



ATARI,® VIC™ 20, T.I.®



COSMI
AZTEC
CHALLENGE

by
Robert T. Bonifacio

TRI-COMPATIBLE

An exciting, daring and skillful game designed for: Atari® 400/800/1200XL™ in 16K RAM. Commodore® VIC™ 20 in 13K RAM. T.I.® 99/4 & 99/4A™ in Extended Basic.

GAMES WORTH PLAYING

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AZTEC CHALLENGE

(One or Two Players Simultaneously)

by Robert T. Bonifacio

OVERVIEW

Suddenly you find yourself in Tenochtitlan, the capital of the ancient Aztec empire in the year 1500 A.D. Montezuma, the king of the Aztecs and emperor of the Nahua nations presides over a powerful trade system with many roads stretching to different provinces. Although, protected by large standing armies, these roads of commerce are constantly harassed by renegade tribes who attempted to disrupt traffic and communication by creating deadly hazards and obstacles for the travelers. To survive, the Aztec warriors have developed amazing abilities in running, jumping and leaping to avoid the traps of their enemies. As the Empire flourishes and grows more powerful these skills are considered to be godlike. But, over the Aztecs broods a shadow of one of the most barbarous and horrible religions the world has ever known. Each year the Aztec priests sacrifice to their numerous gods many luckless human victims. Once you are chosen to be sacrificed you have only one chance of escape; you must compete in, and complete, an endurance and obstacle course of skill and daring to prove your worth.

Now, you have been chosen, and now you must discover and successfully conquer the "AZTEC CHALLENGE"!

ATARI® PROGRAM

SYSTEM REQUIREMENTS

- 1.) The AZTEC CHALLENGE cassette or diskette.
- 2.) Atari® 400™ or Atari® 800™ or Atari® 1200XL™ computer (16K minimum).
- 3.) Atari® 410™ cassette recorder or Atari® 810™ disk drive.
- 4.) Joystick controller for each player.

LOADING THE PROGRAM

Important Note: The Atari® cassette program is located at the beginning of SIDE 1 (the side with the label.) And on SIDE 1 of the diskette (the side with the label.) AZTEC CHALLENGE is a machine language game program which requires at least 16K RAM. It is loaded by the following steps in exact order:

CASSETTE VERSION

- 1.) Turn off the Atari® 400/800/1200XL™ and remove all ROM program and game cartridges including the BASIC cartridge. Do not remove the operating RAM system.
- 2.) Connect the cassette recorder to the PERIPHERAL jack on the right hand side of the computer. (Make certain the recorder is as far removed from the TV set or monitor as possible.)
- 3.) Make sure that the cassette is completely rewound to the beginning of Side 1. (The tape pack should appear on the left side when looking down into the cassette window.) Place the cassette in the recorder and press the PLAY button.
- 4.) Push the yellow START key on the right of the Atari® and KEEP IT DOWN.
- 5.) Turn on the computer. It will beep once to let you know it is ready to load the tape. When it beeps, release the START key.

- 6.) Press the RETURN key on the keyboard. The cassette player will begin to run and the program will load. It will take several minutes to complete loading because of the length of the program.
- 7.) When the entire program is loaded, the cassette player will stop automatically and you will be ready to begin the game. You should rewind the cassette and put it back in the box. (Do not place the cassette on the computer or TV set as their electrical fields may damage the program recording.)

DISKETTE VERSION

- 1.) Turn off the Atari® 400/800/1200XL™ and remove all ROM program and game cartridges including the BASIC cartridge. Do not remove the operating RAM system.
- 2.) Connect the disk drive to the PERIPHERAL jack on the right hand side of the computer. (Make certain the disk drive is as far removed from the TV set or monitor as possible.)
- 3.) Turn on the disk drive and insert the diskette. Close the disk drive door.
- 4.) Turn on the computer. The program will automatically load and run in a few seconds.
- 5.) When the entire program is loaded the disk drive will stop automatically and you will be ready to begin the game. You should turn off the disk drive, remove the diskette and put it back in the box. (Do not place the diskette on the computer or TV set as their electrical fields may damage the program recording.)

NOTE: It is essential with both versions of the AZTEC CHALLENGE that you start with the computer turned "off" and with no program cartridges in the computer.

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Columns

Different heights of columns bar your path. Jump as high as you like to score points, but watch your head!

The Grounds and Columns

Here deadly combinations of ground levels and columns await you. Be careful, it may take a higher jump than you think.

Fire Caves

Here you must jump between floating stones making certain you do not fall into the fire below. You may want to take an extra step before you leap between the stalagmites and stalagmites.

The Batons

Fast moving flaming batons await you. You must leap between them or certainly be incinerated! Watch your timing.

The Gems

While gems are thrown into the fire below, you attempt to jump from gem to gem. Careful now, one miscalculation and you may end up on the sacrificial altar!

The Walls

Massive walls of varying heights are all that separate you from freedom and defeating the "AZTEC CHALLENGE." Judge your leaps carefully as the crevices to your escape are narrow and treacherous.

If your opponent is not eliminated (or if you wish to compile a world record score) you may continue running the course since it continues through phase 99.

