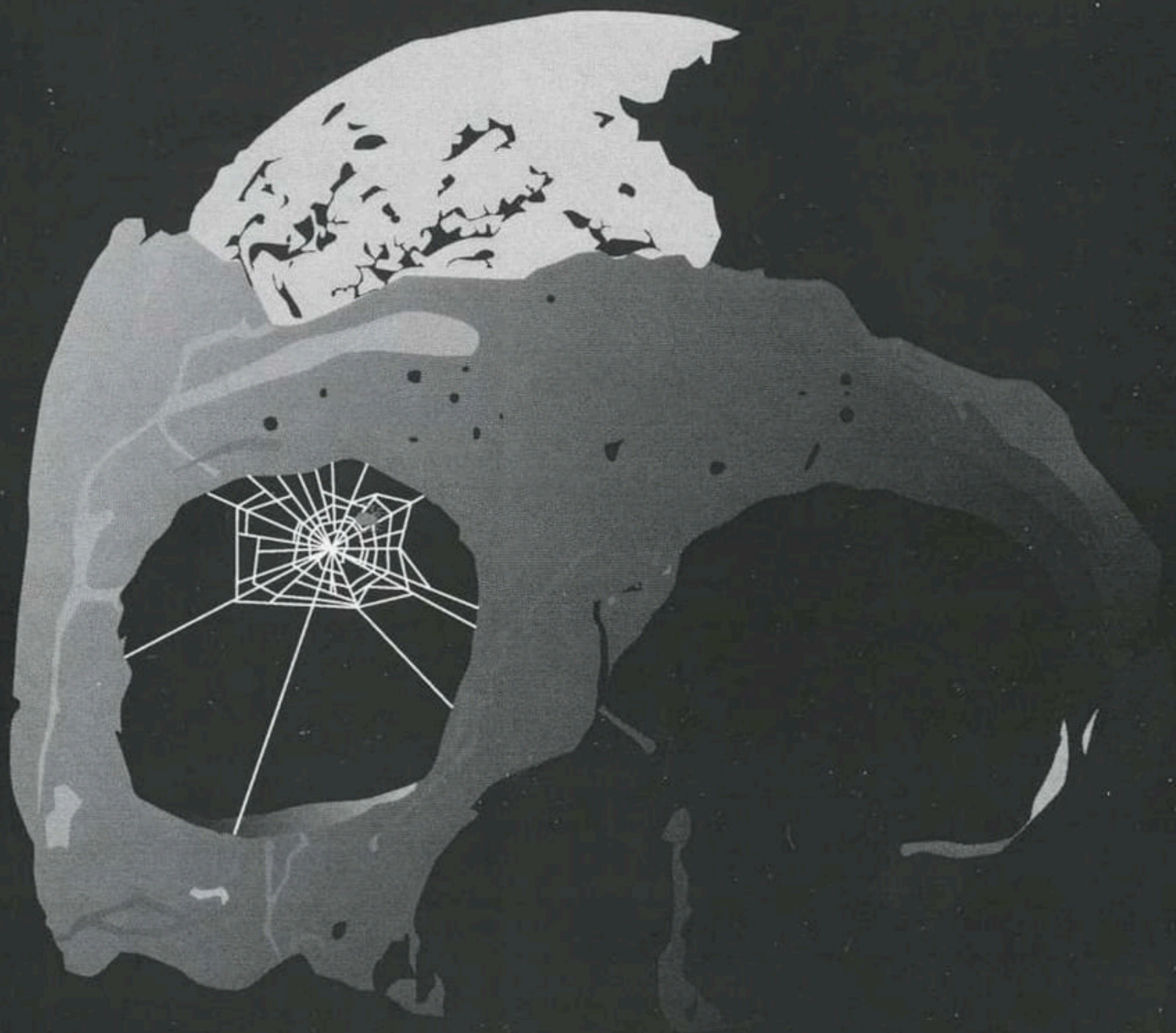


# SKELETON

## GAME PROGRAM INSTRUCTIONS



## YOUR SITUATION SO FAR:

"You are in a maze of twisty passages, all alike," certainly describes the situation you are in. You hear faint footsteps, so you follow the sound through the maze. To your horror, you discover the source of the footsteps is a Skeleton; and it doesn't look friendly. Acting quickly, you blast it with your Undead Disintegrator and the Skeleton vanishes in a flash of color. But as you reload your UD, you hear footsteps again; and you wonder; are you the hunter or the hunted in this nightmare?

