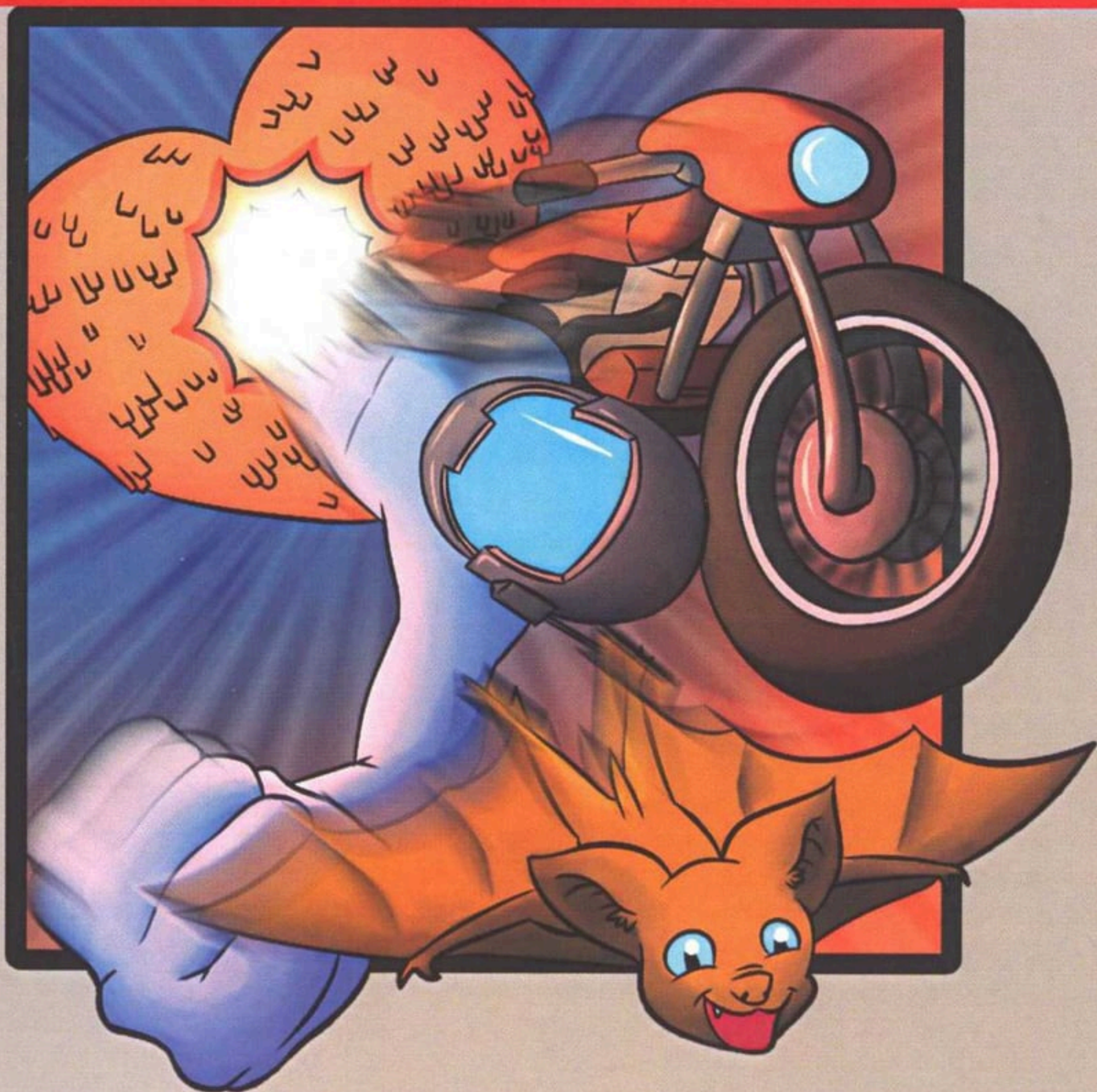


# ATARI<sup>®</sup> 2600<sup>™</sup>

## PIÑATA



# PIÑATA

What's your kind of game? Do you prefer action or arcade? One player or two player? Challenging or extra hard?

