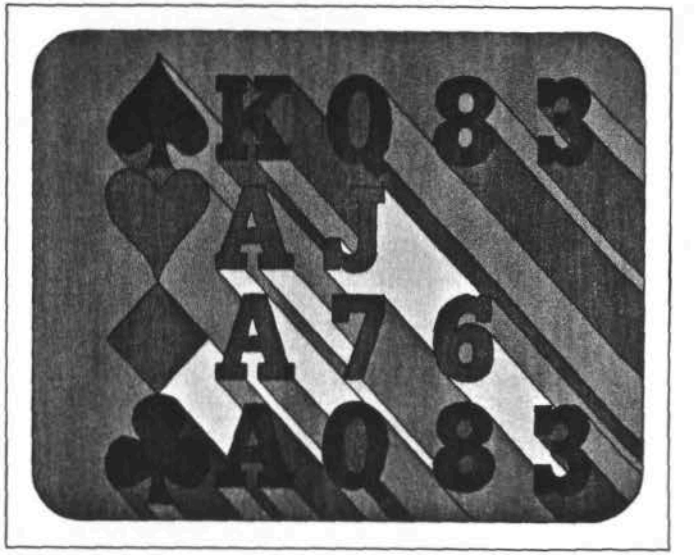
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BRIDGE INSTRUCTIONS



You have in your possession the ultimate solitaire bridge game! Bridge by ACTIVISION™ deals you hundreds of millions of hands at random, provides a computer partner who bids by the rules, and even plays as your opponents after you've established a contract. You can play the same hand over and over again until you're satisfied or keep dealing until you find a hand you want to play. Best of all, you'll never again be without a game with Bridge by ACTIVISION™. Look inside to see how it's done.

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A NOTE TO BEGINNING BRIDGE PLAYERS...

Bridge by ACTIVISION™ was designed for people who already know how to play the game. It won't teach you the basics—you'll want to read a good instructional book or take some classes for that. But it will give you virtually unlimited opportunities to practice what you learn and sharpen your game—at your own pace.

BRIDGE BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then try steps 1–3 again.
4. Plug in left Joystick Controller (it's the only one you'll need). Hold it with the button at the upper left.
5. Set both difficulty switches at **b (down)** to begin.

Note to owners of Sears Tele-Game™:
On your Sears System, difficulty switches are called **skill left (or right) player** and **a** (or **up**) is expert and **b** (or **down**) is novice.

SELECT YOUR GAME

6. Select game with game select switch. The game number will appear at the top center of screen.

If you want to bid and play:

Game 1: 21 team points or more
Game 2: 25 team points or more
Game 3: 29 team points or more

If you want to play without bidding (you set the contract):

Game 4: 13 team points or more
Game 5: 21 team points or more
Game 6: 25 team points or more
Game 7: 29 team points or more

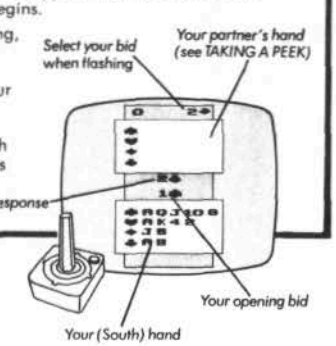
(Point counts above are based on the standard American point count system popularized by Charles Goren and represent the total combined team points of your hand and your partner's.)

DEALING A HAND

7. Deal a hand by pressing the game reset switch. Your hand will appear at the bottom of the screen. Every time you press game reset, you will get a new and completely different hand with at least the minimum team point count for the game you have selected.

BIDDING (GAMES 1–3)

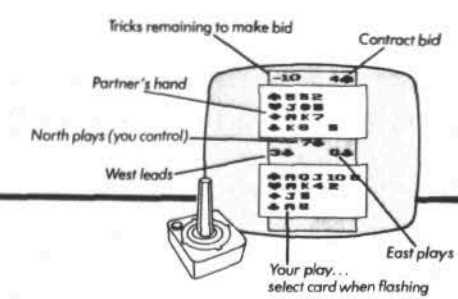
1. Select your bid with the Joystick. It's your bid when you see the bid option flashing on and off in the upper right hand corner of the screen. Push the Joystick forward to raise the bid and pull it toward you to lower the bid. Bids increase through normal suit rotation (Clubs, Diamonds, Hearts, Spades, No-Trump). Pass ("P", which flashes in red) is always the lowest bid.
2. When the bid you want is flashing on the screen, push the Joystick button to enter the bid. It will appear in the center of the screen above your hand.
3. Your computer partner will then respond. He recognizes most standard opening bids (see below) and uses Stayman and Blackwood conventions, where appropriate, to bid with you to establish a contract. Your opponents do not bid; assume that they pass every bid. **Note: Your partner will respond only to the following opening bids: 1 or 2 of any suit, and 1, 2, or 3 No-Trump. If you bid anything else, your partner will pass.** For more details on how your partner bids see "How Your Partner Bids in Bridge by ACTIVISION™", a special booklet included with this cartridge.
4. After your partner bids, his bid will appear in the center of the screen above your bid. Your next highest available bid will begin flashing in the upper right corner of the screen. You should bid again if you are still seeking a contract. The bidding continues until either you or your partner passes; the last bid before passing becomes the contract.
5. If you pass instead of opening the bidding on any hand, the computer will deal a new hand. Your partner will not open.
6. When a contract is established, four things happen: 1) the contract bid is displayed in the upper right corner of the screen; 2) your partner's hand appears (since one of you is now dummy); 3) the upper left corner of the screen shows how many total tricks you need to take to make your contract (in red, with a minus sign); 4) your opponent to the left of declarer leads a card from his hand and play begins.
7. In games 4–7, where there is no bidding, you simply select the contract (or bid) you want to play by using the Joystick as in steps 1 and 2. You may bid on your hand alone or you may check your partner's cards by moving the left difficulty switch **up** to **a** and bid on both hands. Once you select a bid, play starts as described next.



PLAYING (AFTER A CONTRACT IS ESTABLISHED)

1. Playing a hand in Bridge by ACTIVISION™ is like playing any game of bridge. After the opening lead, you control the play of both hands on the table, whether North (your partner) or South (you) is dummy. The computer plays East and West in proper order.
2. When it is North's or South's turn to play, one of the cards in that hand will begin flashing. Move the Joystick left or right until the card you want to play is flashing.
3. When the card you want to play is flashing, push the Joystick button. The card's number and suit will now appear in the middle of the screen.
4. After all four hands have played their cards on a trick, the card that took the trick will start flashing. If your team took the trick, the number of tricks remaining to make your contract will decrease (or your overtricks will increase, if you've already made your bid). After you've reviewed the trick, press the Joystick button again to take the cards off the table.
5. If your team won the trick, a card in the winning hand will begin flashing. You start the next trick by choosing a card to lead from that hand. Continue play as in steps 2 and 3 above. If East or West took the last trick, the computer will lead from the proper hand and the card will appear on the table. Continue play as above until all tricks are played.

   After the last trick is played and you push the Joystick button to clear the table, your bid will appear just above your hand, and the number of undertricks (negative, in red) or overtricks (positive, in black) you made will be displayed in the upper left corner of the screen. If a zero (0) appears there, you made your bid exactly. Nicely bid and played! If you overbid or underbid and want to play the hand again, take a look at "Replaying a Hand" on the next page.



If none of the preceding holds true, he must make two decisions before bidding next:

1. Does the partnership have enough points for game or slam? (See below)
2. Has a suit (or No-Trump) been established?

He estimates your points by reviewing the bidding as follows:

Your opening:	Your second bid:	Your Minimum-Maximum Point Range:
2 of a suit	—	22-25
1 No-Trump	—	16-18
2 No-Trump	—	22-24
3 No-Trump	—	25-27
1 of suit	Cheapest No-Trump	13-15
1 of suit	Jump in No-Trump	19-21
1 of suit	3 of same suit (if not cheapest bid of suit)	16-18
1 of suit	3 of different suit	19-21
1 of suit	Jump shift	19-21
1 of suit	2 of different suit and second suit is higher	19-21
1 of suit	Cheapest bid of same suit	13-15
1 of suit	Single raise of computer suit	13-15
1 of suit	Double raise of computer suit	16-18
1 of suit	Triple raise of computer suit	19-21
1 of suit	No further bids yet	13-18
1 of suit	More than 2 bids	13-15

Once the computer has estimated your minimum and maximum points, he computes the total estimated partnership points by adding your points to his.

The total partnership points needed to bid to game or slams are as follows:

To bid:	You need:
Game	26 points for major suit or No-Trump; 29 points for minor
Small Slam (6)	33 points for any suit or No-Trump
Grand Slam (7)	37 points for any suit or No-Trump

Once total points are estimated, he then estimates the number of cards in your suit, as promised by your bidding:

Your bids:	Length promised:
You opened 2 of major suit	6 cards in your suit
You opened 2 of minor suit	5 cards in your suit
You opened 1 of major suit	5 cards in your suit
You opened 1 of minor suit	4 cards in your suit
You rebid a suit	1 more card for each rebid in your suit

Your bids:	Length promised:
You supported his suit directly	4 cards in his suit
You supported his suit, but not directly	3 cards in his suit

Once points and suit lengths have been estimated, he uses the following rules:

- If total length (yours promised plus his hand's length) in a major totals 8 or more cards, he will bid major (see below).
- If he has not shown you his complete length in one of his majors (whether or not he has previously bid it), he will bid as follows:
  - 0-11 points — Cheapest bid in major
  - 12+ points — Jump in major, or cheapest if above 4 level
- If total length in a minor is 9 or more cards, he will bid minor (see below).
- If you bid No-Trump, or if he has stoppers (honor cards that have not been discounted) in all unbid suits, he will bid No-Trump (see below).
- Otherwise, if there are enough points for game, he will bid the cheapest bid in the longest minor.

