

VIDEO GAME CARTRIDGE
FOR THE ATARI 5200 SUPERSYSTEM

ATARI 5200

An Exciting Medieval Battle

From The Arcade Classic!



Insert your **500™** game cartridge so the label faces you and reads right-side-up. Be sure the cartridge is firmly seated in the center slot of the console. (Do not force it.) Then press the POWER switch on. See your owner's manual for further details.

KNIGHTS ON BIRDBACK!

How on earth did you fall into this alien world? Look around you—the sky is full of knights astride enormous armored buzzards. These characters look mean, and the buzzards they ride don't look very friendly either!

To defend yourself (and to score points), you must wrestle each of your opponents in a joust. The winner of a joust is the rider whose mount is highest at the moment of contact. If the mounts are of equal height, the joust is a draw.

THE BUZZARD RIDERS

Your opponents are the Buzzard Riders. There are three types, each more dangerous than the last: the Bouncers (swearing red), the Hunters (swearing gray), and the Shadow Lords (swearing blue).



When you wrestle a Buzzard Rider in a joust, his mount turns into an egg. If you or your mount grabs the egg, you'll score points and the egg will disappear! (For even more points, try to catch the egg before it hits the ground.) If you don't grab the egg, it will eventually hatch into an even more dangerous opponent!

You and the Buzzard Riders make safe on gray regeneration pods of the tops of the edges. Until a bird and rider completely reorient themselves, they're protected from attack. Once moved, however, they become fair game for a joust.

THE LAVA TROLL AND THE PTERODACTYL

In the fire pits of the lower ledge lives the Lava Troll. After the second wave of game play, the fire pits are uncovered and any jouster who flies close to the pits may be captured by the Troll and pulled into the lava. It's possible to break away from the Troll, but as the game progresses, the Troll's grip becomes stronger.

At certain times during the game, a deadly pterodactyl appears. Pterodactyls will try to eat you, but if you have the salt to hit one directly on the beak, you'll destroy it and earn bonus points!

SPECIAL WAVES

When all of the Buzzard Riders have been unseated, a new wave of game play begins. The longer you play, the harder the game becomes, you'll have more opponents to fight, and you'll need more skill to successfully push them. Certain waves allow you to earn special bonus points. The waves are:

Survival Wave (one-player) or Team Wave (two-player)—In the one-player version, you are awarded 3000 points if your play or pass goes through the entire wave. In the two-player version, both players are awarded 3000 points if neither player unseats the other.

Gladiator Wave (two-player)—The first player to unseat the other is awarded 3000 points.

Egg Wave—All the Buzzard Riders begin this wave as eggs. Collect the eggs quickly before they hatch.

Perseodactyl Wave—This wave starts with the perseodactyl on the screen.

Each player's current score and number of lives left are shown at the bottom of the screen. You start the game with five lives and earn an additional life every 20,000 points.



Score 1,000,000

SCORING

FEAT	POINTS	FEAT	POINTS
Unseating 1/ Buzzard Rider	500	Catching an egg in mid-air	500
four (2)	750	Landing safely	50
under	1000	Unseating a Buzzard Rider	1000
two (2)	1500	(two-player game)	
Collecting egg		Surviving a Survival Wave	3000
1 (1)	200	Completing in a Team Wave	3000
two (2)	500	Unseating another player in	3500
3 (3)	750	a Gladiator Wave	
4 (4)	1000	two (2)	1500
5 (5)	1500	Surviving a Perseodactyl	1500



USING THE CONTROLLERS

Plug one XBOX controller firmly in to jack 1 for one-player games, plug a second controller into jack 2 for two-player games. The player using jack 1 controls game selection and starts the game.

Use your joystick to move your bird left or right. Use the trigger fire buttons to make your bird flap its wings. To make your bird fly, press any lower fire button repeatedly, or hold in the button.

CONTROL KEYS

Press **START** to begin the game. Press **PAUSE** to freeze the action. Press **PAUSE** a second time to resume game play. Press **PAUSE** then **RESET** to return to the game option screen.

Press the ***** key to choose a skill level. Press the **#** key to select a one- or two-player game.

HELPFUL HINTS

■ Play the NOVICE version first to learn how to control your bird. By leaving your flight steady and even rather than bouncing off ledges.

■ Stay away from the sides of the jousting arena since a Buzzard Rider or perseodactyl could appear unexpectedly.

■ Collect eggs quickly after they reach the ground. If you wait too long they'll hatch into new Buzzard Riders.

■ Clear your screen of opponents as quickly as possible. The perseodactyl will appear if you wait too long.

■ Stay as high as possible on the screen, then drop down on your opponents.

GAME OPTIONS

There are four skill levels in JUST NOVICE, SKILLED, ADVANCED, and EXPERT. In the NOVICE level the perseodactyl and Lava Trail do not appear and the eggs do not hatch into Buzzard Riders. In the SKILLED, ADVANCED, and EXPERT levels, game play becomes increasingly difficult. The number of opponents increases, the Lava Trail's grip becomes danger, and the perseodactyl appears more often.

Atari welcomes your comments.
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