## GAMEPLAY:



NOTE: Skeleton is for one player only and sound is required.

The objective of Skeleton is to eliminate 80 Skeletons without being eliminated yourself. Use your Joystick Controller to maneuver your way through the maze. Press the red controller (fire) button to shoot your Undead Disintegrator at a Skeleton. When a Skeleton is destroyed, another will take its place. Destroy ten Skeletons and you will enter the next maze. Complete all eight mazes to win your freedom. Touch or be touched by a Skeleton and the game is over.

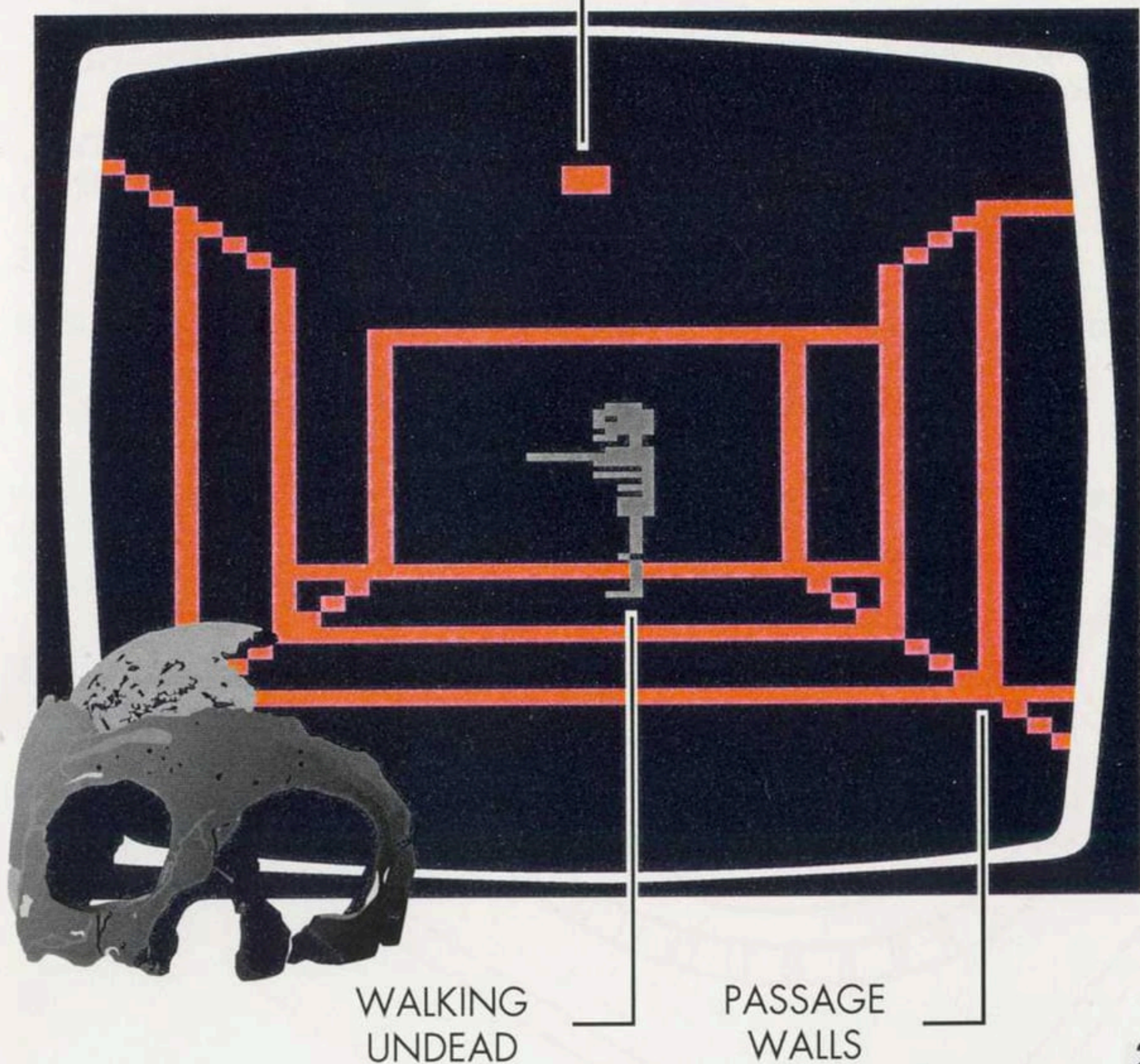
Each new Skeleton is stronger than the previous and will require more hits from your Undead Disintegrator to be destroyed. You are also not a dead shot with the Undead Disintegrator so sometimes a Skeleton will require more shots to be destroyed. Although each new Skeleton starts moving slowly, the speed with which the Skeleton moves will gradually increase until it is destroyed.