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USING THE JOYSTICK CONTROLLERS

Plug a joystick into jack 1 for 1-PLAY or plug two joysticks into jack 1 and 2 for 2-PLAY. Hold the joystick with the red button in the upper left corner, towards the TV set. To make your player jump, press the red button. The direction the joystick is pushed when you press the button will determine how high the robot will jump.

When the joystick is pushed forward (towards the TV set) and the red button is pressed, a high jump will result.

When the joystick is not moved in any direction and the red button is pressed, a medium height jump will result.

When the joystick is pushed backwards (away from the TV set) and the red button is pressed, a low jump will result.

PLAYING THE AZTEC CHALLENGE FOR THE FIRST TIME

The course is made up of seven phases with increasing levels of difficulty. You may compete on the course alone or against an opponent in which case, should you both complete the course, the judges will spare the life of the contestant with the highest score. The higher and further you jump the more points the judges award. You run the "course" together, at the same time, but the first player to make four mistakes is removed to the sacrificial altar and permanently eliminated while the remaining player continues on, attempting to complete the "AZTEC CHALLENGE."

You begin with:

The Grounds

Various ground levels and cliffs start you off. You may build up extra points here by jumping higher but be careful not to lose your timing and land against a wall.

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After the program has loaded into your computer, you will see the title. The title will stay on the screen for a few seconds and then, in the middle of the screen, these words will appear:

OPTION 1-PLAY
SELECT RESTART

Plug a joystick into port 1 and press the START key. You are now playing in the one player OPTION. Objects will begin to move in from the right of the screen. You must jump on top or over these objects, if you don't, you will explode into them and one of your four chances will be gone. If you wish to play a two player game, plug a second joystick into port 2 and press the OPTION key once. OPTION 2-PLAY will appear on the screen. Now press START and the challenge begins.

END OF GAME

When both contestants are eliminated, the game will be over and again these words will appear:

OPTION 1-PLAY
SELECT RESTART

Also, the scores of player 1 and player 2 will be displayed. If you wish to begin from phase 1 again press the START key. If you wish to continue from the phase you were currently playing press the SELECT key and the screen display will change from SELECT RESTART to SELECT CONTINUE. You may now continue your game from the last phase you have achieved by pressing the START key.

SCORING

You earn points by jumping.

HIGH jump	100 points
MEDIUM jump	50 points
LOW jump	10 points

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BONUS POINTS

Every time you manage to complete a PHASE, you will get a bonus of 1000 points.

HIGH SCORE

The current high score is always posted at the bottom right hand corner of the screen. The high score will be constantly updated unless the SYSTEM RESET key is pressed; then the HIGH SCORE will be set to zero.

BONUS PLAYERS

For every 10,000 points that you manage to get, you will get one free player. The most players that you can have at one time is four including the one you are using. The number of players a contestant has is shown by small images appearing in the upper right hand corner of the screen.

SYSTEM RESET KEY

DO NOT PRESS THIS KEY with only 16K memory or the game must be reloaded from the beginning. This key, when pressed with over 16K memory will cause the HIGH SCORE to be reset to zero and the title display will appear.

THE OPTION KEY

If the game is in play and the OPTION key is pressed, the game will automatically end and display OPTION and SELECT on the screen.

THE START KEY

Whenever you press the START key on the computer console, the game will begin to play.

Whatever OPTION or SELECT that you had on the screen will be put into effect. You can start the game any time you wish.

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THE OPTION FEATURE

The OPTION feature is controlled by the OPTION key on the computer console. Whenever you see OPTION on the screen, either 1-PLAY or 2-PLAY will appear after it. By pressing the OPTION button, you can change the 1-PLAY to 2-PLAY.

1-PLAY means that one player, using a joystick plugged into controller jack number 1 will play.

2-PLAY means that two players, player 1 using a joystick plugged into jack 1 and player 2 using joystick plugged into jack 2 will play against each other.

THE SELECT FEATURE

The SELECT feature is controlled by the SELECT key on the computer console. Whenever you see SELECT on the screen, either RESTART or CONTINUE will appear after it. By pressing the SELECT button, you can change the RESTART to CONTINUE.

RESTART means that the game will start over from PHASE 1.

CONTINUE means that the game will continue from whatever PHASE you left off.

THE PAUSE FEATURE

If during the course of the game, you press any key (except the BREAK key) on the keyboard, the screen will turn white and the game will PAUSE. Pressing any key again will turn the screen back to its normal color; the game will wait a couple of seconds, then resume play.

Note: Your computer has an automatic protection device to prevent any damage to your TV set. Periodically, the screen may turn to subdued shades of color. Depressing the space bar will reset the normal colors automatically. No damage has occurred to your set, and continued play will not cause any problem.

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THE DISPLAY

The SCORE is shown at the top of the screen.

The number of players the contestant has left are shown in the upper right hand corner as a group of little images.