BIDDING AN AGREED SUIT OR NO-TRUMP

- If the maximum of partnership points exceeds 32, bid 4 No-Trump (Blackwood).
- If the minimum number of partnership points exceeds 25 for major or No-Trump or 28 for minor, bid game (3 No-Trump, 4 major, 5 minor).
- If the maximum partnership points exceed 25 for major or No-Trump or 28 for minor, bid one less than game, if possible; if not, bid game. Otherwise, bid cheapest bid in suit. If bid is at game level, pass if last bid was in same suit.
- Otherwise, bid cheapest bid in suit. If last suit bid was same suit, pass.

TO SUMMARIZE FURTHER BIDDING

- If there is an agreed-upon suit, go to slam or game if enough points.
- If no agreed suit, try No-Trump.
- Otherwise, if you have enough points for game, keep bidding until you get to game.

See **Instructions** for Bridge by ACTIVISION for full details on bidding and playing procedures.

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HOW YOUR PARTNER BIDS IN BRIDGE BY ACTIVISION.

Your ACTIVISION computer bridge partner follows a very precise series of steps when reviewing your bids and selecting his response bids. These steps are reprinted here so that you may understand what your partner is thinking and telling you when he bids. **We do not recommend that you try to follow these steps yourself when you are playing with a human partner.** They are limited, by necessity, for computer use only. This booklet is provided for your reference when playing Bridge by ACTIVISION.

Your computer partner uses an abridged form of the standard American point-count bidding system. He will not make opening bids and will pass any opening bid by you that is not 1 or 2 of a suit or 1, 2, or 3 No-Trump. He uses and recognizes the Stayman and Blackwood conventions.

Your partner counts his points and ranks suits as shown below and follows the steps outlined in each response category **in the order shown** until he finds a suitable bid.

COUNTING POINTS

The computer determines the total point count of his hand by adding high card and distribution points and subtracting discount points, as follows:

High card points: Each Ace = 4 points, King = 3 points, Queen = 2 points, and Jack = 1 point.

Distribution points: Each void = 3 points, singleton = 2 points, doubleton = 1 point.

Discount points: Singleton King, Queen or Jack = −1 point. Doubleton to Queen or Jack = −1 point. Tripleton to Jack = −1 point.

(Void means no cards in a suit; singleton, only one card in a suit; doubleton, two cards in a suit; and tripleton, three cards in a suit.)

SUIT RANKING

Rank order (lowest to highest) is Clubs, Diamonds, Hearts, Spades, No-Trump. The major suits are Spades and Hearts; minors are Diamonds and Clubs. The cheapest suit is the next suit in rank.

RESPONSES TO OPENING BIDS

First response to 1 of a suit opening

If computer's total points are:	And...	His bid is:
0-5 points	That's all...	Pass
6-9 points	You bid major; he has more than 4 cards in your suit and more than 1 distribution point	4 of major
	You bid major; he has more than 2 cards in your suit	2 of major
	He has suit that can be bid at 1 level and is longer than all other suits	1 of suit
	He has 2 or more suits that can be bid at 1 level that are equal in length...	
	Length = 4 cards	1 of lowest suit
	Length over 4 cards	1 of highest suit
	You bid minor; he has more than 3 cards in your suit	2 of minor
	His high card points are over 5	1 No-Trump
	None of the above	Pass
10-12 points	He examines suits other than one you bid and sees...	
	One suit longer than any other suit	Cheapest bid of suit
	Two or more suits same length:	
	Length under 5 cards	Cheapest bid of cheapest suit
	Length = 5 cards or more	Cheapest bid of highest suit
13-15 points	You bid major; he has more than 3 cards in suit	3 of major
	His distribution points = 0-1, high card points over 12	2 No-Trump
	None of the above.	Proceed as in 10-12 points
16-18 points	His distribution points = 0-1	3 No-Trump
	Otherwise	Proceed as in 10-12 points
19+ points		Proceed as in 10-12 points, but once he has a suit to bid, he jump shifts (bids one more than the next highest bid in that suit)

First response to 2 of a suit opening

If computer's total points are:	And...	His bid is:
0-5 points	He has more than 2 cards in your suit	Game (4 of major or 5 of minor) in suit
	He has anything else	2 No-Trump
6+ points	He has more than 2 cards in your suit	3 of suit
	Otherwise	Proceed as in responses to 1 of a suit, 10-12 points.

First response to 1 No-Trump opening

If computer's total points are:	And...	His bid is:
0-7 points	He has more than 4 cards in a suit other than Clubs	2 of suit
	Otherwise	Pass
8+ points	He has exactly 4 cards in one or both majors	2 clubs (Stayman)
	He has more than 4 cards in either major	3 of major
8-9 points	—	2 No-Trump
10-14 points	—	3 No-Trump
15-16 points	—	4 No-Trump (Note: not Blackwood)
17-18 points	—	6 No-Trump
19-20 points	—	5 No-Trump
21+ points	—	7 No-Trump

First response to 2 No-Trump opening

If computer's total points are:	And...	His bid is:
0-1 points	That's all...	Pass
2+ points	He has exactly 4 or 5 cards in one or both majors	3 clubs (Stayman)
	He has more than 5 cards in a major	4 of major
2-8 points	—	3 No-Trump
9-10 points	—	4 No-Trump (Note: not Blackwood)
11-12 points	—	6 No-Trump
13-14 points	—	5 No-Trump
15+ points	—	7 No-Trump

First response to 3 No-Trump opening

If computer's total points are:	And...	His bid is:
0-6 points	That's all...	Pass
6+ points	He has exactly 4 or 5 cards in one or both majors	4 Clubs (Stayman)
	He has more than 5 cards in a major	5 of major
6-7 points	—	4 No-Trump (Note: not Blackwood)
8-9 points	—	6 No-Trump
10-11 points	—	5 No-Trump
12+ points	—	7 No-Trump

FURTHER RESPONSES

Once you have opened, your computer partner has responded, and you have bid again, he responds as follows:

—He will pass any bid of 5 clubs or more unless replying to a Blackwood bid.

—If you bid Blackwood (4 No-Trump), he responds as follows:

He has	He bids
0 or 4 Aces	5 Clubs
1 Ace	5 Diamonds
2 Aces	5 Hearts
3 Aces	5 Spades

—If you have bid 4 No-Trump (Blackwood) and then bid 5 No-Trump, he responds as follows:

He has	He bids
0 or 4 Kings	6 Clubs
1 King	6 Diamonds
2 Kings	6 Hearts
3 Kings	6 Spades

—If his last bid was 4 No-Trump (Blackwood), then he adds the number of aces you promised by your bid to those in his hand and proceeds as follows:

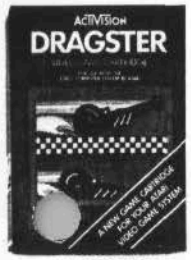
If a total of	He bids
0, 1 or 2 Aces	Pass if at agreed suit; 5 of agreed suit if he can; or 5 of next suit in rank
3 Aces	6 of agreed suit
4 Aces	5 No-Trump (ask for Kings)

—If his last bid was 5 No-Trump (Blackwood), then he adds the number of Kings you promised by your bid to those in his hand and proceeds as follows:

If a total of	He bids
4 Kings	7 of agreed suit
Otherwise	Pass if at agreed suit; 6 of agreed suit if can; or 6 No-Trump

ACTIVISION™

presents more new video game cartridges for your Atari Video Computer System™:



DRAGSTER

Drop your Dragster into gear, stand on the gas, watch the countdown, pop the clutch and GO! Your motor revs up (watch that red line or you'll blow your engine!), you shift quickly through the gears and burn rubber across the screen to beat the competition or knock a hundredth of a second off your best time. Bet you can't get to the finish line in under six seconds! And if you get really hot, you can try the spine-tingling Game 2, where you have to **steer**, too!



BOXING

Put on your gloves. Here's your chance to go toe to toe with the Activision computer or a friend. Listen to the thud of those jabs and power punches. Keep bobbing and weaving—and don't get pinned to the ropes! At the end of a 2-minute round, you'll be exhausted. But keep in training and you'll be a champion.



FISHING DERBY™

Here's the first video game that is as much fun for grandparents and grandchildren as it is for all the sharp-eyed game players in between. You've got hook, line and bait; the bay is full of beautiful sunfish; and all you have to do is land 'em faster than your opponent (or the Activision computer). The fish love your bait; they grab your line and run with it. But **watch out for the shark!** If your fish gets too close, he'll swing around and gobble up your catch!

Look for these new Activision game cartridges (and more to come!) wherever you buy video game cartridges. If you can't find them, write us and we'll tell you who has them in your area.

ACTIVISION™

Activision, Inc., 3255-2 Scott Blvd., Santa Clara, CA 95051

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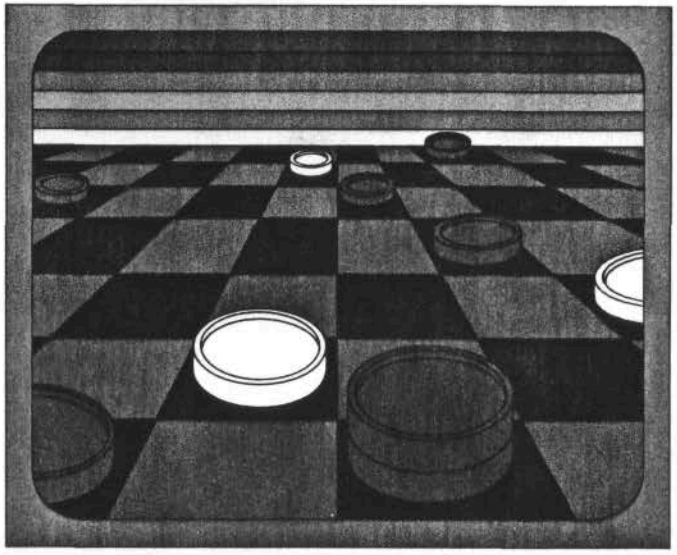
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CHECKERS

INSTRUCTIONS



Everybody knows how to play Checkers, right? You're in for a surprise. Checkers is no longer just a one-on-one game. Now, the whole family can gang up and play against the Activision computer at three levels of challenge. Before you start playing, read these instructions carefully to review the basic rules and learn how to pick up and move your checkers.

