

MENTAL KOMBAT

GAME PROGRAM™ INSTRUCTIONS



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Setting up the System

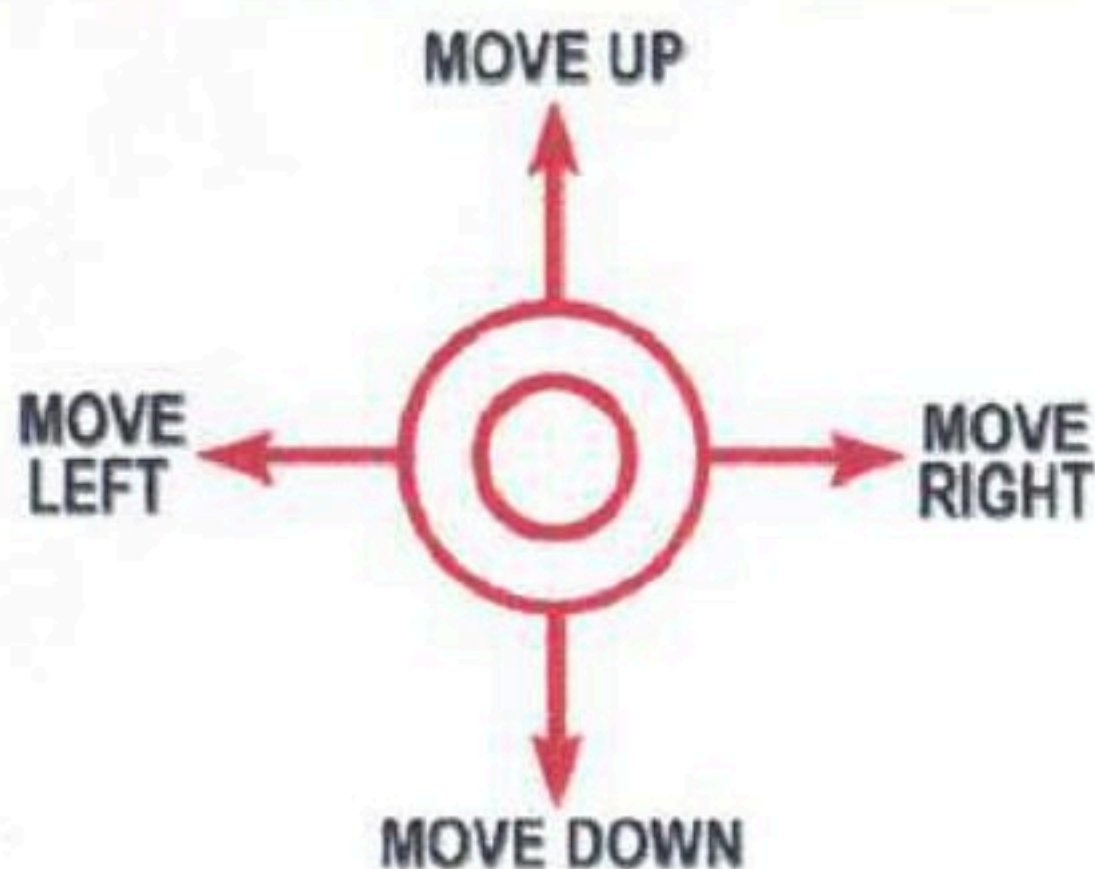
Mental Kombat is a game for two players. You can play with one or two joystick controllers. If only one controller is used be sure that it is plugged into the left controller jack. Always turn off the console power switch when inserting or removing a cartridge.

How to Play

Player 1 controls the red stones and Player 2 plays the yellow stones. The aim of both players is to build rows of four or more stones of their own color by moving the cursor and swapping colors with the cursor. The start pattern always shows 24 yellow and 24 red stones and the cursor in the middle. The amount of stones per color never changes and the cursor never represents or hides any color.

The players move the cursor after each other, the player to move is indicated by a flashing line below the players number at the bottom of the screen.

The cursor can be moved in the directions pictured at the right: Diagonal movement is not possible.



A move lets the cursor change its place with the next stone in the direction which you choose, no matter of which color the stone is. That means that you can move your own stones as well as the stones of your opponent.

You cannot move the cursor in all of the directions, because you cannot

undo the last move. A tone will remind you when the chosen direction is is not possible (at the borders or an illegal undo-move).

If four or more stones of one color are connected either vertically or horizontally, the player of the other color loses energy. The remaining energy is always shown at the bottom of the screen. If one player runs out of energy, the other player wins the match. There are three rows needed to eliminate the other players energy totally. A flashing bar means that only one last bit of energy is remaining.