With **Piñata**, you have it all!

## MAIN MENU

Select from the five games in the **Piñata** collection:

**Heartbreak\***: Bounce your way through 16 challenging levels in this original arcade game about color.

**Ping**: Own the night as Ping the bat as she uses echolocation to navigate dark caves, eat bugs, and avoid hungry owls.

**Joyride\***: You are the ultimate daredevil. Speed down the highway and dodge traffic on your chopper.

**Fixer Fenix, Sr.**: Play as Fixer Fenix, Sr. as he uses his magic hammer to repair the damage done by Wrecker Ron.

**Flipside\***: Trapped by the interdimensional overlord Xen, you and your fellow captive must compete for his amusement.

\* Game has a competitive two player mode.

## ATARIVOX SUPPORT

All **Piñata** collection games have high score support. Plug an **AtariVox** or **Save Key** into the second controller port before powering on your Atari 2600. You will see the AtariVox logo and your high scores will be saved automatically.

High scores for each game can be seen on the main menu screen.

## MENU CONTROLS



- **Select Game**: left and right on controller or toggle select switch on console
- **Start Game**: press fire button or toggle reset switch on console
- **Return to Main Menu**: toggle select and reset simultaneously
- **Erase AtariVox High Score**: with game selected, hold fire button and toggle reset switch simultaneously
- **Access Credits Screen**: up on controller or wait 30 seconds
- **Scroll Credits**: up or down
- **Pause Credits**: left or right
- **Exit Credits Screen**: press fire button or toggle reset switch

## GAME CONTROLS



- **Reset Game**: toggle reset switch or press fire if the game was lost
- **Hard Mode**: set left difficulty switch into position A and reset game
- **Two Player Mode**: set right difficulty switch into position A and reset game
- **Pause Game**: set color/BW switch to "BW" position
- **Return to Main Menu**: toggle select and reset simultaneously



# HEARTBREAK

Are you in the mood for a relaxing game, a hard game, or a competitive two player game? **Heartbreak** is all three!

## HOW TO PLAY



The goal of **Heartbreak** is to clear all colored blocks from the screen. Match the right ball color to the blocks, but watch out! Some blocks need to be hit multiple times, and some can't be cleared at all. You control the blocks with **left** and **right** on a joystick or gamepad or by turning the knob on a driving controller.

To clear all blocks, you will often need to change your ball color to the heart's color by pressing the **fire button**. If there is no ball in play, one will be made. You get three lives for each level and the heart shows your remaining lives. If you lose all lives, the game is over.

**Tip:** If you find the color matches confusing, just remember how colors in finger paints work!

## COLOR TABLE

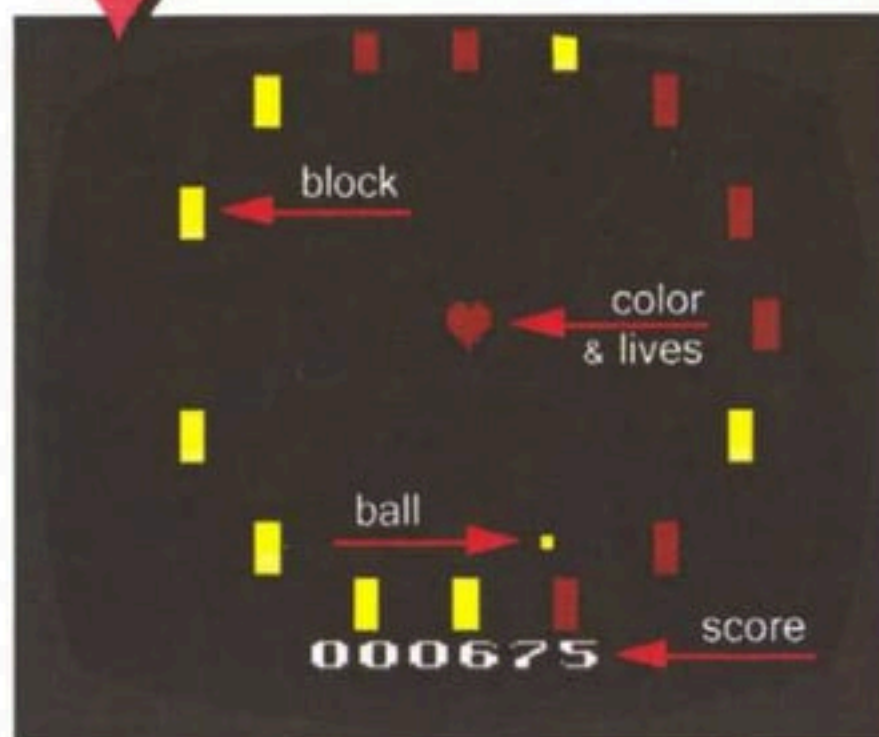
	Red	Yellow	Blue	Orange	Green	Purple	White	
Red	C	L	L	L	L	L	L	L
Yellow	L	C	L	L	L	L	L	L
Blue	L	L	C	L	L	L	L	L