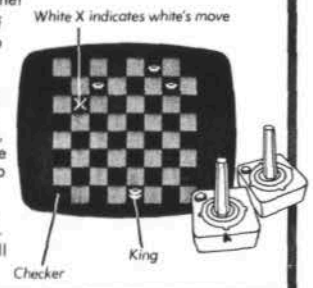
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CHECKERS BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then try steps 1-3 again.
4. Select game with game select switch.
   Game 1: You against the novice Activision computer.
   Game 2: You against the intermediate Activision computer.
   Game 3: You against the expert Activision computer.
   Game 4: You against another human opponent.
5. Use left Joystick Controller to play the pieces on the bottom of the screen (Games 1, 2, 3, 4). Use right Joystick Controller for pieces at the top of the screen (Game 4 only). Computer plays the pieces at the top of the screen (Games 1, 2, 3).
6. Choose position of red and white pieces by using right difficulty switch. The wh[illegible]ces follow the switch position (up or down). (Left difficulty switch has no[illegible] on game.)
7. To start each new game, press game reset. The color of the flashing X tells you whose turn it is. White always moves first.
8. When it's your turn, use your Joystick to move the flashing X diagonally and place it on top of the piece you want to pick up. Press the red button on your Joystick. The checker will now start flashing, showing that you've picked it up. Carry the piece to its new square by moving the Joystick. Put the piece down by pressing the red button again.* If you try to move a piece to an illegal square, the computer won't let you put your piece down.

   *Note: Once you pick up a checker, until you press the button a second time to release it, you may still put it back where it was or move it to an adjacent legal square. A play is not complete until you press the button to put down a checker in a new spot. But once you've put it down in a new square, it's too late to change your mind. So take your time!
9. Activision's computer enforces the rules of Checkers! You **must** take a jump if a jump is available (you can't pick up any other piece). When jumps are available with more than one piece, you can choose any one — but only one. If you make a jump and can jump again with the same piece, you must put down your piece to complete one jump, pick up your piece again, jump again, and put it down again.
0. When it's the computer's move, the game screen goes blank. That means he's thinking. [illegible] **adjust your set!** In Game 1, he'll use 5 to 15 seconds per move; in Game 2, up to 30 seconds; at expert (Game 3), 2 to 4 minutes per move. At each level, he's looking further ahead for his next moves.

   Average game times? Game 1 – 15 minutes; Game 2 – 30 minutes; Game 3 – 2 hours or longer.



Note to owners of Sears Tele-Game™:
On your Sears system, right difficulty (instruction #5) is called **skill right player.**

11. To end the game: if each player has only one piece left, call it a stalemate and try a new game. But if a player loses all pieces or cannot make a legal move, then that player loses the game. When the computer loses, he will return the X to the upper right corner without making a move (sulking in the corner).

GENERAL RULES OF CHECKERS

1. You can move only one checker per move, one square per move (unless jumping), and you move only along diagonals of the same color toward your opponent's end of the board. You can't move backwards unless you've been "kinged" (see Rule #4).
2. If you have a chance to jump one of your opponent's pieces, you **must** jump it. Any other move is illegal. If you are able to jump more than one piece in sequence, you must complete all jumps in a sequence.
3. When you jump an opponent's piece, it is removed from play.
4. A checker becomes a king by reaching the back line of the opponent's side of the board (a king appears as two stacked checkers). Kings move **forward or backward**, one square at a time, along diagonals of the same color.
5. The player who removes all of his opponent's pieces is the Winner. Any player who cannot make a legal move has lost the game.

HOW TO BECOME AN EXPERT AT CHECKERS BY ACTIVISION™

Tips from Alan Miller, designer of Checkers



Alan Miller loves the challenge of playing video games and has become the champion of Checkers and Dragster. He was a senior design engineer at Atari before joining Activision.

"I can't be very much help with tips on how to beat the computer at Checkers. When I discovered any weakness in his play, I worked to improve it. The darn machine frequently beats me.

"The computer will take the time allowed him by the difficulty level and examine all moves available for the next several plays. He will add up total pieces remaining for himself and his opponent and decide which move works best. You'll want to do the same, looking ahead as many moves as you can.

"One weakness the computer still has is that he lacks a killer instinct at the end of a game. Even when he has greater firepower than you do, he seems content to diddle about in the center of the board, not willing to risk an attack, content with a draw. This is your chance to take over the attack – but carefully!

"If you want to become a really good Checkers player, I suggest you go to the library and read up on the game, as I did before designing Checkers by ACTIVISION. There's a lot of strategy to learn. In many ways, Checkers is more difficult to play well than Chess.

"I want to acknowledge A. L. Samuels, whose pioneering work in the field of computer artificial intelligence has been a source of inspiration to me and to an entire generation of computer programmers and game players."

Alan Miller

JOIN THE ACTIVISION "TRAIL DRIVE"

If you succeed in scoring 3,000 points at Stampede™ by ACTIVISION, send us a picture of your television screen, along with your name and address, and we will enroll you in the Activision "Trail Drive." Should you score a whopping 10,000 points (whew!) a small brand (looks like the head of a steer) will appear at the bottom left of your screen, and the score will "wrap around" to zero. You're likely to be covered with trail dust and be a little saddle-sore—but please send us a picture of your ridin' and ropin' achievement.

HOW TO BECOME A CATTLE BARON WITH STAMPEDE™ BY ACTIVISION™

Tips from Bob Whitehead, designer of Stampede



Bob Whitehead is a Senior Designer at Activision. Before creating Stampede,™ Bob designed Boxing and Skiing for Activision.

"If you are a really savvy cowboy, you could probably play Stampede till the cows come home. Strategy, patience, and smart herding and roping are what really count.

"First of all, keep in mind the particular sequences in which the different dogies appear. My advice is to establish a priority for roping the stampeding herd.

"One strategy is to lasso the high-point dogies first, while keeping the darker (low-point) ones herded in front of you. REMEMBER, herding is the most important part of the game. A dogie that is constantly herded will actually get stubborn and become more difficult to rope because he's too close to you; but he won't stray.

"You'll notice that the dogies appear in rows. When you rope the last one of a group of dark red Herefords . . . get set for some fast action, 'cause there's trouble ahead!

"Drop me a line. I'd like to hear about your Stampede Trail Drives . . . Happy Trails! God Bless!"

Bob Whitehead

Look for more Activision video games wherever you buy video game cartridges. Drop us a note and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

ACTIVISION™

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ACTIVISION™

STAMPEDE™

INSTRUCTIONS



So, you want to be a cowboy? Well, greenhorn, it can be right tricky. So, before ya start to lasso them dogies, you'd best learn the ropes. That's why you should read these instructions first. Real careful-like. Then saddle up . . . and head 'em out!

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STAMPEDE™ BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV; then try steps 1–3 again.
4. Plug in left Joystick Controller (it's the only one you'll need). When playing, hold the Controller with red button at upper left.
5. Set left difficulty switch at **b (down).**
6. Select game with game select switch.

   Game 1: Sidekick
   Game 2: Pilgrim
   Game 3: Cowpoke
   Game 4: Wrangler
   Game 5: Top Hand
   Game 6: Trail Boss
   Game 7: Rancher
   Game 8: Cattle Baron

   (See explanation under "Games")
7. **Use of Joystick Controller.** Use left Joystick Controller to move horse and rider up and down on screen. Press red button to throw rope.
8. **Difficulty switch.** Left difficulty switch at **a (up)** shortens rope; switch at **b (down)** lengthens rope. Right difficulty switch has no effect.
9. **To begin play.** Press game reset.
10. **Scoring.** You score points by roping cattle. Each dogie is worth points, depending on its color, as follows:

    Black Angus = 100 points
    Light brown Jerseys = 25 points
    Medium brown Guernseys = 15 points
    Dark red Herefords = 3 points

    The numbers on the upper right side of the screen indicate player's score. The number on upper left side of screen indicates number of dogies which you can allow to stray behind you before the game ends. This number starts at 3 — and decreases by one each time a dogie strays off the left side of your screen. When the last one strays behind your horse, the game is over.
11. **Object of the game.** To score as many points as possible by roping as many dogies as you can before too many stray behind you.

Note to owners of Sears Tele-Game Video Arcade system: Difficulty switches are called skill left (or right) player; **a (up)** is **expert** and **b (down)** is **novice.**

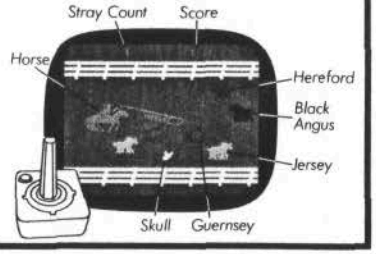
HOW TO PLAY STAMPEDE™ BY ACTIVISION™

Climb into the saddle and start ridin'! You'll want to practice placing your horse and rider in the right position to rope and herd those dogies without letting any get by you — and to dodge any surprises on the trail.

To rope, position your horse directly behind the dogie you wish to lasso. The rope will always be thrown directly in front of your horse, and the loop **must** touch a dogie in order to rope him. If you attempt to rope a steer which is too far away or too close, you'll come up empty. When you get more at home on the range, you'll know the right time to throw your rope.

It's impossible to score well if you can't keep the game going long enough to rope a passel of dogies. The only way to do that successfully is to keep the cattle in a herd in front of you. Herding is as important as roping in helping you run up your score.