Sound is critical for playing Skeleton. The sound of the Skeleton's footsteps will get louder the closer the Skeleton is to you. The sound will also be louder if the Skeleton is in front of you and quieter if the Skeleton is behind

you. If your ATARI® Video Computer System™ is capable of producing stereo then you will be able to hear if the Skeleton is to the right or left of you as well.

**SCREEN OVERVIEW:** 

MOTION SENSOR



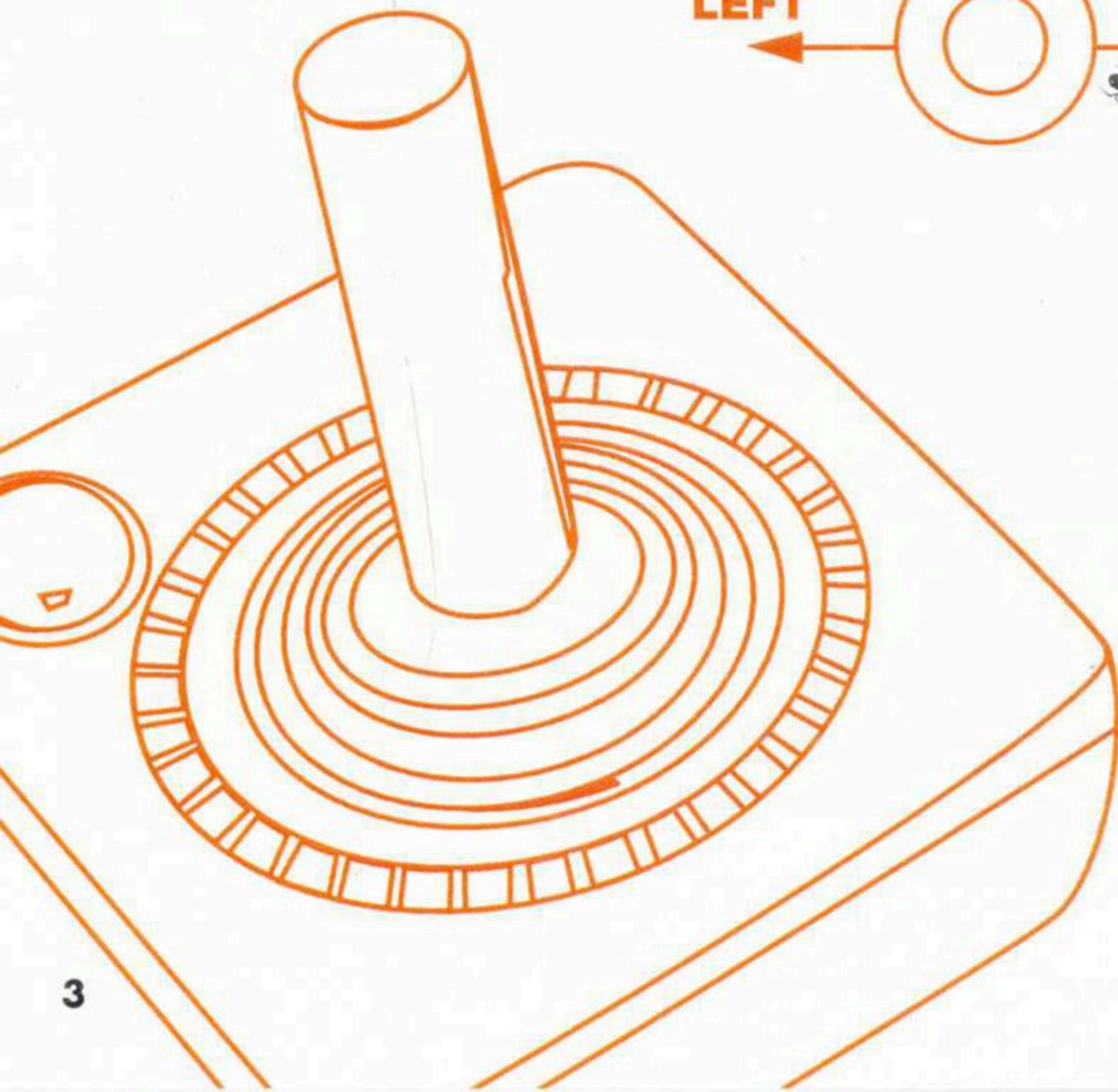
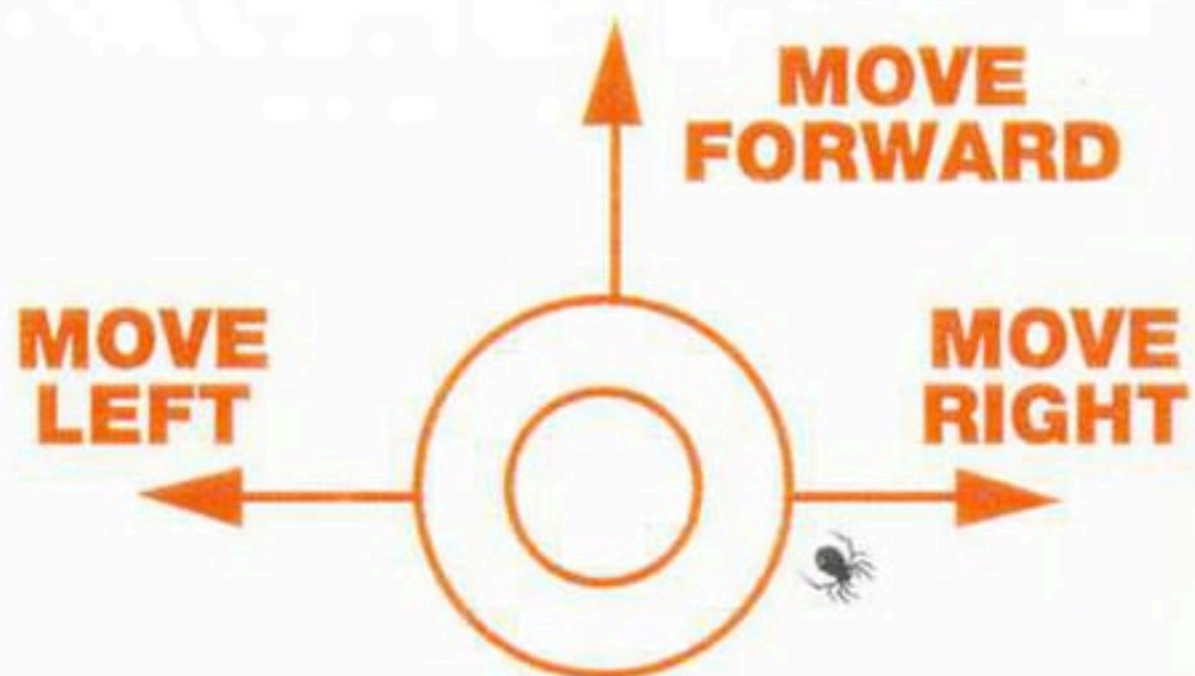