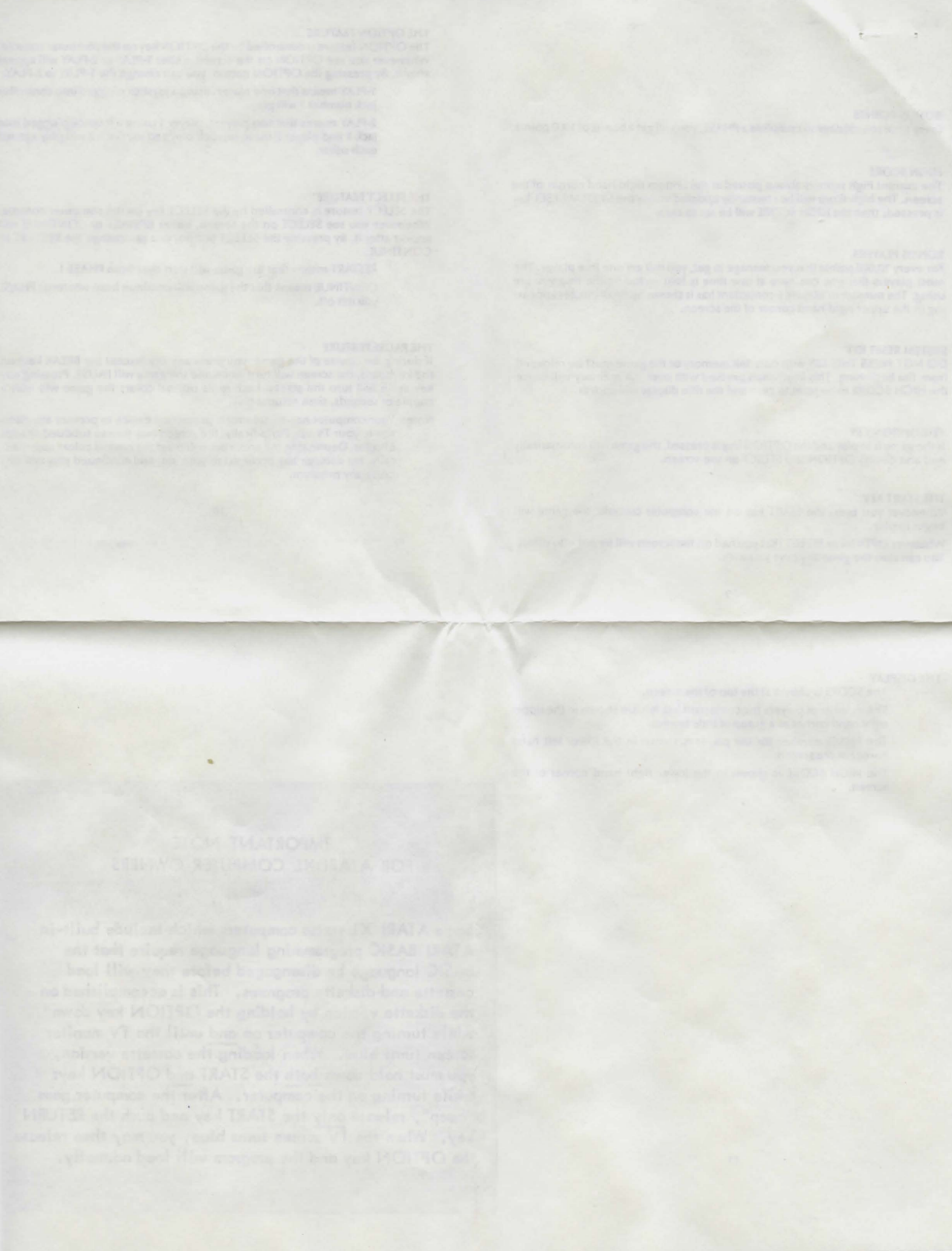
The PHASE number for the player is shown in the lower left hand corner of the screen.

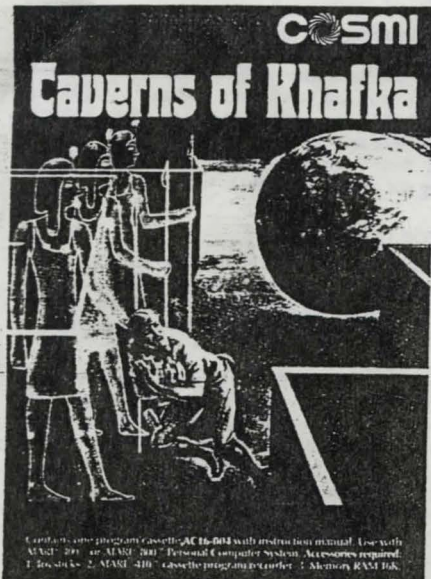
The HIGH SCORE is shown in the lower right hand corner of the screen.

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IMPORTANT NOTE FOR ATARI XL COMPUTER OWNERS

Some ATARI XL series computers which include built-in ATARI BASIC programming language require that the BASIC language be disengaged before they will load cassette and diskette programs. This is accomplished on the diskette version by holding the OPTION key down while turning the computer on and until the TV monitor screen turns blue. When loading the cassette version, you must hold down both the START and OPTION keys while turning on the computer. After the computer goes "beep", release only the START key and push the RETURN key. When the TV screen turns blue, you may then release the OPTION key and the program will load normally.





Caverns of Khafka

by
Robert T. Bonifacio

A 4 level, multi-scrolling screen adventure game requiring skill, planning and logic, designed in 16K RAM for the Atari® 400,™ 600XL,™ 800,™ 800XL,™ 1200XL,™ 1400XL,™ 1450XLD™ Personal Computer Systems.