When you ride just behind one of the dogies, you'll notice he'll speed up and run farther out in front of your horse. Since all dogies do not run at the same speed, you will have your work cut out for you to keep them all together and ahead of you.



GAMES

Each game of Stampede offers a different pattern, speed and movement of the dogies, providing new challenges every time you play.

GAME ONE: SIDEKICK LEVEL. When the game begins, dogies lope along, gradually running faster as the game progresses. They will run only straight ahead, and they travel in a specific pattern. Dark red Herefords are first. After you rope these critters, the light brown Jerseys appear, followed by the medium brown Guernseys. Keep your eyes peeled for an occasional Black Angus.

GAME TWO: PILGRIM LEVEL. Same as Game 1, except all dogies try to avoid your lasso by moving up and down the screen.

GAME THREE: COWPOKE LEVEL. Same as Game 1, but there is no set pattern of appearance of dogies on the screen.

GAME FOUR: WRANGLER LEVEL. Same as Game 3, but all dogies try to avoid your lasso by moving up and down the screen.

GAMES FIVE THROUGH EIGHT: Same patterns as Games 1 through 4, except all dogies start out at a full gallop.

SPECIAL FEATURES OF STAMPEDE™ BY ACTIVISION™

Dangers on the trail. The cattle drives of the Old West had their share of hazards — and Stampede does, too. Occasionally, you'll come upon an old bleached skull on the trail, and your horse will rear if you attempt to ride over it. If that happens, some of the dogies you are herding and roping could stray by, so look out and be prepared to ride around the skulls.

There's also a Black Angus who pops up every now and then (worth 100 points if you rope him), and he can be a bum steer. Since he's sitting still and facing you — and can't be herded — he's tough to rope. Worse, if you bump into him, not only will he have strayed out of the herd, but your horse will rear, slowing your pursuit of other dogies.

A well-trained horse. Your pony's no stranger to a roundup. When you throw your lasso, **he won't move.** This keeps you firmly in the saddle — but you can't change your mind and chase another dogie once you've decided to throw your rope.

No time limit. You can keep on ridin' and ropin' as long as your "stray count" (the number on the left side of the screen) is 1 or more. The better you get at roping and herding dogies, the longer your roundup will last.

Increasing your stray allowance. After each 1,000 points, you'll notice your stray count will **increase** by one, giving you more of a chance to rope and ride. The number, however, will never get larger than 9.

HOW TO BECOME AN EXPERT AT SKIING BY ACTIVISION™

Tips from Bob Whitehead, designer of Skiing



Bob Whitehead, known for his fast-action, excitement-packed video games, also designed Boxing by ACTIVISION.™

"The keys to success in Skiing by ACTIVISION, just as in real skiing, are learning to control the tips of your skis and anticipating and avoiding trouble.

"Keep your skis pointed as straight down the hill as possible. The less you traverse across the slope, the faster you'll make it to the bottom.

"Pick your line through the trees and gates by constantly looking ahead of your position toward the bottom of the screen. When you see the next set of trees and/or gates, point your skis to miss the trees or pass through the gates. Of course, the more you ski any particular hill, the more familiar with it you will become. To get the fastest times, you must memorize the run and ski the shortest possible route down the hill or through the gates.

"When you want to maneuver, I suggest you **tap your Joystick lightly** to the right or left to move your skis or change direction, rather than push heavily on the stick. There are 8 different positions for your skis (see my diagram below) and 15 different directions you can go (downhill plus two possible angles for each left or right ski position).

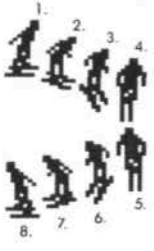
"We're organizing an Activision Ski Team. To qualify, you must run slalom course 3 (Game 3) in under 28.2 seconds. If you break that time, send us a picture of the screen and we will enroll you as a member. And if you break 28 seconds, consider yourself Olympic caliber.

"Of course, not everyone wants to ski down a hill in record time. Some of you may just like to ski back and forth and down the hill at your own pace. Go ahead, if you wish.

"I really had a great time working on Skiing by ACTIVISION. I hope you enjoy playing it as much as I enjoyed designing it. Have fun and God Bless!"

Bob Whitehead

THE EIGHT SKI POSITIONS



Look for more Activision video games wherever you buy video game cartridges. Drop us a note and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

ACTIVISION™

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ACTIVISION™

SKIING INSTRUCTIONS



Now you can ski all year long without worrying about tight boots, cold hands, long lift lines—or whether it snows! Skiing by ACTIVISION challenges you with a wide variety of slalom and downhill runs, designed for everyone from amateur to pro. Even if you've never been on a pair of skis, you can be a champion skier with Skiing by ACTIVISION. Read these instructions to find out how to make record-breaking runs without getting wrapped around a tree or crashing into a gate.

ACTIVISION™

SKIING BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then try steps 1–3 again.
4. Plug in left Joystick Controller (it's the only one you'll need). Hold it with the button at upper left.
5. Set both difficulty switches to **b (down)** to begin.
6. Select run with game select switch:

Slalom Runs
Game 1: 20 gates, Novice run
Game 2: 40 gates, Intermediate run
Game 3: 30 gates, Expert run
Game 4: 50 gates, Olympic run
Game 5: 30 gates, a new Expert run every time you select Game 5

Downhill Runs
Game 6: 200 meters, Novice hill
Game 7: 300 meters, Intermediate hill
Game 8: 500 meters, Expert hill
Game 9: 900 meters, Olympic hill
Game 10: A new 900-meter Olympic hill every time you select Game 10

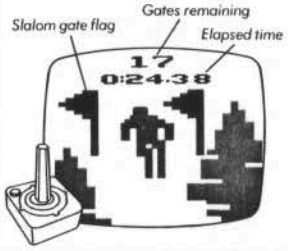
NOTE: The hills and courses for Games 1–4 and 6–9 are permanently set. Each tree, gate and mogul is in the same place every time you ski these runs. Whenever you select Game 5 or 10, however, you get a **new course each time.** The course will remain the same for as many runs as you want to take **until you select another game or turn the power off.** When you return to Game 5 or 10 again, you'll face a new run and a new challenge.

7. Press game reset to place skier at the top of the hill. The timer will reset to 0.
8. To start skier, move Joystick to any position (or just tap it).
9. Your Joystick controls the position of your skis. Push it to the left and your ski tips will move to the left; push it to the right and your ski tips will move to the right. The longer you hold the Joystick in either direction, the farther your skis will go, until they reach horizontal (you can't ski uphill!). Your skier will go in the direction your skis are pointed and will reach maximum downhill speed when the skis are pointed directly downhill. (See diagram of ski positions.)

SPECIAL FEATURES OF SLALOM RACING

Object: To run through all gates (between the poles) in the fastest time.
Scoring: Elapsed time on timer. You are penalized five seconds for each gate you miss. At the end of each run, the number of gates you missed and your total time (including penalties, if any) are shown on the screen.

If you hit a gate or tree, do not lose heart: Your skier will jump back up and keep going. But you do lose time, so be careful!



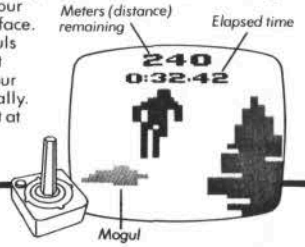
The red button on your Joystick is not used in slalom racing, but can be used instead of the game reset switch to reset your skier at the top of the course. **Don't push it unless you want to start over.**

To make a run tougher, push your right difficulty switch up to a. Now trees will appear on the slalom course in front of the gates (not just off to the side), so you'll really have to be quick to dodge them and still make all the gates.

SPECIAL FEATURES OF DOWNHILL RACING

Object: To reach the bottom of the hill in the fastest time.
Scoring: Elapsed time at the end of the run. During the run, the number of meters remaining is shown above the elapsed time.
Penalties: None. But if you hit a tree or fall on a mogul (see below), you'll lose time.

The red button on your Joystick is only used when your right difficulty switch is up or at a. Then you must push the button to make your skier jump any moguls in your path (they are the grey patches in the snow). The timing of your jumps is critical; if you're off, your skier will hit the mogul and fall on his face. If trying to dodge trees and jump moguls gets a bit too tricky, just push your right difficulty switch back **down** to **b** and your skier will jump each mogul automatically. Note: You must push game reset to start at the top of the hill on downhill runs.



ABOUT THE LEFT DIFFICULTY SWITCH

With the left difficulty switch in the **b (down)** position, the ski run passes by vertically but does not change horizontally, so your skier cannot ski off the course. When he reaches the edge, he stops moving horizontally.

With the left difficulty switch in the **a (up)** position, you can direct your skier off the trail and through the woods—even ski all the way around the mountain, if you wish. We suggest you try this option on **downhill runs only (Games 6–10),** as an interesting and creative variation on the normal ski run.

Note to owners of Sears Tele-Game Video Arcade system: Difficulty switches are called skill left (or right) player and **a (up)** is **expert** and **b (down)** is **novice.**

GETTING THE FEEL OF SKIING BY ACTIVISION™

Once you know the basics of Skiing, we suggest you get the feel of your controls by skiing on the **slow** slopes first (Games 1, 2 and 6). Start with both difficulty settings at **b (down)** while you're learning. Move your Joystick right and left gradually to move slowly across and down the hill, through the trees and gates. See how your skis respond to your Joystick movements and how changing ski positions changes your skier's direction and speed. You will go fastest when your skis are pointed straight downhill and you'll slow down when you are moving at an angle. You can stop your skier in mid-hill by moving your skis all the way to horizontal.

When you're ready for more advanced challenges, try the faster runs. You'll get faster times, but watch out! The slope is steeper and the gates, trees and moguls come flying at you. And when you're really a hot shot, push your right difficulty switch to **a (up)** to push your skills to the limit.

HOW TO BECOME A WORLD CLASS RACING DRIVER IN GRAND PRIX™ BY ACTIVISION®

Tips from David Crane, designer of Grand Prix.



