
First Star Software Presents



by *Alex Leaven* and *Shirley A. Russell*

System

ATARI® 2600 Video Computer System™ or
Sears' Tele-Games® Video Arcade™

Joystick: BOING! is a 1-player game. Plug joystick into the LEFT joystick port. The joystick moves the BUBBLE in four directions: up, down, right and left. The BUBBLE cannot move diagonally. By holding the joystick in one direction the BUBBLE will jump repeatedly in that direction. When the BUBBLE reaches the edge of the playfield, it can go no further. You can move one step at a time by tapping the joystick.

Powering Up: Make sure the VCS Power Switch is OFF before inserting or removing the game cartridge, or damage may occur. Insert the BOING! game cartridge into the cartridge port with the label side up. Turn the VCS Power Switch ON.

Controls: On the VCS there are 4 control switches. The Power Switch turns the game console on and off. The TV Type Switch has no function.

The Game Select Switch allows the player to choose one of the first 3 levels (levels 4 through 6 must be earned). Push this switch down and watch the level change at the bottom of the screen. Once you have selected the level you wish to play, press the trigger on the joystick or Game Reset. The Game Select feature may be used at anytime, during play or demo.

The Game Reset Switch will restart the game. It will start at the level previously selected. It can be used at anytime.

Demo: The game has a self-playing demo which shows the general play action of all 6 levels. The demo automatically comes on and will begin again immediately after the player has lost the last BUBBLE.

the BUBBLE EATER reappears and continues the chase. Make good use of this time! The glowing time (when you are safe) decreases as the waves advance. (See LEVELS) You can turn on steps while the BUBBLE EATER is out of commission. When the BUBBLE EATER is stunned and glowing, the BUBBLE can jump on him without popping.

Bubbles

You start the game with 5 BUBBLES, 3 of which are displayed at the bottom of the screen. Every time you are popped you lose a BUBBLE. For every 10,000 points you score, you are awarded a bonus BUBBLE. If you are popped while on the lower right hand step, you will automatically be moved one step to the left to avoid being popped repeatedly.

Upon losing the last BUBBLE, the game will end, thus activating the demo mode. Your score will remain at the top of the screen.

Levels

There are 6 game levels, numbered 1 through 6. In each level of play there are 5 waves. With each wave, the BUBBLE EATER becomes faster and more intelligent than in the last wave. The glowing time of the BUBBLE EATER, when he is popped, will decrease with each higher wave. If you complete all 5 waves you will advance to the next level. The new level number will be displayed briefly at the bottom of the screen and a short tune will be played. The player has the option to select levels 1 through 3 with the *Game Select Switch*. Levels 4 through 6 must be earned by winning the previous level.

The Game

You bounce the BUBBLE around a playfield of 36 STEPS (6 rows of 6). The BUBBLE must land on each step and turn it "on", sometimes in a particular order. The BUBBLE EATER™ or the PIN will pop the BUBBLE if either comes in contact with it. The BUBBLE EATER chases the BUBBLE, while the PIN descends the steps from the top row down. The PIN will pop the BUBBLE or the BUBBLE EATER if they are in its path.

Objective

The object of the game is to jump the BUBBLE around and turn each step on. When you first begin the game a short tune will play before you can start. In the first 3 levels, jumping on a step will turn it on and leave it on; but in the last 3 levels, each time you jump on a step it will reverse: if it's "off", it turns "on"—if it's "on", it turns "off"! On some levels you must turn on a particular row or rows of steps before you can turn on steps in any other row. (See LEVELS)

The BUBBLE EATER always starts out in the lower right corner, waits a couple of seconds and then tries to catch you (the BUBBLE). If he lands on you or you land on him, you lose a BUBBLE. The PIN starts out at the top of the 6 columns and hops down the STEPS until it disappears at the bottom. Then the PIN reappears at the top, randomly choosing one of the 6 columns. Avoid the PIN as it is fatal to the BUBBLE! You can temporarily zap the BUBBLE EATER by luring him under the oncoming PIN. The BUBBLE EATER disintegrates and starts glowing. After a few seconds

Level 1: If the BUBBLE jumps on any step that is off, the step turns on. Landing on a step more than once has no effect.

Level 2: Jumping on a step turns it on. However you must turn on all the steps of the indicated row before going to the next row. The indicated row is clearly marked by the white edges. You start with the bottom row and turn on all 6 steps across. Once the bottom row is complete, you must then turn on the 6 steps of the next row up. This continues all the way up to the top row.

Level 3: Jumping on a step turns it on. However you must turn on the steps of all 3 even rows before you can turn on the steps of the 3 odd rows. The rows to turn on are clearly indicated with white.

Level 4: Jumping on a step always reverses its current condition. For example: land on a turned off step, it turns on. Land on a turned on step, it turns off.

Level 5: Jumping on a step always reverses its current condition. However, like level 2, you must turn on the 6 steps of the indicated row before going up to the next row.

Level 6: Jumping on a step always reverses its current condition. However, like level 3, you must turn on the steps of all the 3 even rows, indicated with white, before you can turn on the steps of the 3 odd rows.

Scoring

There are 4 ways to score points:

You score points *every time* you turn on a step. In levels 4, 5, and 6, where a step turns on and off, you score points every time you turn it on again.

continued

You receive 300 points the first time the BUBBLE EATER is popped in each wave.

Hundreds of bonus points are awarded for each wave you finish. The amount of points depends on the wave and level number you have completed.

In addition, when you complete a level you also score additional points.

Strategy/Tips

The BUBBLE will move quickly around the screen, so don't be afraid to "go for it". One important feature to realize is that you may jump *through* the BUBBLE EATER or the PIN. If the BUBBLE is in the air at the same time that the attacker is, the BUBBLE will remain intact.

Watch out when you are on the top row, because the PIN starts on this row. The PIN will start randomly at any of the top 6 steps and proceed down. If you are popped on the top row, it is wise to jump off to the next row down immediately with your next BUBBLE to avoid being popped again. The PIN will reappear at the top row if anyone is popped. Therefore, if the BUBBLE EATER is popped, and you are near the top row, watch for the PIN to suddenly appear.

The PIN will pop either the BUBBLE or the BUBBLE EATER if they are in its path. Therefore, you may lure the BUBBLE EATER in front of an oncoming PIN and purposefully pop it. The BUBBLE EATER is chasing the BUBBLE, so you move the BUBBLE and watch the impending PIN, timing your actions so that the BUBBLE EATER becomes disabled. You receive 300

points the first time the BUBBLE EATER is popped in each wave. (See SCORING)

Be careful, the glowing BUBBLE EATER comes back to life without warning.

You can jump on the BUBBLE EATER or the PIN if one of them is on the last step needed to complete a wave, without losing a BUBBLE.

At the beginning of a level the PIN will be frozen at the top of the steps, above the column it will descend.



22 East 41st Street
New York, New York 10017
212-532-4046

"When being five counts... we're number one!"

Atari, 2600 and Video Computer System are the registered trademarks of Atari, Inc. Tele-Games and Video Arcade are trademarks of Sears, Roebuck and Co. BUBBLING and BUBBLE EATER are trademarks of First Star Software, Inc. Printed in the U.S.A. All rights reserved. © 1983 First Star Software, Inc.