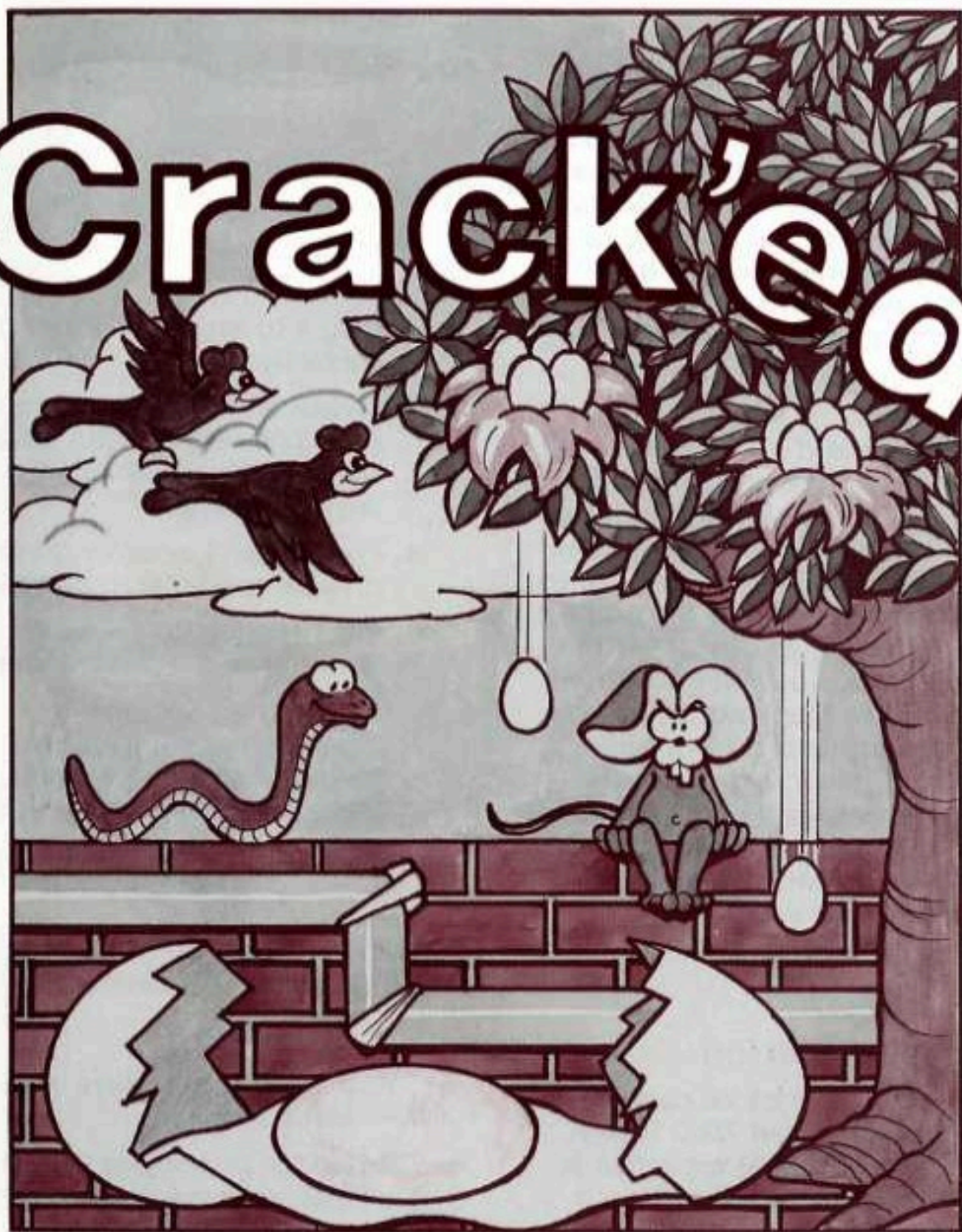


Crack'ed™



As a professional ornithologist, you're thrilled to find out that some rare South American hornbills have nested in your "old yolk tree." But while the hornbills are out feeding, a group of mischievous blue-birds, owls, and snakes begin raiding their nests and stealing eggs.