David Crane is an award-winning Senior Designer at Activision. His games include Dragster,® Fishing Derby,® Laser Blast,™ and Freeway.™

"Just as in a real Grand Prix race, feel and control are very important in Grand Prix by ACTIVISION. The better you know your car and its responses, the better you'll do.

Here are some tips: When steering the car up and down the track, applying a slight pressure to the right on the joystick will eliminate accidental braking. This pressure must be kept light to allow quick braking in the event of an emergency.

"The more you play the game, the more keenly you'll anticipate the appearance of other cars. To some extent, you'll be able to memorize the traffic patterns and plan moves in advance. If you don't, the slowdown will happen for you in the form of a crash, and you'll pay for it with a loss of valuable time.

"The cars ahead of you have left a lot of oil on the track near the bridges, so, when you see a lot of oil slicks, watch for bridges ahead.

"Knowledge of the course is very important. Learn where you are and what's coming up ahead for each course. That way, time is on your side, which is exactly where you want it to be.

"And drop me a line between races. Good luck!"

David Crane

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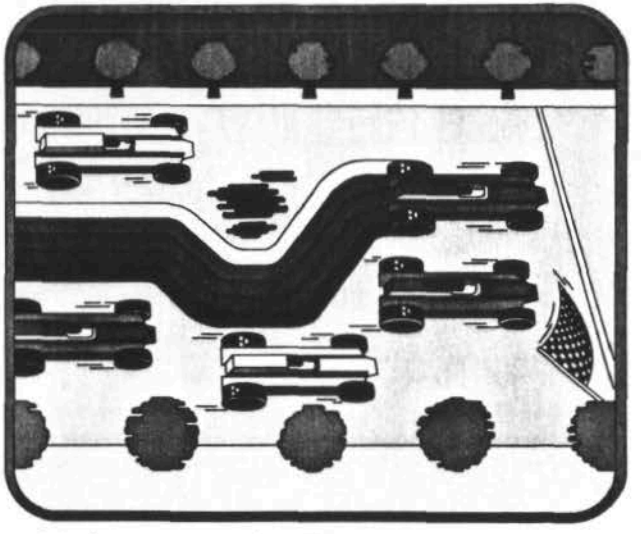
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ACTIVISION®

GRAND PRIX™

INSTRUCTIONS



You're about to enter the race of your life. Nothing stands between you and victory except the clock, the road and other drivers out to beat you to the finish line. So take a little time with these instructions, and you may emerge as the Grand Prix world record holder!

ACTIVISION®

GRAND PRIX™ BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1–3.
4. Plug in left Joystick Controller. (It's the only one you'll need.) When playing, hold the controller with red button at upper left.
5. Difficulty Switches (skill levels on Sears Tele-Game® Video Arcade™) have no effect.
6. Select game with game select switch:
   Game 1: Watkins Glen
   Game 2: Brands Hatch (1 Bridge)
   Game 3: Le Mans (2 Bridges)
   Game 4: Monaco (3 Bridges)
7. **To begin play.** Press game reset. Your racer will be in position at the starting line. Press the red button on your Joystick, and the race begins!
8. **Gaining Speed.** The red button on your Joystick is your accelerator. Press it down to accelerate your racer. Shifting is automatic. The longer you keep the button depressed, the faster your racer will go until it reaches top speed.
9. **Slowing Down.** Releasing the red button on your Joystick will slow down your racer. To apply the brakes, move your Joystick to the left.
10. **Steering.** Pushing your Joystick up moves your racer toward the top of the track; pulling it back moves it toward the bottom.

Object of the game. To complete a race circuit in the shortest possible time.

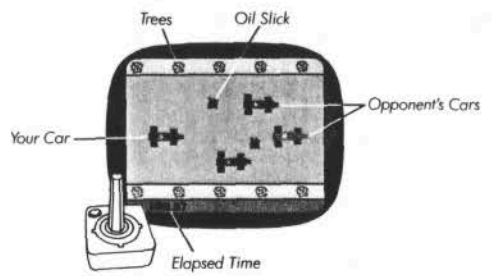
SPECIAL FEATURES OF GRAND PRIX™ BY ACTIVISION®

Oil Slicks. Just a little extra test of your reflexes. They won't slow you down, but they may send you sliding off into another car. Slicks are best avoided, but, when you need to pick up time, and there's no other car next to you, you can risk steering a straight course through them.

Crashes. They will happen, but should be avoided if at all possible. Crashes with other cars reduce you to a speed slower than that of the car you hit. To really cut your speed and avoid a crash, release the red button while moving your Joystick to the left to apply your brakes.

Steering Response. As in a real racing car, your steering becomes more responsive the faster you go; expect your car to react faster when you push the Joystick at high speeds. Your speed is slightly reduced every time you steer; to achieve the fastest time, keep steering adjustments to a minimum.

Bridges. On the Brands Hatch, Le Mans and Monaco courses, after each mile of the race, you'll cross a bridge over blue water. As your car enters the bridge, your elapsed time to the bridge is displayed and held. Normal time display is resumed as your race car leaves the bridge. If you scrape the side of the bridge, you'll hear it, and your car will slow down. If you crash into a bridge, your car will stop altogether, and you'll have to steer around to cross it, while the clock continues to run.



GETTING THE FEEL OF GRAND PRIX™ BY ACTIVISION®

We suggest you take it easy at first. A couple of slow practice runs through the courses will help you get the "feel" of the track.

You'll find that, just as in real racing, the faster your car is going, the easier it will be to lose control. That's why "pacing" is so important. Try to think ahead and anticipate what's coming up.

When you pass another car, you'll almost never have to worry about it catching up with you from the rear. So, keep your eyes on the road ahead. That's where the action will be.

JOIN THE ACTIVISION GRAND PRIX™ DRIVING TEAM

If you can match or beat any of the following times, send us a picture of your television screen, along with your name and address, and we'll make you a member of the Activision Grand Prix Driving Team and send you a special membership emblem.

Course:	Times to Beat:
Watkins Glen	0:35
Brands Hatch	1:00
Le Mans	1:30
Monaco	2:30

HOW TO BECOME AN "ACE" AT BARNSTORMING™ BY ACTIVISION®

Tips from Steve Cartwright, designer of Barnstorming.



Steve is a Senior Designer at Activision.
He was discovered by David Crane.

"There are two stages involved in mastering this game.

"After playing the game a few times, you'll begin to learn the course. By knowing what is coming up ahead, you can keep your biplane at full speed.

"But, being able to fly through the barns and over the windmills is only the beginning. The real secret is in carefully navigating through the flocks of geese. With practice, it *is* possible to fly the course at full speed with no collisions.

"It has really been a great challenge designing my first game for Activision, and I'd particularly like to thank David Crane for his help in 'getting me off the ground.' "

Steve Cartwright

P.S. Drop me a line. I'd love to hear about your daredevil exploits!

Look for more Activision video games wherever you buy video game cartridges. Drop us a note, and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

ACTIVISION®

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ACTIVISION®

BARNSTORMING™
INSTRUCTIONS



Pull on your goggles and check out your controls. You're about to embark on a daredevil flight through the wild blue yonder. But before you take off, take a minute to read over these instructions. You'll be glad you did.

ACTIVISION®

BARNSTORMING™ BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1–3.
4. Plug in left Joystick Controller. (It's the only one you'll need.) When playing, hold the controller with red button at upper left.
5. Set both difficulty switches to **b** to begin.
6. Select game with game select switch:

   Game 1: Hedge Hopper (Fly through 10 barns, fixed course)

   Game 2: Crop Duster (Fly through 15 barns, fixed course)

   Game 3: Stunt Pilot (Fly through 15 barns, fixed course, different than Game 2)

   Game 4: Flying Ace (Fly through 25 barns, a new course each time you select Game 4)

7. **The object of the game** is to fly through a set number of barns in the shortest possible time (elapsed time indicated at top of screen).
8. **Scoring.** Each time you make it through a barn, your barn count number (upper left corner of screen) will decrease by one. If you miss a barn, your barn count will remain the same and you will have to fly further to reach an additional barn. When your barn count reaches zero, the game is ended.
9. **To take off,** simply press the red button on your Joystick, and push the Joystick up to climb.
10. **Using the Joystick.** Once airborne, the red button acts as your throttle: press it for greater speed, release it to slow down. To increase your altitude, push the Joystick up, and, to descend, pull the Joystick down.
11. **Difficulty Switches.** The **left** difficulty switch in the **a** position will **lower** the clearance heights of the barns, the **b** position is normal. The **right** difficulty switch in the **a** position will add more geese, the **b** position is normal.

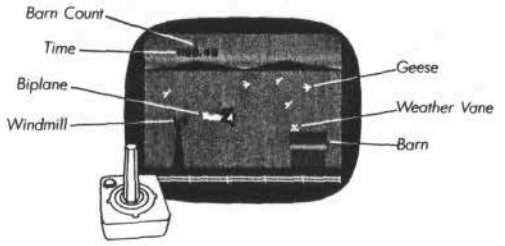
Note to owners of Sears Tele-Game® Video Arcade™: Difficulty is called skill left (or right); **a** is **expert** and **b** is **novice.**

GETTING THE FEEL OF BARNSTORMING™ BY ACTIVISION®

Just as in flying a real biplane, you'll need to get the "feel" of the controls. The better you get at adjusting your throttle and handling your Joystick, the better your chances to become a "Flying Ace."

You needn't worry about stalling out in midair. Your throttle is set to maintain a minimum speed even when you release the red button. The game is mastered by looking ahead and adjusting the controls to make the best speed, fly through every barn and over every windmill, and avoid those pesky geese. Whenever you push the throttle, watch out for the geese.

The best time is achieved by covering the course with the fewest possible corrections to your altitude, so precious seconds can be shaved by flying just above the windmills and just below the openings of the barns.