GAMES WORTH PLAYING

Atari® 400,™ 600XL,™ 800,™ 800XL,™ 1200XL,™ 1400XL,™ 1450XLD™ are registered trademarks of Atari® Inc.

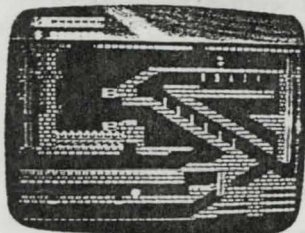
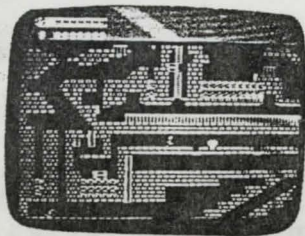
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INSTRUCTIONS



Caverns of Khafka

by Robert T. Bonifacio

But wait . . . more caverns lie beyond, more treasure, more challenges, more risks. Climb ladders into ascending corridors, duck under and leap over obstacles, but watch out for the moving walls and platforms. Caverns of Khafka is full of adventure and excitement with a never ending variety of challenges requiring strategy, planning, logic and quick reflexes. Definitely not for the "faint hearted."

SYSTEM REQUIREMENTS

- 1.) The Caverns of Khafka cassette or diskette.
- 2.) Atari® 400/600XL/800/800XL/1200XL/1400XL/1450XLD,™ computer.
- 3.) Atari® 410/1010™ cassette program recorder or Atari® 810/1050™ disk drive.
- 4.) One joystick controller.

LOADING THE PROGRAM

CAVERNS OF KHAFKA is a machine language game program and therefore does not use a BASIC cartridge. It is designed in 16K RAM and is loaded by the following steps in exact order:

CASSETTE VERSION

- 1.) Turn off the Atari® 400/600XL/800/800XL/1200XL/1400XL/1450XLD™ and remove all cartridges from the program cartridge slots (including game cartridges and BASIC cartridge). This game will not load if any cartridge slots are occupied.
- 2.) Connect the cassette recorder to the PERIPHERAL jack of the computer. (Make certain the recorder is as far removed from the TV set or monitor as possible.)
- 3.) Make sure that the cassette is completely rewound to the beginning of Side 1. (The tape pack should appear on the left side when looking down into the cassette window.) Place the cassette in the recorder and press the PLAY button. Note: If you experience any difficulty loading the program after completing step number 7, try again. A back up copy of the program is available on the other side if you flip over the cassette and rewind it to the beginning.
- 4.) Push the yellow START key on the right of the Atari® and KEEP IT DOWN.
- 5.) Turn on the computer. It will beep once to let you know it is ready to load the tape. When it beeps, release the START key.

OVERVIEW

Search for the fabled treasure of the Pharaoh Khafka. Deep inside the caverns of the tomb lurk untold dangers and challenges barring your path to all the riches of the lower kingdom. Find ways to unlock passages darkened for centuries; elude deadly crawling bats; avoid poisonous underground pools of acid; dodge boulders rolling through the Grand Gallery and, finally, reach the Kings Chamber where the wealth of centuries awaits.

- 6.) Press the RETURN key on the keyboard. The cassette player will begin to run and the program will load. It will take several minutes to complete loading because of the length of the program. If you like, you can turn up the TV volume to hear the loading process and verify that all is proceeding correctly.
- 7.) When the entire program is loaded, the cassette player will stop automatically and you will be ready to begin the game. You should rewind the cassette and put it back in the box.

DISKETTE VERSION

- 1.) Turn off the Atari® 400/600XL/800/800XL/1200XL/1400XL/1450XLD™ and remove all cartridges from the program cartridge slots (including game cartridges and BASIC cartridge). This game will not load if any cartridge slots are occupied.
- 2.) Connect the disk drive to the PERIPHERAL jack of the computer. (Make certain the disk drive is as far removed from the TV set or monitor as possible.)
- 3.) Turn on the disk drive and insert the diskette. Close the disk drive door.
- 4.) Turn on the computer. The program will automatically load and run in a few seconds.
- 5.) When the entire program is loaded the disk drive will stop automatically and you will be ready to begin the game. You should turn off the disk drive, remove the diskette and put it back in the box. (Do not place the diskette on the computer or TV set as their electrical fields may damage the program recording.)

NOTE: It is essential with both versions of CAVERNS OF KHAFKA that you start with the computer turned "off" and with no program cartridges in the computer cartridge slots (left or right).

USING THE JOYSTICK CONTROLLER

Walking: The man will walk to the left if the joystick is pushed to the left. The man will walk to the right if the joystick is pushed to the right.

Ducking down: The man will duck down to allow you to dodge boulders, poisonous darts, cavern walls and bats. To duck down, pull the joystick back or away from the TV set. The man will only stay in a ducking position if the stick is pulled

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Blue walls – these walls will cause the man to face in the opposite direction if the man walks into these walls. Also, the man will die if he jumps into these walls. However, if the blue walls turn white, the man can then jump through these walls without any harm, but beware that several jumps may be necessary to completely go through the walls.

Ladders – If the man gets on a ladder, he may go up, down, left and right by moving the stick in the direction he wishes to go. NOTE: You cannot jump off of a ladder or duck down on one. In stages 2-4 the long double ladder contains a "Ladder Monster" which moves up and down and will destroy you. You must hide on the adjacent ledges when he passes by.