C - block cleared    L - life lost

## DRIVING PADDLE



Prefer to play with an Atari 2600 Driving Controller? **Heartbreak** includes driving controller support for one and two player modes.



## SCORING

- **25 pts:** match ball to block color
- **50 pts / life\*:** gain an extra 50 points for each remaining life
- **50 pts / bounce\*:** gain 50 points for the max number of bounces you kept going without losing a ball
- **-50 pts:** on **normal difficulty**, you lose 50 points if your ball goes past the blocks
- **-200 pts:** on **hard difficulty**, you lose 200 points (and a **life**) instead of 50 for your ball going beyond the blocks

\* Points are given at the end of the level. Hard mode gives double point bonuses.

## TWO PLAYER MODE



When played in two player mode, the goal is to have a higher score than your opponent by the end of the game. The game continues until a player loses a level. If player one loses before player two, the second player will get a chance at the same level before the game is over.

Player one's score is displayed in **red** and player two's score is displayed in **blue**. At the end of the game, the final scores of both players will be alternately displayed. If the score flashes **yellow**, the game ended in a tie.

# PING

Darkness is all around you. Somewhere in the black, you hear feathers rustling: your mortal enemy lurks. Undaunted, you beat your wings and charge into the din, your rumbling stomach giving you all the courage you need.

