

ACTIVISION™

THWOCKER™

INSTRUCTIONS



For Thwocker, music is his life. Literally. He wants nothing more than to complete his symphony. To find the perfect notes Thwocker will have to navigate through a cacophony of noisome instruments. It's up to you, Maestro!

ACTIVISION®

Notes on Thwocker

Thwocker is an unreleased prototype originally programmed by Charlie Heath for Activision at our East Coast Design Center. It was recently discovered by a retro-gaming fan who found a copy at a local thrift store. While Thwocker looks fairly polished and complete, it reportedly is only around 80 percent complete. Which is unfortunate as it's a great looking 2600 game with interesting gameplay to boot.

Gameplay: In Thwocker, the object is to gather the musical notes in the correct order as indicated in the status area, while also avoiding the flying musical instruments. To control your bouncing character, move the left analog stick left or right for direction, and move it up to increase the height of your bounce. Be sure to push up just when you bounce, don't press up continuously. Press and hold the X button to decrease the height of your bounce (push the left analog stick down at the same time to decrease height even faster). Once you have collected the proper musical notes, grab the large note at the top of the level. At that point, a tune will begin playing and you can now grab all the remaining musical notes, as well as the musical instruments. This is as much of the gameplay as we've been able to determine thus far.

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THWOCKER BASICS

There are 16 different game levels in Thwocker. The higher the number, the more difficult the level.

Your goal is to find and grab the musical note identical to the one at the bottom right of the screen. Once a note is taken, a new note will appear. Catch all the notes to write your symphony.

Scoring. You score points by catching the right notes. After your symphony is completed, you also score points when bouncing on dangerous instruments.



SPECIAL FEATURES OF THWOCKER BY ACTIVISION

Avoid The Instruments

All moving instruments in the level will take a life from Thwocker if they touch him. You'll have to use the utmost care in bouncing the Maestro through the level.

A Bigger Bounce

To get Thwocker to bounce higher, you push up on the left analog stick. But, you'll have to time your push with Thwocker's bounce if you want to get the most height.

The Treble Clef

Once all notes to the symphony are caught, the last symbol needed is the Treble Clef (which looks similar to an ampersand). It always appears at the very top of the game level. This usually means a very long and dangerous climb back to the top!

A Complete Symphony

Once Thwocker has grabbed the Treble Clef, his symphony is completed - his finished music plays at the bottom of the screen. You've completed the level! Well Done! You can now bounce on your instrumental enemies and destroy them.

Continuing On

Once you have a completed symphony, your game is over. Try playing again on a harder level to see if you're up to the challenge.



Thwocker was programmed by Charlie Heath