Acid pits – These pits are orange-red and will kill the man if the man's head touches the acid or the bubbling acid that appears on certain acid pits. His body is protected by an acid resistant suit.

Orange walls – are deadly if the man hits his head on them.

Moving floors – There are two types of moving floors. Floors that move up and down and floors that move left and right. Note that floors moving left and right can and will slip out from under the man's feet so watch out!

Boulder – The boulder in one of the Grand galleries will kill the man if it runs over him. The only way to avoid the boulder is to run to one of the two small pits in the ground and duck down when the boulder rolls over.

Boat – The boat that goes back and forth over the acid grotto is used by walking on the boat and then walking with the boat in the direction the boat is moving. Not moving while on the boat will cause the boat to slip out from under the man and he will fall into the acid and die.

Bats – There are two types of bats. Blue bats which only appear on level 2 cannot kill the man but they can block the man while he walks past. To get past a blue bat you must either jump or duck while moving in the direction you wish to go. Be careful of bats near up-down moving floors and acid pits. Red bats appear in levels 3 and 4. These bats will kill your man if they touch his head but will not pre-

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back. The man will stand up automatically if the stick is pushed in any other direction. If you pull down at an angle in the direction the man is facing (135° or 225°), the man will jump while in a ducking position when the button is pushed.

Jumping: The man will jump straight up if the joystick button is pressed and the joystick is not pushed in any direction. The man will walk and jump to the right if the joystick is pushed to the right and then the joystick button is pressed. The man will walk and jump to the left if the button is pressed while the joystick is pushed to the left. If you push the joystick handle up at an angle in the direction the man is facing (45° to 315°), the man will jump from a stationary standing position when the button is pushed. (This is especially important when attempting to leap into small crevices or over bubbling acid. Walk your man to the appropriate position, stop, and then jump by placing the joystick at the necessary angle and then pressing the joystick button).

PLAYING CAVERNS OF KHAFKA FOR THE FIRST TIME

After CAVERNS OF KHAFKA has loaded in, you will see the title of the game. To play the game, press the START button. NOTE – the GAME OVER words will appear slightly to the right of the center of the screen when the game is over. Also, the game will switch back and forth from the title screen to the playfield if the game is over.

Your man will appear near the top left area of the screen. You may now move right, left or jump through the hole above you. (HINT: The first time you play CAVERNS OF KHAFKA it is worthwhile to jump through the hole and begin walking to the right. As the screen begins scrolling, you will be able to see the treasures and caves of the upper level; however, the lower level will still remain hidden from view. You will notice that in addition to the first hole there are two other holes with ladders which will lead you down to treasures. These holes and ladders may only be entered when properly aligned so that they are not covered by the printed words at the top of the screen.)

Obstacles: The obstacles in the game are: Green walls – hitting your man's head on the green walls will cause 10 bonus points to be subtracted from your bonus. The man cannot walk through or jump through the green walls at any time.

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sent a problem as far as moving your man past them. All bats can be killed if the blue walls are white which occurs for a short period of time whenever you have gotten ten treasures. You receive 2,000 points for each bat you destroy.

Darts – There are darts at the higher levels that move across the screen horizontally. These darts will kill your man if they hit any part of the man's body except if the blue walls are white.

Treasures – Treasures are what your man tries to get in the cave. To pick up a treasure just get your man over the treasure and then that treasure will disappear. Every time you get a treasure you will receive the amount of bonus points remaining on the counter and the bonus will be reset to whatever level you are playing.

Scoring of treasures: 200 points for a key, 300 points for a skull, 400 points for a lizard head, 500 points for a snake.

Bonus scores are as follows: 2,000 points for level 1; 5,000 points for level 2; 10,000 points for level 3; and 30,000 points for level 4. You collect the bonus every time you get a treasure. If the bonus counts down to zero, you will lose one man. When the bonus gets lower than 100, the top of the screen will turn red.

Invincibility time – Each time you collect ten treasures, you will receive a short period during which you are invincible to the caverns dangers. The screen color will change, the blue walls will turn white (which allows you to pass through) and you will be able to destroy the blue and deadly red bats. Use this time judiciously and rid the caverns of as many bats as possible, but beware if you are in a fatal area when your time is up, you will be destroyed!

The screen area: The high-score appears in the upper left corner of the screen in black on white numbers. The regular player's score appears right below the high score. The number of players that you have appears next to the word LOSE. The bonus is next to the word BONUS. The number of treasures that you have to get is next to the word GET. Remember, for every 10 treasures that you get, you will receive some free time to be invincible to all acid pits, darts, boulders and you can also kill the bats in the cave. The Stage or level that you are at is right after the

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word STAGE. There are 4 stages of Caverns of Khafka. When you complete one Stage, you will be awarded 2 extra players and then you will go up to the next Stage.

Free Player — A free player is awarded for every 20 treasures that you get in each level and up to 9 players can be collected in a game.

Hints — There are various spots in the cave that are secret passages that can be passed through if you duck down in the right spot. These are usually near up-down blocks. The man can also climb UP certain pits if he ducks down with his back to a wall and presses the jump button. Time the tenth treasure that you get so that you are near some bats so that you can use the full time of invulnerability to kill as many bats as possible.