## HOW TO PLAY

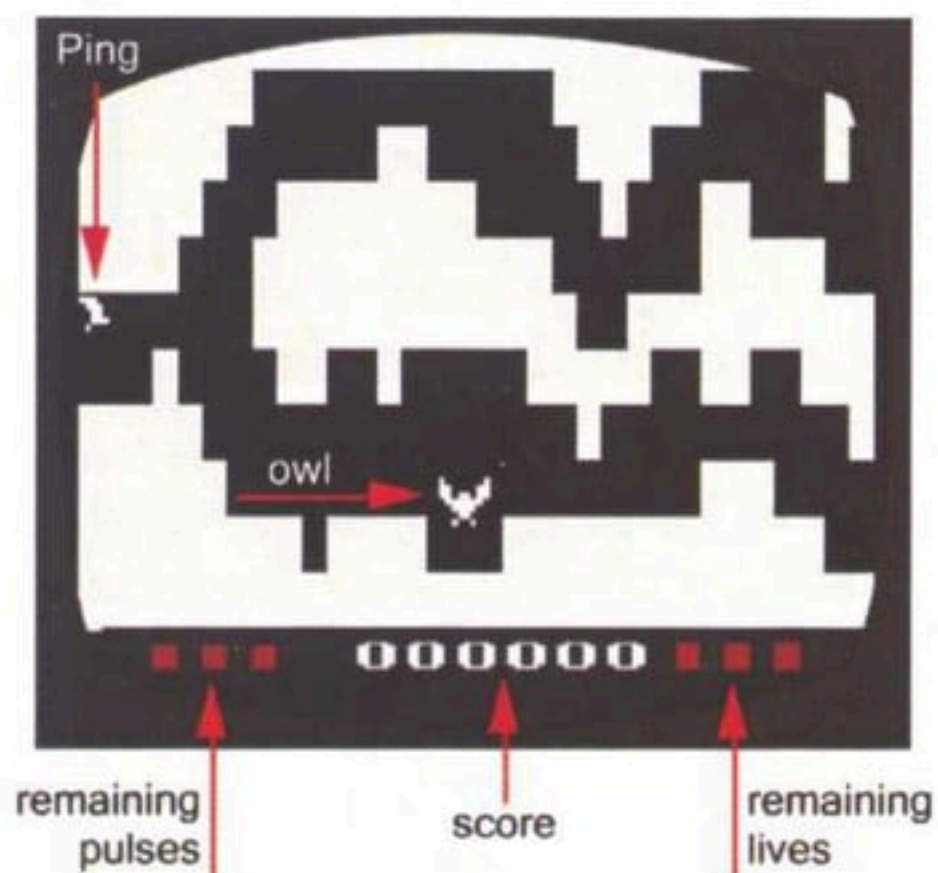


You play as a little brown bat named **Ping** as she navigates through dark caves using her **echolocation pulses** to find tasty insects and avoid hungry owls.

Move **Ping** using a joystick or gamepad and send out echolocation pulses by pressing the **fire** button. You get three pulses for each stage. If you run out, each extra pulse will take **50 points** off your score. On hard difficulty, you are not able to send out extra pulses.

Avoid **cave walls** and **owls**. If you hit a wall or are caught by an owl, you will **lose a life**. Lives can be regained by eating **insects** you will find in the caves. Once all lives are lost, the game is over.

**Tip:** Mosquitoes give you enough strength to beat owls in a fight, but that strength doesn't last forever.



## SCORING

- **50 pts:** gain points each time you eat a gnat or defeat an owl
- **100 pts:** mosquitoes give extra points and let you defeat owls for 20 seconds
- **25 pts / pulse\*:** unused echolocation pulses become bonus points
- **50 pts\*:** reaching the end of the stage gives you bonus points
- **100 pts\*:** reaching the end of the cave gives you a bonus
- **-50 pts:** on normal difficulty, you lose points for pulses after you have run out

\* Points are given at the end of the stage



## CREATURES

- **Cave Owl:** These predators fly silently, preventing you from distinguishing where they are without using echolocation.
- **Screech Owl:** Unlike cave owls, screech owls make loud calls as they fly, allowing you to tell where they are even without using echolocation.
- **Gnat:** Not the biggest mouthful, but they're food. Gnats give back a lost life and send out a pulse from the crunch.
- **Mosquito:** Your favorite snack! Mosquitoes are crunchy, nutritious, and make you feel like you could take on the world.