If you should misjudge and fly **over** a barn, your barn count will remain unchanged, and the course will be extended until you can make up the missed barns and fly through the required number.

Avoiding crashes with barn roofs, barn interiors, weather vanes, windmills and geese will really save time. Better to slow down a little and avoid a crash, than to lose time picking up speed from a dead stop.

JOIN THE ACTIVISION® FLYING ACES

If you beat a time of 33.3 seconds on game 1, 51.0 seconds on game 2, or 54.0 seconds on game 3, you can join our Activision Flying Aces. Just send us a picture of your television screen, along with your name and address, and we will enroll you in this prestigious organization.

HOW TO BECOME A SKY STAR

Tips from Bob Whitehead, designer of Sky Jinks.™



Bob Whitehead is a Senior Designer at Activision. He also designed Boxing, Skiing, Stampede™ and Chopper Command.™

"The key to winning any race is speed. But, in pylon air racing, you'll have to match your speed with flying skills. That means becoming a good judge of distance and how soon or late to begin your turns.

"As your skills really progress, and you become a precision pilot, you should almost be able to fly full throttle through most of a course without slowing down for pylons, trees or balloons. Cut your turns sharply, and try to get as close to the pylons as you can. The path to becoming a "Sky Star" takes lots of patience and plenty of crashes.

"But, remember, even when you do have a mishap and crash into something, quickly accelerate back into the race. You'll be surprised at how good your times can be even after a crash or two.

"And, please stay down from the wild blue yonder long enough to drop me a note. I'd love to hear how your racing career is going. Good luck, good flying and God bless!"

Bob Whitehead

Look for Activision video games wherever you buy video game cartridges. Drop us a note, and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

ACTIVISION.

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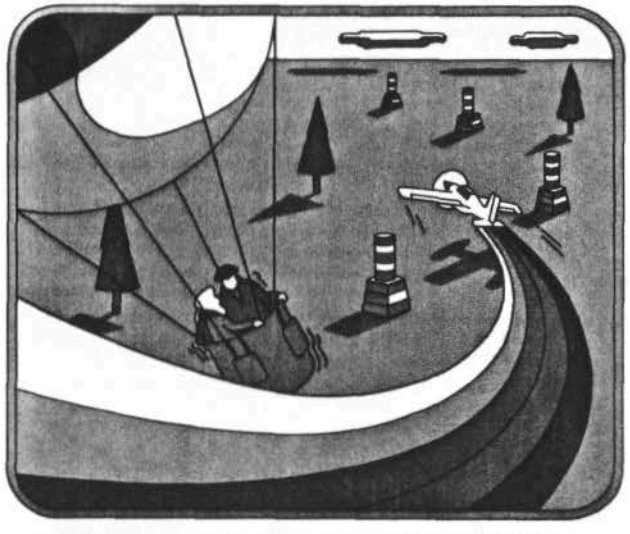
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ACTIVISION.

SKY JINKS™

INSTRUCTIONS



Pre-flight jitters? Air sickness? Dumont got you edgy? Settle down. You'll do just fine. But, please read this manual before takeoff. It'll help put your nerves on autopilot, and give you some real pointers on piloting to victory and the coveted Thompson Trophy.

ACTIVISION.

SKY JINKS™ BASICS

The object of Sky Jinks is to race your P41 through the pylon course, in the shortest possible time, without hitting pylons, trees or balloonists.

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
4. Plug in left Joystick Controller. It's the only one you'll need. When playing, hold Joystick with red button in the upper left position.
5. Set left difficulty switch at **b.**
6. Select game with game select switch.

Game 1: Polo Grounds	(25 pylon course)
Game 2: Aero Acres	(50 pylon course)
Game 3: Love Field	(75 pylon course)
Game 4: Speedway Meadows	(99 pylon course)
Game 5: Thompson Tourney	(99 pylons and a new course each time you select Game 5)

7. **Use of Joystick Controller.** Moving your Joystick to the left will bank your plane to the left. Move your Joystick to the right, and your plane banks right. Moving your Joystick forward or back during a race does not affect movement of the plane. The red button on your Joystick is your plane's throttle. Press the red button to accelerate. Release the button to slow your plane down.
8. **To begin or start a new game.** Press game reset to position your plane back at the beginning of the course and set your race timer to 0. Then, press the red button or move your Joystick to begin a new race.
9. **Difficulty Switches.** Only the left difficulty switch is used. In the **a** position, trees are randomly placed directly in your flight path along the course. With the left difficulty switch in the **b** position, trees are removed from the direct flight path.
10. **Pylons.** You must fly to the right of the red pylons and to the left of the blue pylons. There is a 3 second penalty each time you fly on the wrong side of a pylon. Your pylon count is shown above the timer on the screen and counts down each time you either successfully pass or crash into a pylon. So, at the end of the race, the count remaining on the screen indicates the number of missed pylons for that race.

Note to owners of Sears Tele-Games* Video Arcade™: Difficulty is called skill, and **a** is expert, **b** is novice.

SPECIAL FEATURES OF SKY JINKS™ BY ACTIVISION®

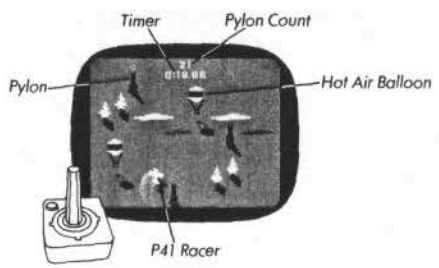
Your P41. You'll quickly find that flying your P41 racer is just like real flying.

As you accelerate to full throttle, notice how your racer's altitude increases and your plane's shadow falls back. Using your plane's shadow as a gauge will help you determine your air speed.

Also, notice how your plane banks when turning. And, just like real flying, your P41 accelerates into turns, but it **won't** respond immediately when turning. This delayed reaction gives a more realistic sense of flying.

Obstacles along the course. You'll not only have to properly bank around the pylons to make the best time, but you'll also have to deal with (and dodge) other obstacles as well.

Trees and hot air balloons have been strategically placed along the course to really keep you on your toes and keep you from flying the fastest, most direct path. You'll need to master your racer and be able to make split-second decisions in order to do well in Sky Jinks.™



GETTING THE FEEL OF SKY JINKS™ BY ACTIVISION®

In high stakes air racing, you'll need razor-sharp reflexes and a keen sense of anticipation. In order to sharpen your reflexes and really get to "know" your P41 racer, you should take a couple of warm-up runs down the field.

At first, don't even try to fly the pylon course. Just soar at slow speed in a fairly straight path to check out your instruments.

Learn how your plane banks and accelerates. Then, when you're more comfortable with the controls, take a practice run through one of the pylon courses. Learn to anticipate the upcoming pylons and begin turning early, before you reach the pylon marker. At this point, don't even worry about time, there will be plenty of races for time later.

JOIN THE ACTIVISION "SKY STARS"

If you beat a time of 37.0 seconds on Game 1, without missing any pylons, you can join our Activision "Sky Stars." Just send us a picture of your television screen, along with your name and address, and we'll enroll you in this honored club.



ACTIVISION®

Let us get to know you! If you have questions or comments about our games or clubs, or want to get on our mailing list, drop us a note or call the "Game Hotline" toll-free at (800) 227-9757/8 (in California call (415) 960-0410 ext. 5245).

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Mountain View, CA 94039

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NATIONAL ENDURO™

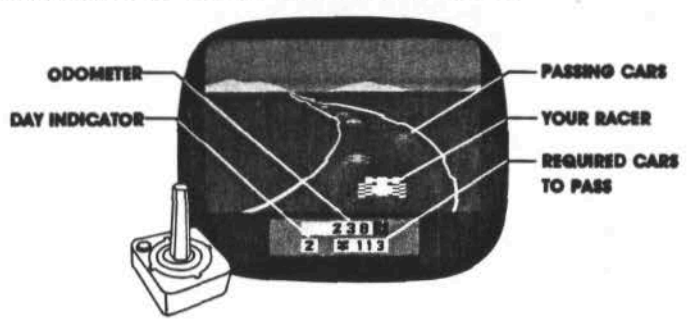
RULES AND REGULATIONS

ACTIVISION® NATIONAL ENDURO™ RULES AND REGULATIONS

Strap on your goggles. Sink into your seat. And leave all your fears in the pit. You're about to enter the race of your life. You'll be required to pass lots of cars each day. Through sun and snow and fog and ice, sunrise to sunset—as fast as you can, as long as you can. Welcome to the National Enduro!

ENDURO™ BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to your TV; then repeat steps 1-3.
4. Plug in LEFT Joystick Controller (right Controller is not used).
5. The difficulty switch and game select switch are not used.
6. **To start**, press game reset switch.
7. The **Joystick Controller** is held with the red button in the upper left position. Push the Joystick right or left to move your car right or left. The red button is your accelerator. The longer you keep the button depressed, the faster your car will go, until it reaches top speed. To coast at a constant speed, press the red button until desired speed is reached. When you release the button, this speed will be maintained. To slow down, release the red button and apply the brakes by pulling the Joystick back.
8. **Passing cars.** The number of cars you must pass is posted at the beginning of each day in the lower right corner of your instrument panel (200 the first day, 300 on subsequent days). Each time you pass a car, this meter counts off by one. When you pass the required number of cars, green flags appear. But keep going. All additional miles are added to your total. You'll move on to the next day when the present day ends. If you don't pass the required number of cars by daybreak, the game ends.



SPECIAL FEATURES OF ENDURO™

Time of day. From dawn till the black of night, you'll be on the road. Pay attention to the lighting and scenery. It represents the time of day, letting you know how much time is remaining. And, use caution at night. You can only see the tail lights of the other cars.

Weather conditions keep changing, so brace yourself. Can you hang in through ice and fog? A white, icy road means your car will be less responsive to your steering. A thick, fog-shrouded screen gives you less time to react, since it will take you longer to see the cars up ahead.