Horried, you get out your slingshot and begin hitting the marauding creatures. But you have to be careful. If you hit an egg-carrying bird, it drops the egg and you have to act fast to catch it before it hits the ground and return it to a nest. At the same time, you have to watch for snakes that may be sneaking up to nests and gobbling eggs. If you can protect the eggs long enough, you can take them to another nesting site. But watch out, egg-stealing creatures are everywhere!

Getting Started

1. Insert the Crack'ed cartridge into your Atari 7800 Video Game System as explained in your Owner's Manual.

2. Plug a controller into the left controller port.
3. Switch on your television; then press **[Power]** on your 7800 console. The Crack'ed title screen will appear.
4. Press **[Reset]** or either button on your controller to start play.
5. Press **[Pause]** to pause the game; press it again to resume play.
6. During play, you can press **[Reset]** to start a new game, or **[Select]** to return to the title screen.

Playing the Game

The Egg Raids

Your goal is to prevent eggs from being stolen.

When the game starts you have five nests with five eggs in each

Eggs-ercise Your Skills!

nest. Use the controller to position the cross hairs on a creature and press the left controller button to shoot.

If you shoot an egg-carrying creature, the egg drops to the ground with a sickening "crack!" unless you catch it by quickly positioning the cross hairs under the falling egg while holding down the right controller button. Once you catch an egg, carry it to a nest and release the right button to deposit it. A nest cannot hold more than five eggs.

If you have at least one egg left at the end of a raid, you go on to the next level. Raids may take place at different nesting sites. Each nesting site has its own set of egg-stealing creatures, but the actions of shooting creatures and retrieving falling eggs are the same at each site.

The game ends when all eggs are gone.

Assault at the Rooster Ranch

When you move on to a new nesting site you will pass by the rooster ranch. There you endure the indignity of being pelted with eggs unless you can hit the rooster first.

When the rooster pops up behind a nest, use the controller to point the bottom and right screen arrows at the rooster's face and fire. If your aim is true, the egg goes "splat!" on the rooster's face and you earn bonus points. If you miss, you make a mess of the roost and lose points.

When you arrive at the rooster ranch you are given a stash of 10 eggs. You earn 200 points each time you hit a rooster, and you lose 100 points and an egg each time you throw an egg and miss. If a rooster comes and goes and you don't throw an egg at it, you lose 100 points.

Nesting Sites

Crack'ed has five nesting sites, each with its own set of sneaky egg-stealing creatures.

Nesting Site	Creatures
Tree	Bluebirds, owls, and snakes
Sewer	Dunglings, rats, and dragonflies
Sea	Squid, anchovies, and bubbles
Dungeon	Ghosts, skeletons, and bats
Moon	Aliens, meteors, and spaceships

Egg Protection Strategy

Try to hit creatures before they get an egg. You can score more points by catching falling eggs and replacing them in a nest, but while you do so other eggs may be carried away.

Shoot egg-carrying creatures as high as possible. If you hit them too close to the ground, you won't have time to catch the egg.

Try to shoot egg-carrying creatures over a nest so the egg drops into the nest.

Concentrate on defending the eggs in one nest.

While defending the old yolk tree, concentrate on shooting birds rather than snakes.

Crack'ed Creatures



Bluebird



Owl



Snake



Dungling



Rat



Dragonfly



Squid



Anchovy



Bubble



Ghost



Skeletons



Bat



Alien



Meteor



Spaceship

Scoring

During an Egg Raid

Finishing a raid with a dozen or more eggs	500 points per dozen
Returning an egg to a nest	300 points
Catching an egg	200 points
Shooting a creature	100 points
Each egg remaining at the end of a raid	100 points

The remaining eggs are displayed at the end of each raid. Each dozen appears in an egg carton.

At the Rooster Ranch

Pelting a rooster	200 points
Getting pelted by a rooster's egg	-100 points
Failing to throw an egg at a rooster	-100 points

The total at the end of the rooster ranch bonus round is added to your total score.

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