# JOYRIDE

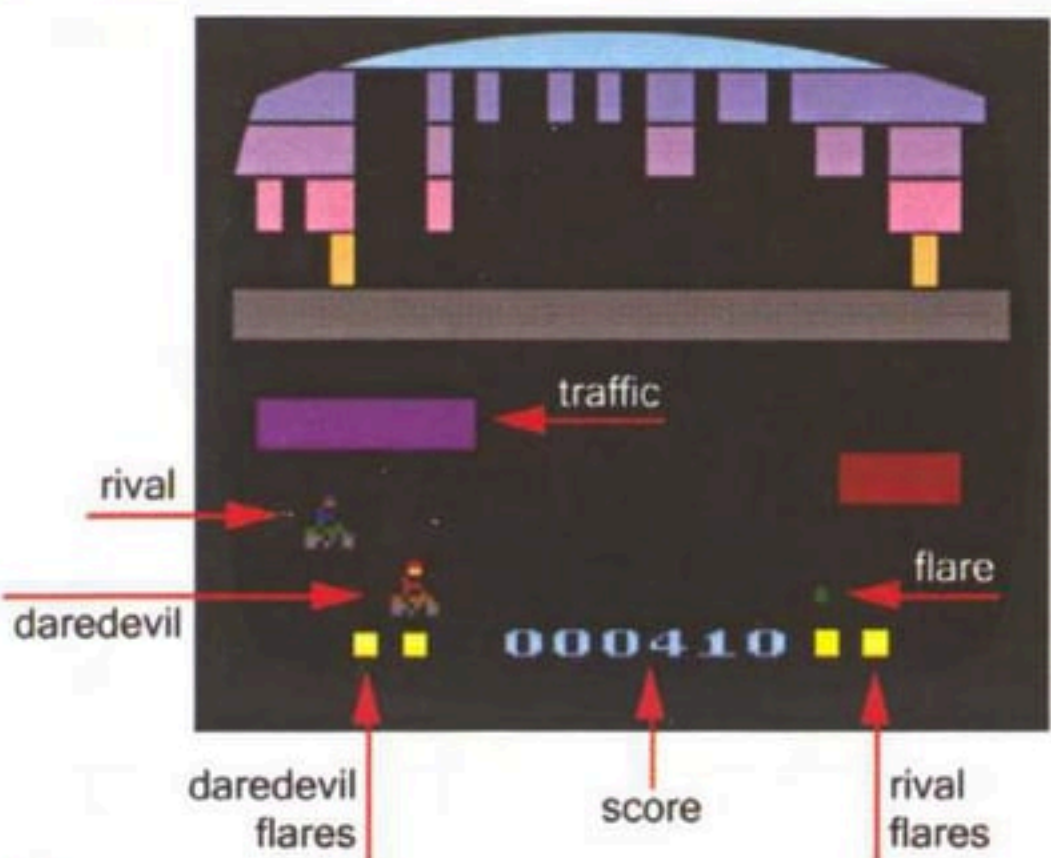
## TWO PLAYER MODE



The goal of **Joyride** is to have a higher score than your opponent. The game continues until both players crash. If one player remains alive, crashed players will **respawn** after ten seconds.

Each player can have up to three flares at a time. Keep in mind that one player's flare will benefit the other player just as much. Players could work together by firing their own flares to help their opponent out of a jam, or hoard all flares so their opponent has no way out of tight spots and is more likely to crash.

The daredevil's score is displayed in **red** and the rival's score is displayed in **blue**. At the end of the game, the final scores of both players will be alternately displayed. If the score flashes **yellow**, the game ended in a tie.



It isn't easy being a world-famous daredevil. The fans always expect something better than the last time, and you have to compete with rivals who want the fame all to themselves. This will show them!

## HOW TO PLAY



**D**art and weave through traffic as a death-defying daredevil or compete against a rival in two player mode. Use a joystick or gamepad to move and **avoid traffic**. If you crash, the game is over.