Days and miles. A realistic odometer registers the miles you've covered. Beneath the odometer is the day indicator, which keeps track of the number of days you've been on the Enduro circuit. When the race is over, the mileage on the odometer and the day on the indicator represent your racing results or score.

Increasing difficulty. The race gets tougher with each new day. The other cars travel faster and spread out across the road more and more, making it harder to pass them.



GETTING THE FEEL OF ENDURO RACING

In preparing for a race, every pro driver checks out the course. Be sure to do the same thing. Get to know the timing of the weather and lighting conditions. Learn how your car responds to your touch.

Slow down on the ice and keep your eyes on the patterns of cars in the distance. Drive defensively, since the other cars will not get out of your way. The fog will really test your reflexes. You'll need to slow down and develop a rapid steering response to make up for the limited visibility.



JOIN THE ACTIVISION® "ROADBUSTERS"

Do you have the drive, the stamina, the grit to endure this race for 5 days or more? If so, an on-screen racing trophy will pop up before your very eyes. Now you can join the "Roadbusters" and really start breaking records. Send us a photo of the TV screen showing your winning race results, along with your name and address, and we'll send you the official high performance emblem.

HOW TO BECOME A "ROADBUSTER"

Tips from Larry Miller, designer of Enduro™

Larry Miller is a powerhouse game designer with a PhD in physics. When he isn't designing games, he may be sailing, skiing or playing the piano. His most recent hit was Spider Fighter™.

"The best way to outlast other drivers is to pace yourself. You won't survive long if you stay at maximum speed because you'll keep hitting other cars. Go only as fast as it takes to pass the required number of cars each day.

"If you can choose between steering into the side of the road or hitting another car, always steer into the roadside. It's just a minor setback and you won't lose as much time.

"Also, it's always better to go *around* diagonally paired cars than to squeeze between them. But, if you *must* squeeze between them, keep your speed just above theirs and be careful!

"Here's another tip: If you approach a group of cars that are really blocking the road—slow down. Let them disappear back into the distance ahead of you. Then, accelerate. When you meet up with these cars again, they will probably have changed their positions.

"I hope you enjoy the National Enduro as much as I enjoyed designing it. Drop me a card from your next pit stop—I'd love to hear from you. And please, remember to fasten your seatbelts."

Larry Miller



Larry Miller beside a 1934 Invicta, one of only five remaining in the world (courtesy of Paradise Motorcars, Sacramento, California).


The Romance of Racing
From the time man learned to drive, he learned to race. And nothing has captured all the challenge and romance of that free-spirited sport like the long distance endurance race.
1907. Peking to Paris. 7,500 miles. The earliest race of its kind. Winner: Italy's Prince Scipione Borghese.
1935. Francois Lecot drives the greatest distance ever covered in one year: 248,548 miles (equivalent to about nine times around the equator)!
1953. The first Safari Rally. 3,874 miles. Through Kenya, Tanzania and Uganda.
1977. London to Sydney. Over 19,329 miles. The longest race of its kind ever held. Cars were ferried by ship!

HOW TO JOIN THE SEAQUEST™ "SUB CLUB"

Tips from Steve Cartwright, designer of Seaquest!™



Steve Cartwright is a Senior Designer at Activision®. Before creating Seaquest™, Steve designed Barnstorming™ and MegaMania™ for Activision.

As you'll quickly discover, you can't join the Sub Club overnight. It'll take confidence, sharp aim and lots of practice. Also, here are a couple of important pointers that should help.

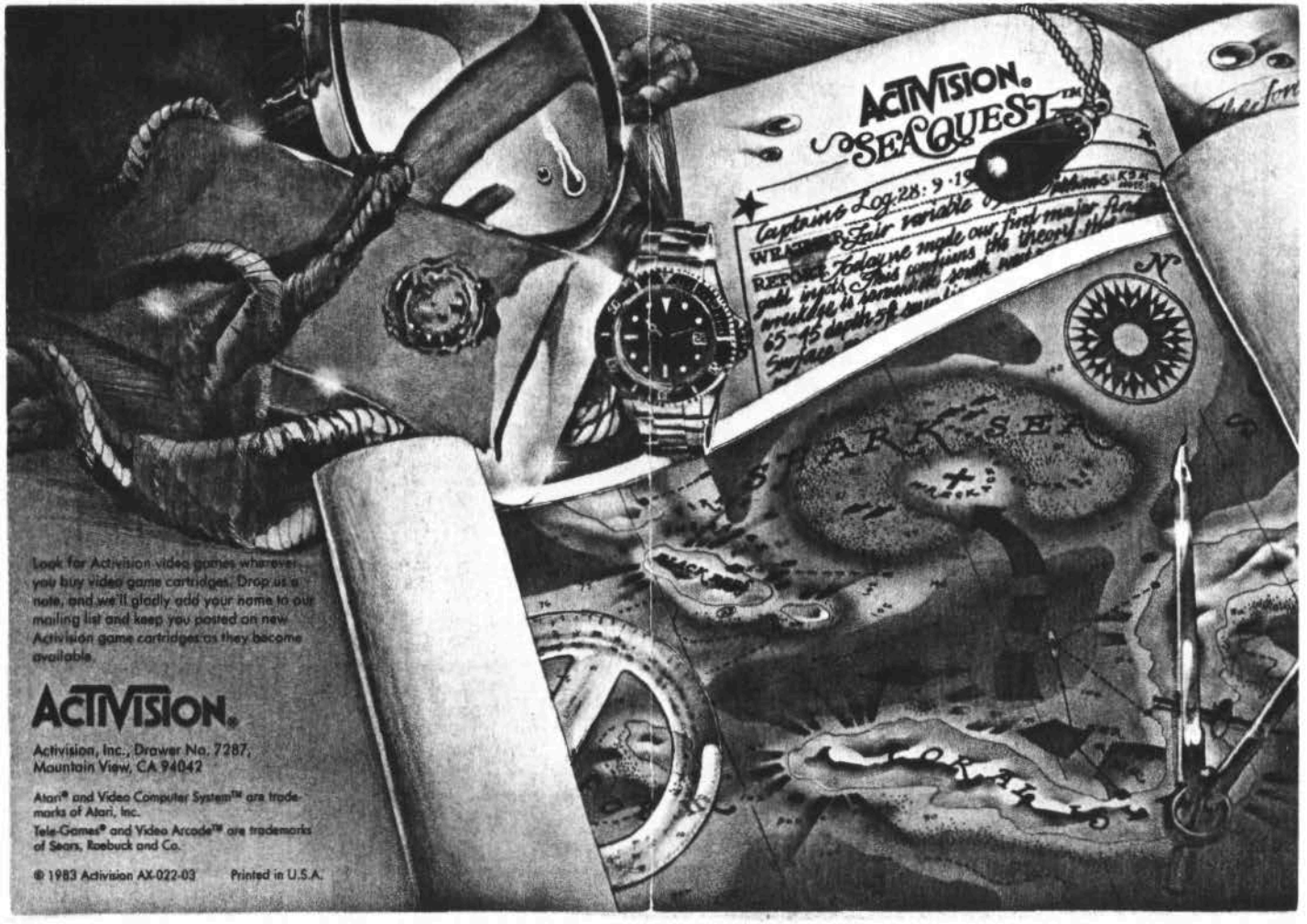
As soon as you've picked up your sixth diver, start watching out for the Patrol Sub. It's important to surface in the right spot, especially since the Patrol Sub sails faster and faster as the game progresses.

And, every time you surface, you increase the game's level of difficulty. So, k[illegible]our surfacing to a minimum, with one exception: when you've got five d[illegible]aboard, and your oxygen's running low—surface to refill your oxygen supply. You'll lose one diver, but you can easily pick up two more to resurface and gain a lot of extra bonus points.

Practice "Silent Running". It's the best technique I know of to really learn underwater navigation.

And, next time you return to shore, drop me a note. I'd love to hear your tall tales from the high seas.

Steve Cartwright



Look for Activision video games wherever you buy video game cartridges. Drop us a note, and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

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SEAQUEST™ BASICS

Your divers have retrieved the buried treasure, and now you must come to their rescue. The object of Seaquest is to retrieve as many treasure-divers as you can, while dodging and blasting enemy subs and killer sharks. All before your oxygen runs out!

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1–3.
4. Plug in Joystick Controller/s (solo player uses left Joystick).
5. Set both difficulty switches to **b** to begin. Switches in this position will cause fast continuous fire from your submarine. Set switches in **a** position for slower continuous fire.
6. Select game with select switch:

Game 1	**Game 2**
One player	Two players taking turns

7. **To start,** press game reset. This will position your sub on the waves, place three reserve subs on the horizon and fill your oxygen tank. The action begins as soon as you submerge.
8. **The Joystick Controller** is held with the red button in the upper left position. Press the red button to fire torpedoes, hold it down for continuous fire. Pull the Joystick back and you'll submerge; push it forward and you will ascend. Move the Joystick left or right to face your sub to the left or to the right. Push the Joystick to the left or right to move your sub in that direction.
9. **Rescue divers** by cruising into them with your sub. As soon as you have retrieved your sixth diver, you'll hear a quick beep. Now surface and listen to six gold ingots, worth valuable points, plunk onto your deck (see "Scoring").
10. **Scoring.** When the game begins, every killer shark and enemy sub is worth 20 points. Every time you surface with six divers, the value of enemy subs and killer sharks increases by 10, up to a maximum of 90 points each. Rescued divers start at 50 points each. Then, their point value increases by 50, every time you surface, up to a maximum of 1000 points each. Also, you'll be further rewarded with bonus points for all the oxygen you have remaining the moment you surface. The more oxygen you have left, the more bonus points you're given.