STAGES

STAGE 1 — This is the easiest Stage. You must only get 40 treasures and the bonus starts at 2,000 points. There are no bats or darts or ladder monsters at this level.

STAGE 2 — This stage has deadly darts, Blue bats, and a ladder monster. You must get 60 treasures and the Bonus starts at 5,000 points.

STAGE 3 — This stage has deadly darts, Red killer bats and the ladder monster. You must get 70 treasures and the Bonus starts at 10,000 points.

STAGE 4 — This stage is the hardest for it has every type of danger possible plus darkness has set in on the cave and you can no longer see the green bricks. You must find your way through the cave by looking at ladders, acid pits, waves in the grotto for the boat, blue dots for the pits in the boulder area and bubbling acid for the way the up-down blocks are moving. You must get 80 treasures and the Bonus starts at a hefty 30,000 points.

COMPUTER KEYS

Function keys — The START key will start the game at whatever level you left off during or after a game is over. It will also go to the game screen if the title page is displaying. The title page will automatically cycle through if an ended game is

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left on for a while. The SELECT key will end a game if it is pressed. This allows one to view portions of the screen for a longer time by moving your man to the spot you wish to look at and then pressing SELECT. The OPTION button, when pressed, will RESTART the game at STAGE 1.

The SYSTEM RESET key will show the title page if it is pressed. However, the SYSTEM RESET should not be pressed if your computer has only 16K of RAM.

IF YOU CANNOT LOAD THE PROGRAM

- 1.) Check to make certain there are **no cartridges** in the computer cartridge slots (including the BASIC cartridge or any other program or game cartridges).
- 2.) Check your equipment carefully to be sure that all cables and connections are correct and tightly inserted to load again. On the cassette version a duplicate copy of the game is recorded on side 2. (The side without a label.) Turn the cassette over to side 2, rewind to the beginning and attempt to load again.
- 3.) Re-read the section in the manual about loading machine code programs from cassette tape and diskette. Try to load again.
- 4.) If you can adjust the volume and tone settings on your recorder, try different settings.
- 5.) If possible, load another program from a tape or diskette you know works on your computer. This will prove that your equipment works. Try once more to load your game.
- 6.) The normal reason cassette tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to load tapes made on a different recorder for this reason. Be sure that your tape recorder heads are properly aligned. Your local computer store or dealer can help with this.
- 7.) If the program still cannot be loaded, send the cassette or diskette, with a description of the problem (what the computer displays on the screen, if anything, when you try to load the program or play the game) and what you did to try to correct the problem.

Defective cassettes or diskettes will be replaced at no charge.

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WARRANTY

This article will be replaced if found to be defective in material and/or workmanship within 90 days of purchase. This shall constitute the sole remedy of purchaser and the sole liability of manufacturer. To the extent permitted by law, the foregoing is exclusive and in lieu of all other warranties or representations whether expressed or implied, including any implied warranty of merchantability or fitness. In no event shall manufacturer be liable for special or consequential damages.

PROGRAMMER BIOGRAPHY — Robert T. Bonifacio

Robert's latest game is truly amazing! Most experts who have reviewed the game cannot believe that he has compacted so much action, animation, color, sound and scrolling screen size into a 16K RAM PROGRAM. Bob is used to amazing his contemporaries with his programming skill as he has already proven with his award winning AZTEC CHALLENGE and current "hit" THE E FACTOR. So far he has scored over 8,000,000 points on CAVERNS OF KHAFKA.

Note: Atari® 400/600XL/800/800XL/1200XL/1400XL/1450XLD/410/1010/810/1050™ are registered Trademarks of Atari® Inc.

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IMPORTANT NOTE FOR ATARI XL COMPUTER OWNERS

Some ATARI XL series computers which include built-in ATARI BASIC programming language require that the BASIC language be disengaged before they will load cassette and diskette programs. This is accomplished on the diskette version by holding the OPTION key down while turning the computer on and until the TV monitor screen turns blue. When loading the cassette version, you must hold down both the START and OPTION keys while turning on the computer. After the computer goes "beep", release only the START key and push the RETURN key. When the TV screen turns blue, you may then release the OPTION key and the program will load normally.

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ATARI®

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**FORBIDDEN
FOREST**

by
Paul Norman
Atari® conversion by
Vance Kozik

An exciting, daring and skillful game designed for all ATARI® Personal Computer Systems.

GAMES WORTH PLAYING

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COSMI 904 Silver Spur Road, Suite 402, Rolling Hills Estates, California 90274
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INSTRUCTIONS



**FORBIDDEN
FOREST**

by Paul Norman

OVERVIEW

At first glance it looks like a pleasant wooded glade on a peaceful, mild day. Watch out! It's a giant spider! RUN! You don't know how it happened; you don't know how you got here, but, unfortunately, you've wandered into the FORBIDDEN FOREST! You'll find a bow in your hand and a quiver full of arrows on your back, as well as four more full quivers on the ground beside you. You're going to need them.

The Forbidden Forest is a place on this world but certainly not of this world. It is a place of unrelenting terror and trial. It is ruled by the dreaded Demogorgon – demonic king of monsters. He will send in his horde of grisly creatures against anyone who dares enter his realm. And if by some miracle, or your own skill, you should vanquish his army, you will have to face the Demogorgon himself. A word of encouragement: no one has ever returned from the Forbidden Forest alive!