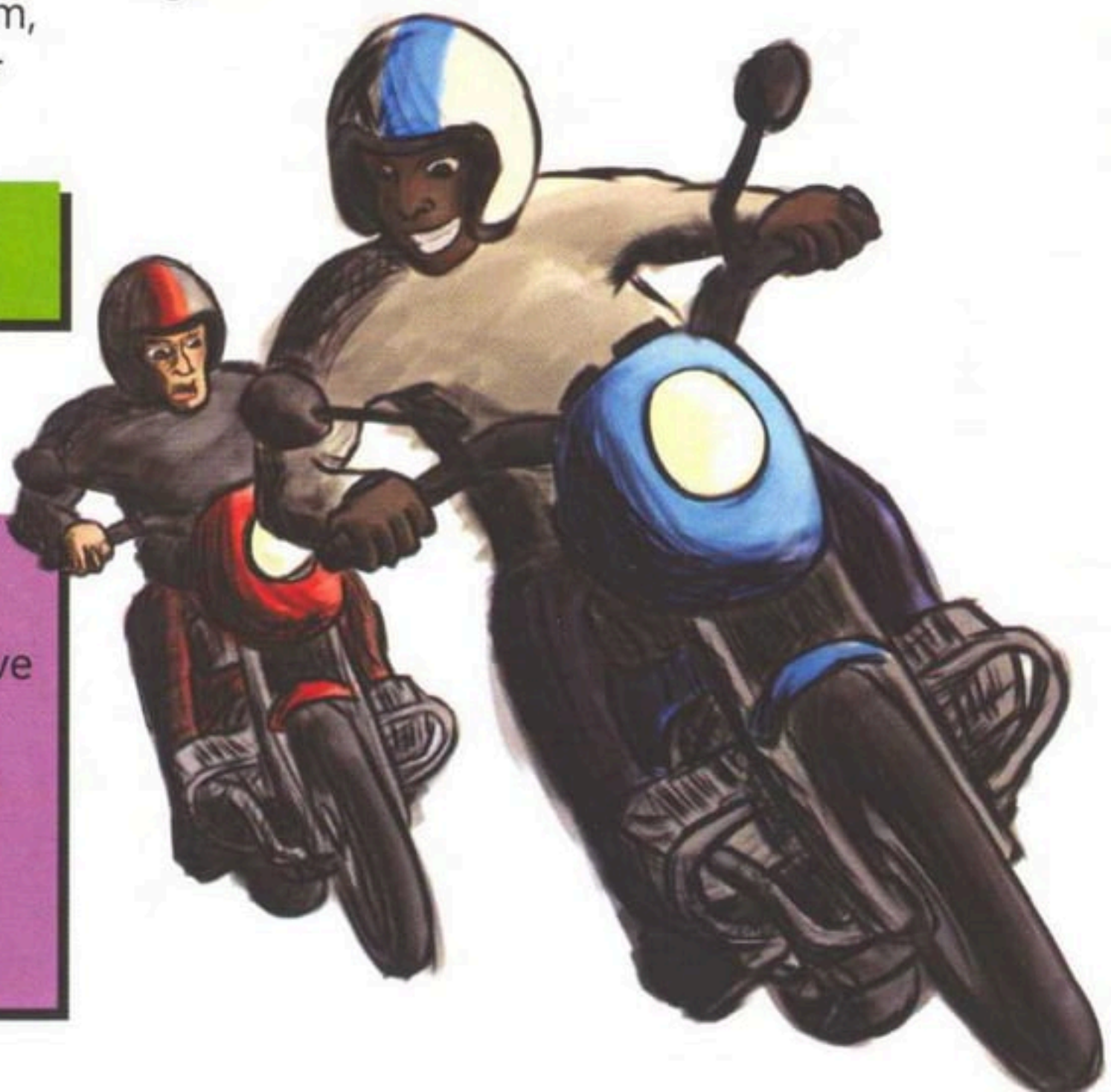
Grab up to three **flares** by touching them, then press **fire** to shoot a flare and clear all the traffic off of the road.

## SCORING

- **10 pts / sec:** stay alive
- **100 pts:** grab a flare

## STRATEGIES

- **Keep Moving:** don't be afraid to move forward or weave around traffic
- **Cooperate:** the game isn't over until both players crash, so work together
- **Use Flares:** don't hesitate to use a flare--there will be plenty more!



# FIXER FENIX

## SR.

Oh no! Wrecker Ron is at it again! He has climbed the Smalltown Tower and is breaking all the windows. It's up to **Fixer Fenix** and his magic hammer to fix it.