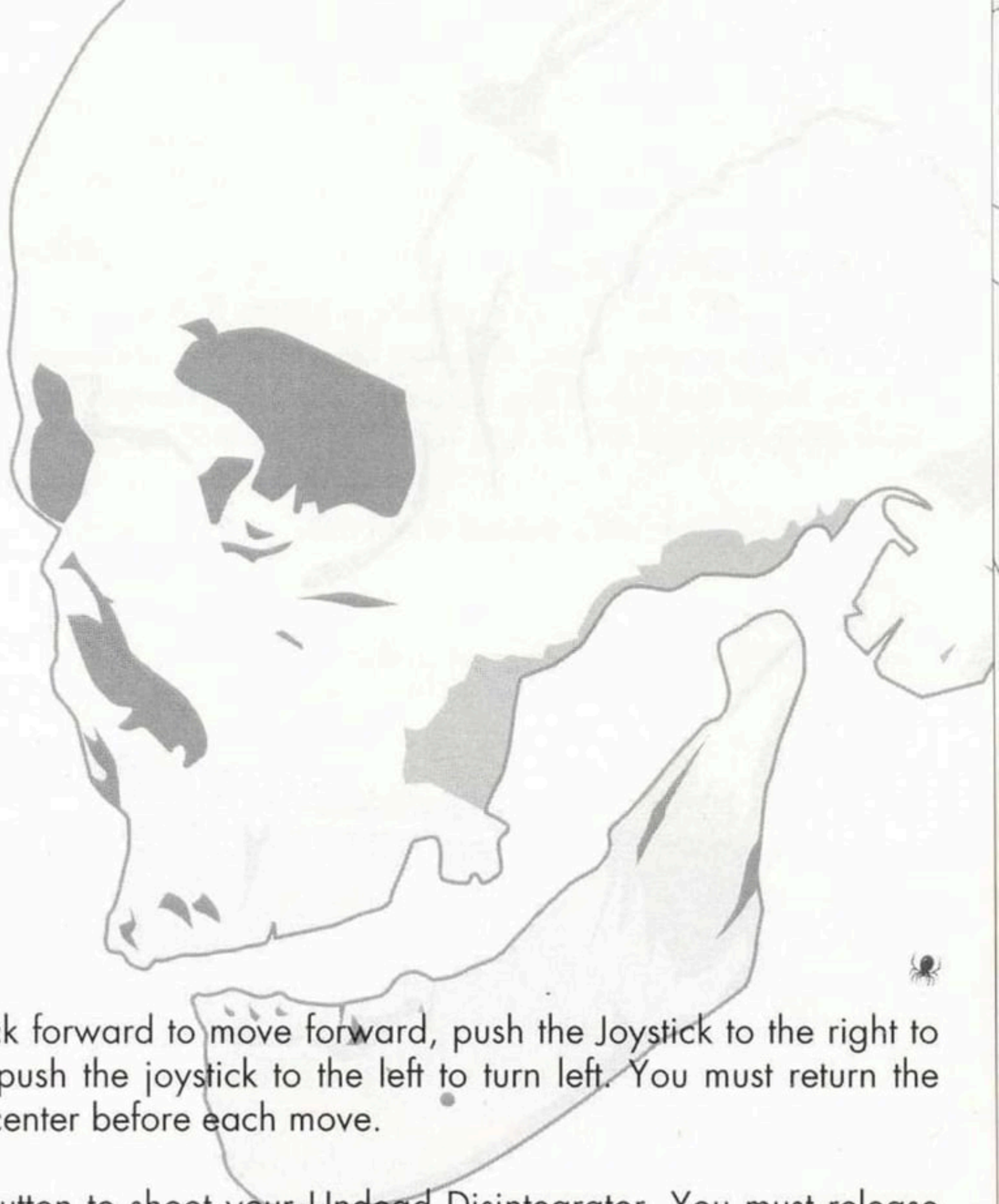
## USING THE CONTROLLERS

Use your Joystick Controller with this ATARI® Game Program™ cartridge. Be sure to plug the controller cable firmly into the left controller jack on your Video Computer System™ game. Hold the controller with the red fire button to your upper left toward the television screen. Use the LEFT CONTROLLER jack for this one-player game. See Section 3 of your owner's manual for further details.

Use the Joystick Controller to:

- Move through the maze
- Shoot your Undead Disintegrator





Push the Joystick forward to move forward, push the Joystick to the right to turn right and push the joystick to the left to turn left. You must return the Joystick to the center before each move.

Press the red button to shoot your Undead Disintegrator. You must release the red button to shoot again. It requires one second to reload your Undead Disintegrator.

### **CONSOLE CONTROLS:**

#### GAME SELECT SWITCH / GAME RESET SWITCH

Press down either the GAME SELECT or RESET switch to start the game. Pressing either the GAME SELECT or RESET switch during the game has no effect.