There are five different areas of the forest in which to do battle and you may enter any one of them at any time by running in either direction as they flow into each other, creating one large forest. The sky slowly darkens as you go from late

afternoon to the dead of night. Together, these features offer multiple and varied environments. Within this ever changing arena, you will face increasingly difficult levels of adventure with five different challenges in each level. Fight your way through bloated bees and winged dragons and killer skeletons, and more, to come face to face with the ultimate terror – the Demogorgon!

SYSTEM REQUIREMENTS

- 1.) The Forbidden Forest cassette or diskette.
- 2.) Atari® 400/600XL/800/800XL/1200XL/1400XL/1450XLD,™ computer.
- 3.) Atari® 410/1010™ cassette program recorder or Atari® 810/1050™ disk drive.
- 4.) One joystick controller.

**IMPORTANT NOTE
FOR ATARI® XL COMPUTER OWNERS**

Some ATARI® XL series computers which include built-in ATARI® BASIC programming language require that the BASIC language be disengaged before they will load cassette and diskette programs. This is accomplished on the diskette version by holding the OPTION key down while turning the computer on and until the TV monitor screen turns blue. When loading the cassette version, you must hold down both the START and OPTION keys while turning on the computer. After the computer goes "beep," release only the START key and push the RETURN key. When the TV screen turns blue, you may then release the OPTION key and the program will load normally.

LOADING THE PROGRAM

FORBIDDEN FOREST is a machine language game program and therefore does not use a BASIC cartridge. It is designed in 16K RAM and is loaded by the following steps in exact order:

CASSETTE VERSION

- 1.) Turn off the Atari® 400/600XL/800/800XL/1200XL/1400XL/1450XLD™ and remove all cartridges from the program cartridge slots (including game cartridges and BASIC cartridge). This game will not load if any cartridge slots are occupied.
- 2.) Connect the cassette recorder to the PERIPHERAL jack of the computer. (Make certain the recorder is as far removed from the TV set or monitor as possible.)
- 3.) Make sure that the cassette is completely rewound to the beginning of Side 1. (The tape pack should appear on the left side when looking down into the cassette window.) Place the cassette in the recorder and press the PLAY button. Note: If you experience any difficulty loading the program after completing step number 7, try again. A back up copy of the program is available on the other side if you flip over the cassette and rewind it to the beginning.
- 4.) Push the yellow START key on the right of the Atari® and KEEP IT DOWN.
- 5.) Turn on the computer. It will beep once to let you know it is ready to load the tape. When it beeps, release the START key.
- 6.) Press the RETURN key on the keyboard. The cassette player will begin to run and the program will load. It will take several minutes to complete loading because of the length of the program. If you like, you can turn up the TV volume to hear the loading process and verify that all is proceeding correctly.
- 7.) When the entire program is loaded, the cassette player will stop automatically and you will be ready to begin the game. You should rewind the cassette and put it back in the box.

DISKETTE VERSION

- 1.) Turn off the Atari® 400/600XL/800/800XL/1200XL/1400XL/1450XLD™ and remove all cartridges from the program cartridge slots (including game cartridges and BASIC cartridge). This game will not load if any cartridge slots are occupied.
- 2.) Connect the disk drive to the PERIPHERAL jack of the computer. (Make certain the disk drive is as far removed from the TV set or monitor as possible.)
- 3.) Turn on the disk drive and insert the diskette. Close the disk drive door.

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PLAYING FORBIDDEN FOREST FOR THE FIRST TIME

After the title presentation is completed, the archer will appear and be ready for Joystick Control. *Press the START key to begin. (Pressing the OPTION key will end the game; move the Joystick to continue).* Nothing will happen until some Joystick input is received. Be Alert! Monsters can attack suddenly and without warning. (Hint: the best initial move would be to press the fire button to load an arrow so that you will be ready to fire). When something attacks, if you are ready, the creature can be hit and obliterated.

Note: If the attack catches you off guard or unloaded, then turn away from the creature and run. The creature will chase you, so keep running until you have lost it offscreen. If you are successful in either avoiding or killing the monsters, they will keep coming until you have killed the required number of them (see scoring). However, if you should be destroyed, the screen will go black for a moment, and then everything will return as before, waiting for your control. You can survive two attacks by each of the various monsters and return to continue the fight. Your score and number of kills thus far will be retained. However, the third attack is fatal. Your score is cleared and the game is officially over.

You may chose to start the game from the beginning by pressing the START key on the keyboard. If you do, you may proceed as before.

The continue option is primarily for practice. By pressing the fire button, the game will restart at exactly the point it stopped. The score will be zero but will continue to score normally.

If you should survive all five challenges the game will continue directly into the next level. (Note: If you should wish to stop the game at any point, press the SELECT key while the action is in progress and the game will pause; to begin move the Joystick.

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- 4.) Turn on the computer. The program will automatically load and run in a few seconds.
- 5.) When the entire program is loaded the disk drive will stop automatically and you will be ready to begin the game. You should turn off the disk drive, remove the diskette and put it back in the box. (Do not place the diskette on the computer or TV set as their electrical fields may damage the program recording.)