## HOW TO PLAY



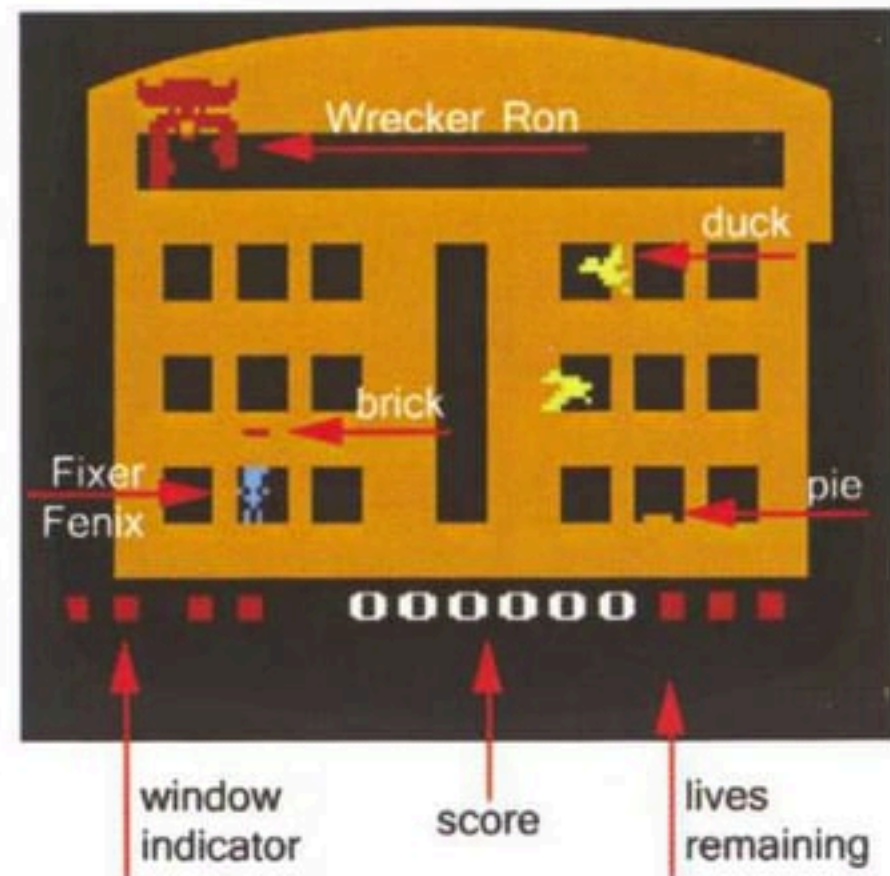
At each stage, Wrecker Ron climbs a tower and breaks windows. You play as **Fixer Fenix, Sr.** Move Fenix using a joystick or gamepad. While in front of a broken window, press the **fire** button to repair it. Be sure to grab any **pies** left out for you!

Wrecker Ron may not be a bad guy, but he does have a temper. Watch out for the **bricks** that he knocks down. Being hit by a **falling brick** or a **duck** will cause you to **lose a life**. If you lose three lives, the game is over.

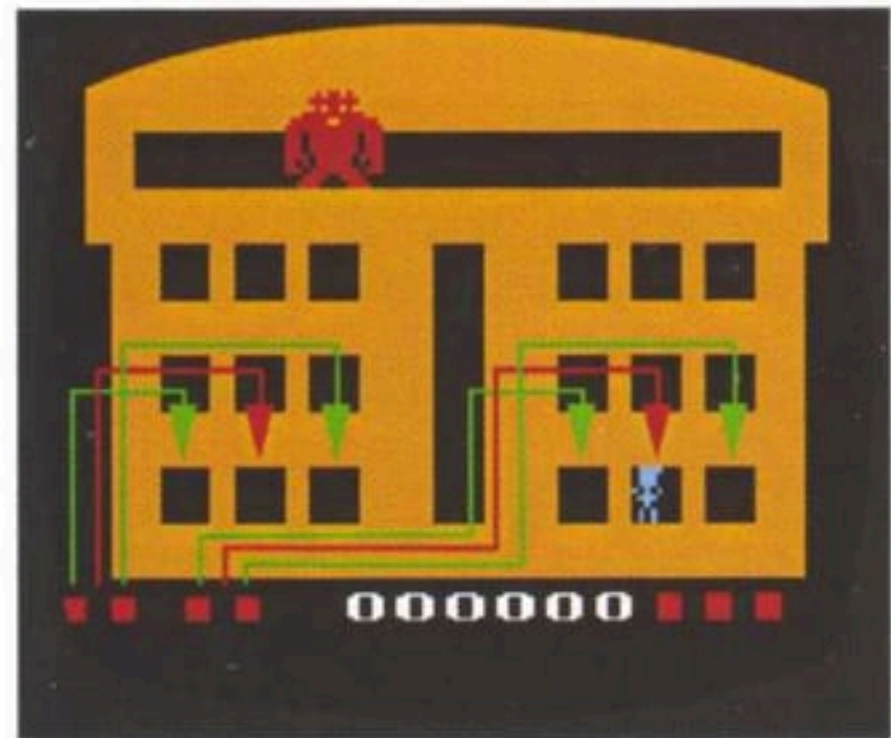
## SCORING

- **25 pts:** repair a window
- **50 pts\*:** repair all windows in a stage
- **100 pts\*:** repair all windows in a tower
- **100 pts / life:** eat a pie