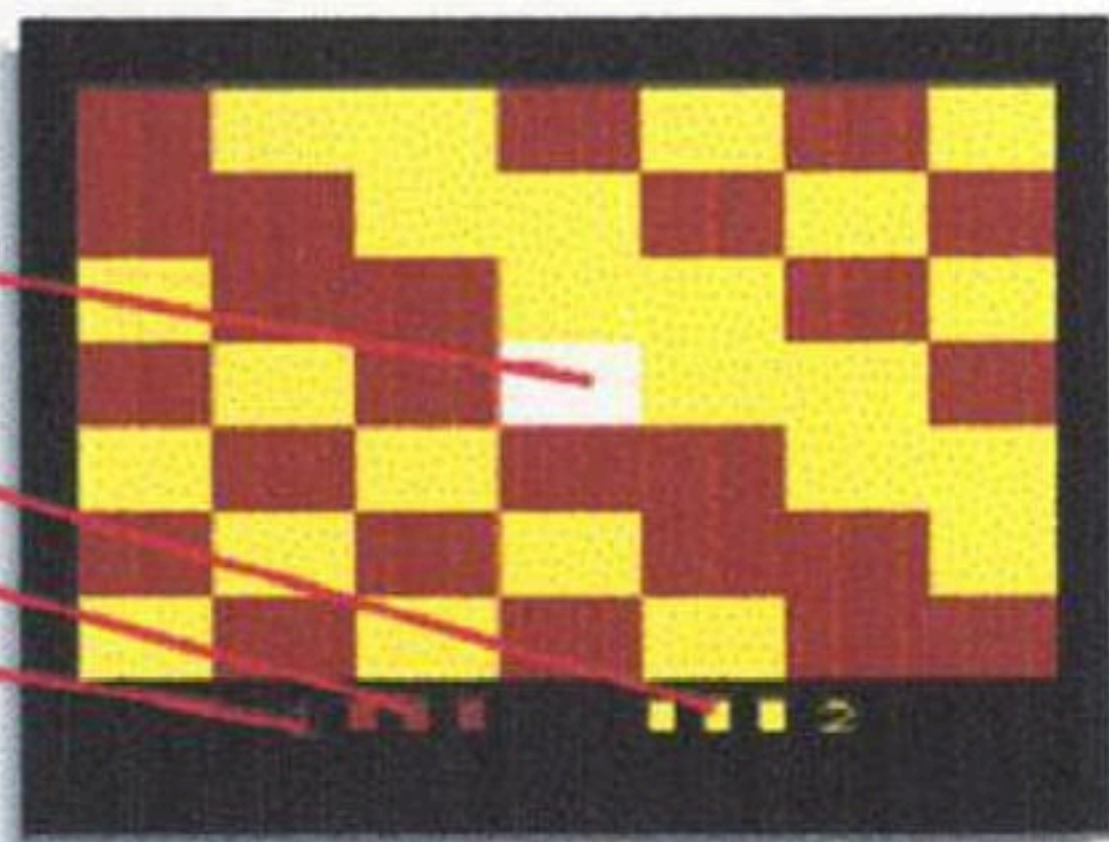
Important: Move carefully, because you could also connect a row of your opponent's color and that would of course lower your own energy!

Cursor

Energy Player 2

Energy Player 1

Indicator of who's to move



Console Switches

Use the **left difficulty** switch at any time to select the number of joystick controllers you want to use. "Easy" selects one joystick and "Hard" selects two joysticks. When playing with only one joystick, there is a pause of some seconds where no movement is registered. This gives you the possibility to hand over the joystick without choosing an unwanted direction.

Use the **right difficulty** switch at any time to select the amount of stones needed to build a row. "Easy" selects four and "Hard" selects five stones.

Press the **game reset** switch while playing the game to abort the current match and return to the introduction sequence. You have to press **game reset** as well if one player wins the game and the "Player X wins" message appears.

TV-mode Selection

This game program is compatible with both PAL and NTSC versions of the Atari Video Computer System. Use the **TV-Type** switch to select the TV-mode you want to use. "BW" selects PAL TV-mode and "Color" activates NTSC TV-mode. You can change the TV-mode at any time during the introduction sequence. Changing the TV-mode during gameplay itself will only affect the colors of the lower screen, but not the color of the board itself. Therefore it is recommended to choose the TV-mode during the introduction sequence.

NOTE: You can play with the wrong TV-mode if you want to get different colors for all the objects on screen (use NTSC-mode on a PAL system for example).



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Mental Kombat Label by Jason Parlee

Package and Instructions by Jason Parlee and Simon Quernhorst

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