NOTE: It is essential with both versions of FORBIDDEN FOREST that you start with the computer turned "off" and with no program cartridges in the computer cartridge slots (left or right).

USING THE JOYSTICK

Plug the Joystick into CONTROL PORT NO. 1. Hold the Joystick with the red fire button in the upper left corner facing the TV. The Joystick has several functions in the game and the fire button is highly discriminated from the stick positions. Therefore, you should not press the fire button while holding the stick in any but the center position, or neither function will work. The fire button alternately reloads and fires. The first press will load an arrow from the quiver to the bow. The second press will fire the arrow. You are then ready to reload again. You must reload before you can fire.

Pushing the stick left or right turns the archer from side to side through eleven different shooting angles. By combining these angles with the trajectory positions you can hit any point from the top of the bow to the top of the screen. If the archer is turned completely to one side or the other and you continue to hold the stick in that direction, the archer will begin to run in that direction and will continue to run as long as the stick is held to that side. It is not possible to reload or fire an arrow while running, although if you are already loaded you will be ready to fire when you stop running.

The last function of the fire button is as a restart button after you have been destroyed by a monster.

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MONSTERS AND GAME HINTS

The first attack will come from the giant spiders. They will rush at you from either side unexpectedly. They will turn and turn back, they will dodge the arrows, but mostly they will go right for you; and they are hungry! The best shot is as soon as they appear but you can hit them right up to your nose. However, a miss at that range will prove most unpleasant, so be ready to run.

If you hear a buzz in the air, be careful. There is probably an obese bumble bee hovering overhead and he has a nasty stinger for you. He is not very smart but he's quick and difficult to hit. Aim carefully and keep away from him.

Favorite among the Demogorgon's hoardes is the dragon. He might use the surprise attack from either side. But he will always end with a blast of fire. If you hesitate for an instant you will become the guest of honor at the Dragon's private barbecue. Shoot for the head; it is his only vulnerable spot. You can rack up points for hits on the body but you must hit the head for a kill.

Congratulations, if you vanquished the Dragon, St. George will be proud. But you have made the Demogorgon very angry. He will now send out his right-hand man; the Forest Phantom with his personal contingent of killer skeletons. The phantom will stand back watching while his calcified children attack relentlessly trying to shishkabob you with their spears. You can kill the skeletons but they'll keep coming until you can get a dead shot off at the Phantom himself. Aim directly for his hooded face.

Now you've done it. You have killed the Demogorgon's pet phantom. That was the last straw. The sky blackens in his wake. Lightning heralds his approach. In the flashes of lightning you may catch a glimpse of a gargantuan figure in the distance. First he is here, then over there. He is invulnerable - except for one small spot just about between his eyes. He is coming closer. You have 80 arrows to make the shot. Wait for the flash and aim at his head. Remember this: you have only one chance at the Demogorgon.

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SCORING

		KILLS REQUIRED
SPIDER	1000 pts	4
BEE	2000 pts	1
DRAGONS	4000 pts	1
SKELETONS	1000 pts	- UNTIL PHANTOM KILLED -
PHANTOM	6000 pts	1
DEMOGORGON	10000 pts	1

You will receive 10 extra arrows for killing the bee or the phantom. You receive one extra player for killing the Demogorgon. Higher levels require quicker reflexes.

IF YOU CANNOT LOAD THE PROGRAM

- 1.) Check your equipment carefully to be sure that all cables and connections are correct.
- 2.) Re-read the section in the manual about loading machine code programs from cassette tape and diskette. Try to load again.
- 3.) If you can adjust the volume and tone settings on your recorder, try different settings.
- 4.) If possible, load another program from a tape or diskette you know works on your computer. This will prove that your equipment works. Try once more to load your game.

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5.) The normal reason cassette tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to load tapes made on a different recorder for this reason. Be sure that your tape recorder heads are properly aligned. Your local computer store or dealer can help with this.

6.) If the program still cannot be loaded, send the cassette or diskette, with a description of the problem (what the computer displays on the screen, if anything, when you try to load the cassette or diskette or play the game) and what you did to try to correct the problem.

Defective cassettes or diskettes will be replaced at no charge.

Note: Your computer has an automatic protection device to prevent any damage to your TV set. Periodically, the screen may turn to subdued shades of color. Depressing the space bar will reset the normal colors automatically. No damage has occurred to your set, and continued play will not cause any problem.

WARRANTY

This article will be replaced if found to be defective in material and/or workmanship within 90 days of purchase. This shall constitute the sole remedy of purchaser and the sole liability of manufacturer. To the extent permitted by law, the foregoing is exclusive and in lieu of all other warranties or representations whether expressed or implied, including any implied warranty of merchantability or fitness. In no event shall manufacturer be liable for special or consequential damages.

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PROGRAMMER BIOGRAPHY - Paul Norman

Paul Norman is one of COSMI's newest programmers. Although some players of "Forbidden Forest" may think Paul has a "weird" sense of humor, there is no doubt that he has an exceptional imagination. Because of his previous background as a musician, Paul was able to write all of the original music for "Forbidden Forest" as well as program the entire game. Congratulations!

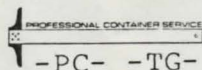


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-PC--TG- 787

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The first of these is the fact that the...
the second is the fact that the...
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