\* Points are given at the end of the stage



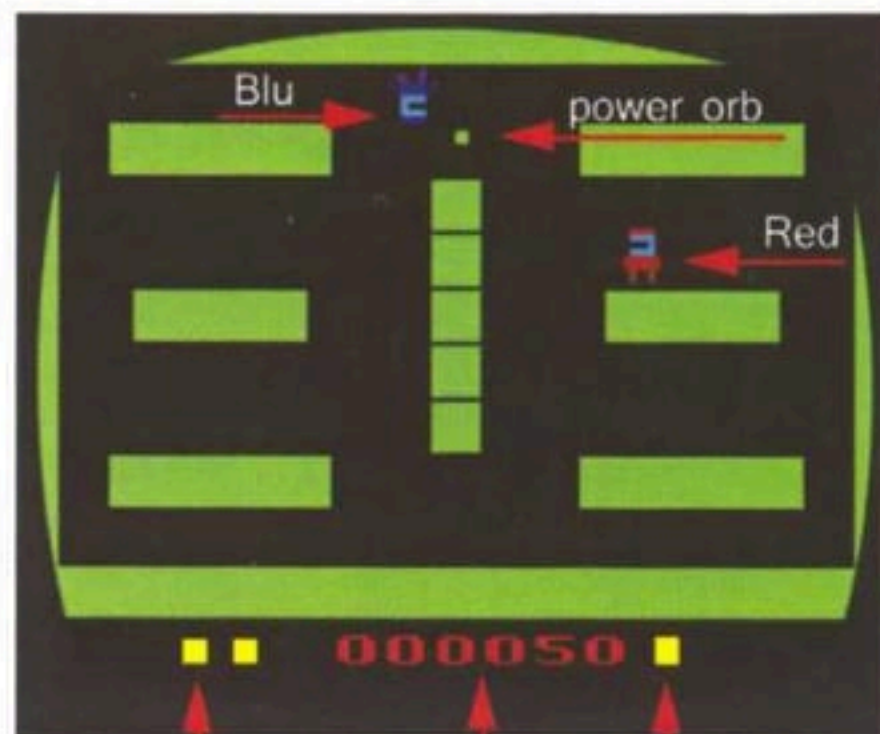
## WINDOW INDICATOR



The **window indicator** displays which windows are fixed on the floor **Fixer Fenix** is standing on. The indicator will turn **red** if Fenix is in front of a broken window or **green** if the window is already fixed.



# FLIPSIDE



Red's power orbs      score      Blu's power orbs

**X**en, the interdimensional overlord, has locked you and a companion in a pocket dimension where you must compete for His amusement. The very laws of physics bend for Xen's pleasure. Can you survive?

## HOW TO PLAY



**Y**our goal in **Flipside** is simple: collect four **power orbs**. Whoever collects four orbs first is declared the match's winner. Losing a match ends the game.

Move with a joystick or gamepad. Flip gravity with the **fire** button. Defeat your opponent with the greatest speed you can muster. If your opponent has any power orbs, you will then **steal** one away for yourself, but be cautious: your opponent can steal from you, too.

## SCORING

- **10 pts:** defeat your opponent
  - **25 pts:** acquire or steal an orb
  - **100 pts\*:** win a match
- \* Points are given at the end of the match

## TWO PLAYER MODE



**T**he goal for two player mode is to have a higher score than your opponent by the end of the game. The game lasts for **5 matches** on normal difficulty mode and **9 matches** on hard difficulty mode.

Red's score is displayed in **red** and Blu's score is displayed in **blue**. At the end of the game, the final scores of both players will be alternately displayed. If the score flashes **yellow**, the game ended in a tie.

## STRATEGIES

- **Move:** standing still gives your opponent a chance to steal your orbs
- **Strike:** push the charge--if there is no new power orb, go after your opponent's
- **Lure:** try to trick your opponent into narrow spaces where you can strike
- **Avoid:** if you have everything to lose, try to avoid your opponent

★  
**ATARI**  
PROOF OF PURCHASE

PIÑATA



**AtariAge**

Published by AtariAge.com

built with



batari basic



**ATARI VOX**  
ENHANCED

© 2014 Cybearg

Manual Art by Eucatastrophic