Note to owners of Sears Tele-Games® Video Arcade™: Difficulty is called skill, and **a** is **expert, b** is **novice.**

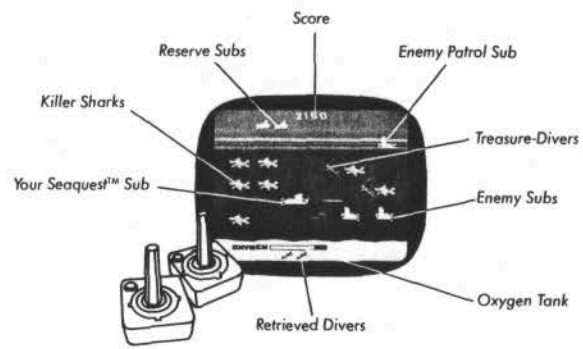
SPECIAL FEATURES OF SEAQUEST™ BY ACTIVISION®

Your Oxygen Gauge is at the bottom of the screen. Whenever your sub is underwater you'll be using up oxygen at a constant rate. When the oxygen tank is almost empty, a continuous beep alarm will sound and the alarm light will flash. You have 8 seconds to surface for air! If you don't surface in time, your sub will blow up and you'll lose one diver. Each time you're forced to surface, with less than six divers, you lose one diver. And, if you surface with no divers on board, you'll lose your sub.

Killer Sharks and Enemy Subs are deadly. If your sub collides with anything except your own divers, your sub will explode. And, the longer you're out in the ocean, the rougher the seas become. So after each round, take a breath—enemy subs and sharks will increase in speed.

The Enemy Patrol Sub will appear on the surface when you've rescued your second group of six divers. Avoid it. If you collide, your sub will explode, and you'll lose one diver. While you are refilling your oxygen tank, the Patrol Sub will move in on you. Your sub cannot move away until its oxygen tank is full. So when you surface, do so as far from the Patrol Sub as possible!

You have Reinforcement Submarines. You start the game with four subs in your fleet—one ready at sea-level and three waiting on the horizon. Each time you increase your score by 10,000 points, an extra sub will be delivered to your base. You can only have six reserve subs on the screen at one time.



GETTING THE FEEL OF SEAQUEST™ BY ACTIVISION®

Mastering the movement of your submarine will be your first and most important duty. Be careful not to oversteer! "Steady as she goes" is a good rule for beginners. Also, practice "Silent Running"—navigating your sub around sharks and enemy subs without firing. It takes skill to learn this technique, but remember: your real mission is to rescue divers—they're worth the most points!

JOIN THE ACTIVISION "SUB CLUB"

Once your sea legs are steady, you can propel yourself into the "Sub Club." Reach a score of 50,000 points (or more) and you'll be eligible to join this prestigious organization. Just send us a picture of your TV screen with your name and address and we'll present you with an official "Sub Club" emblem.



HOW TO BECOME AN ACE AT LASER BLAST™ BY ACTIVISION™

Tips from David Crane, designer of Laser Blast



David Crane is also the designer of Dragster™ and Fishing Derby™ by ACTIVISION. He prides himself in taking on some of the most challenging game assignments possible.

"As you will quickly discover, Laser Blast is a game not only of skill but also of *endurance*. There's really no time for taking breathers.

"And that brings me to my most important tip. Always keep your ship in motion and fire quickly! A moving object is much harder to hit than one standing still. Since the attackers are continuously aiming and firing, you must be quick enough to dodge their fire, move into attack position and destroy their forces. Then quickly move on.

"It is possible to stay in one place and fire quickly enough to destroy your attackers before they zero in on you. But this is a very tough strategy to execute and demands superior skill and concentration.

"The game can get a little frustrating at times. But keep at it and you'll soon be eligible for membership in the Activision Federation of Laser Blasters. And take time out from your space battles to drop me a line. I'd love to hear from you."

David Crane

Look for more Activision video games wherever you buy video game cartridges. Drop us a note and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

ACTIVISION™

Activision, Inc., 3255-2 Scott Blvd., Santa Clara, CA 95051

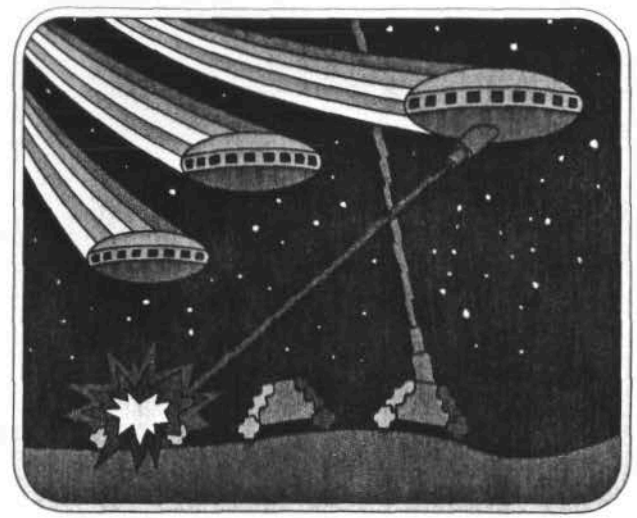
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ACTIVISION™

LASER BLAST™

INSTRUCTIONS



Get set for the battle of your life. With Laser Blast by ACTIVISION, you're up against enemy attackers in a space shoot-out that defies description. But please, take time out to read these instructions. They're full of helpful hints on how to handle some very relentless adversaries. Good luck and good shooting!

ACTIVISION™

LASER BLAST™ BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
4. Plug in left Joystick Controller (it's the only one you'll need). When playing, hold the Controller with red button at upper left.
5. Difficulty switches (skill levels on Sears Tele-Game Video Arcade system) have no effect in Laser Blast by ACTIVISION.
6. Select game with game select switch.

   Game 1: Cadet Level Game 3: Captain Level
   Game 2: Lieutenant Level Game 4: Commander Level

   NOTE: The difference between games is how rapidly the speed and firing rate of the enemy ground attackers improves as the game progresses. The relative difficulty of an attack group is calculated by multiplying the speed times the firing rate for that group.

DIFFICULTY OF GROUND ATTACK GROUPS

GAMES	GROUP ONE	GROUP TWO	GROUP THREE	GROUP FOUR	GROUP FIVE	GROUP SIX or more
CADET LEVEL	1	2	4	8	8	8
LIEUTENANT LEVEL	1	2	4	8	16	16
CAPTAIN LEVEL	1	2	4	8	16	32
COMMANDER LEVEL	1	32	32	32	32	32

The chart above shows how the difficulty of each attack group changes during play of each game. For example, at Captain and Commander Levels, the most difficult attack groups are 32 times as difficult as the easiest.

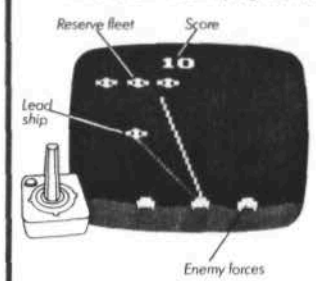
7. **To begin play.** Push your Joystick up to begin play. To start a new game, press game reset or push your Joystick up again.
8. **Piloting.** Your Joystick is used to pilot your spacecraft. You can only pilot one ship at a time. Pull the Joystick toward you to lower your ship and push it away to raise your ship. Move your Joystick left or right to move your ship left or right. When your Joystick is in the center, your ship will hover, spinning in a fixed position (not recommended!).
9. **Aiming and Firing.** The red button on your Joystick is used to fire the ship's laser blaster. Press this button to project the blaster from the bottom of your ship; release the button to fire. The laser blaster can be aimed by holding the button down and moving the Joystick left or right. But remember, the blaster will not fire until the button is released.
10. **Scoring.** Your score is kept in the upper left hand corner of the screen. You are awarded points for each attacker you destroy. As you progress through each game, attackers are worth more points but they're also tougher to destroy.
11. **Reinforcements.** For each 1,000 points you gain, you're given a reinforcement ship. You can receive an unlimited number of reinforcements during the game. But, you can only have six reinforcement ships on the screen at one time. No matter how many points you score, you must have less than six reinforcement ships before the computer will add to your fleet.

SPECIAL FEATURES OF LASER BLAST™ BY ACTIVISION™

ENEMY RADAR AND FORCE FIELDS

The ground attack forces are equipped with radar detection systems which help them aim their lasers at your ships. If you allow your ship to hover in one place too long, the enemy will quickly line up your ship in its sights, leading to disastrous results. By flying low to the ground, you can keep your craft under their radar.

However, as the battle progresses, each new wave of enemy attackers has a stronger force field, which gradually forces your ship farther away from the ground, making it an easier target for the attackers' radar to spot. Your ship will be pushed higher and higher into space until you can't go any lower than the very top level. This is when you must be very quick to avoid enemy fire.



WHEN YOUR SHIP TAKES A DIRECT HIT

Don't give up! Even though your ship will quickly lose altitude after you are hit, you can control the descent of your crippled ship and try to land on an attacker. This accomplishes two objectives: first, it destroys that attacker, and second, it adds the value of the destroyed attacker to your point total. After your spaceship has been destroyed, it will be replaced by one of the remaining ships from your fleet (if any). When you're out of ships, the game is over.

GETTING THE FEEL OF LASER BLAST™ BY ACTIVISION™

This isn't an easy game. It takes quick reflexes, concentration and stamina to succeed. We suggest you start out by taking some "reconnaissance" runs quickly over the attackers. Test and see their reactions before you stop and fire back at them. After you've gotten a feel for things, try and master Game 1 before moving on to the much tougher games.

The objective is to "fire and fly" and rack up as many points as possible, to add reinforcements to your fleet and to stay in the fight as long as you can.

THE ACTIVISION FEDERATION OF LASER BLASTERS

If you succeed in scoring 100,000 points or more, send us a picture of the television screen along with your name and address, and you'll be admitted to the Activision Federation of Laser Blasters. Score the maximum 1 million, and all points on the screen will be replaced with exclamation points. If you score the ultimate, please send us a photo! Such an achievement will certainly place you as one of the all time best video game competitors.