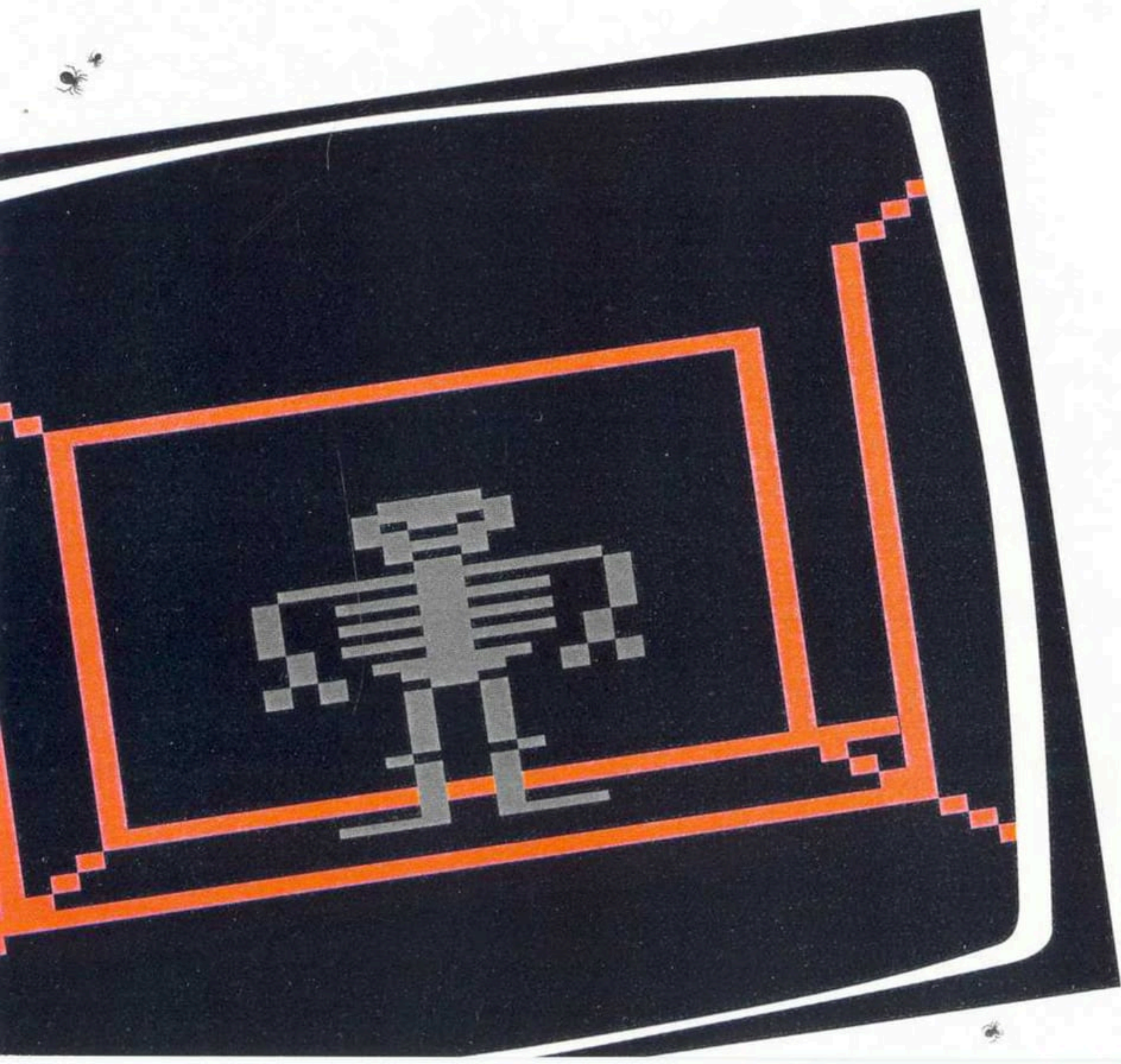
## DIFFICULTY SWITCHES

When the LEFT DIFFICULTY switch is set to B a square will appear at the edge of the screen indicating the direction the Skeleton is in. The square will be near the top of the screen when the Skeleton is ahead of you and near the bottom of the screen when the Skeleton is behind you.

The RIGHT DIFFICULTY switch is not used in this game.

## TV TYPE SWITCH

The TV TYPE switch is not used in this game.





 **AtariAge** **ATARI** **CART**

**ATARI® and 2600™ are trademarks or registered trademarks of Infogrames.**

**Skeleton © 2002 by Eric Ball Email: [ericball@atariage.com](mailto:ericball@atariage.com).  
Program Contents by Eric Ball**

**Cartridge and Manual Published by: AtariAge Website: <http://www.AtariAge.com>  
Label Artwork, Layout and Concept by: Dale Crum Website: <http://www.AtariCart.com>  
Manual Layout and Artwork by: Dale Crum Email: [dcrumj@arkansasusa.com](mailto:dcrumj@arkansasusa.com)**

**NOTE: Always turn the console POWER switch OFF when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI@ Video Computer System™ game.**