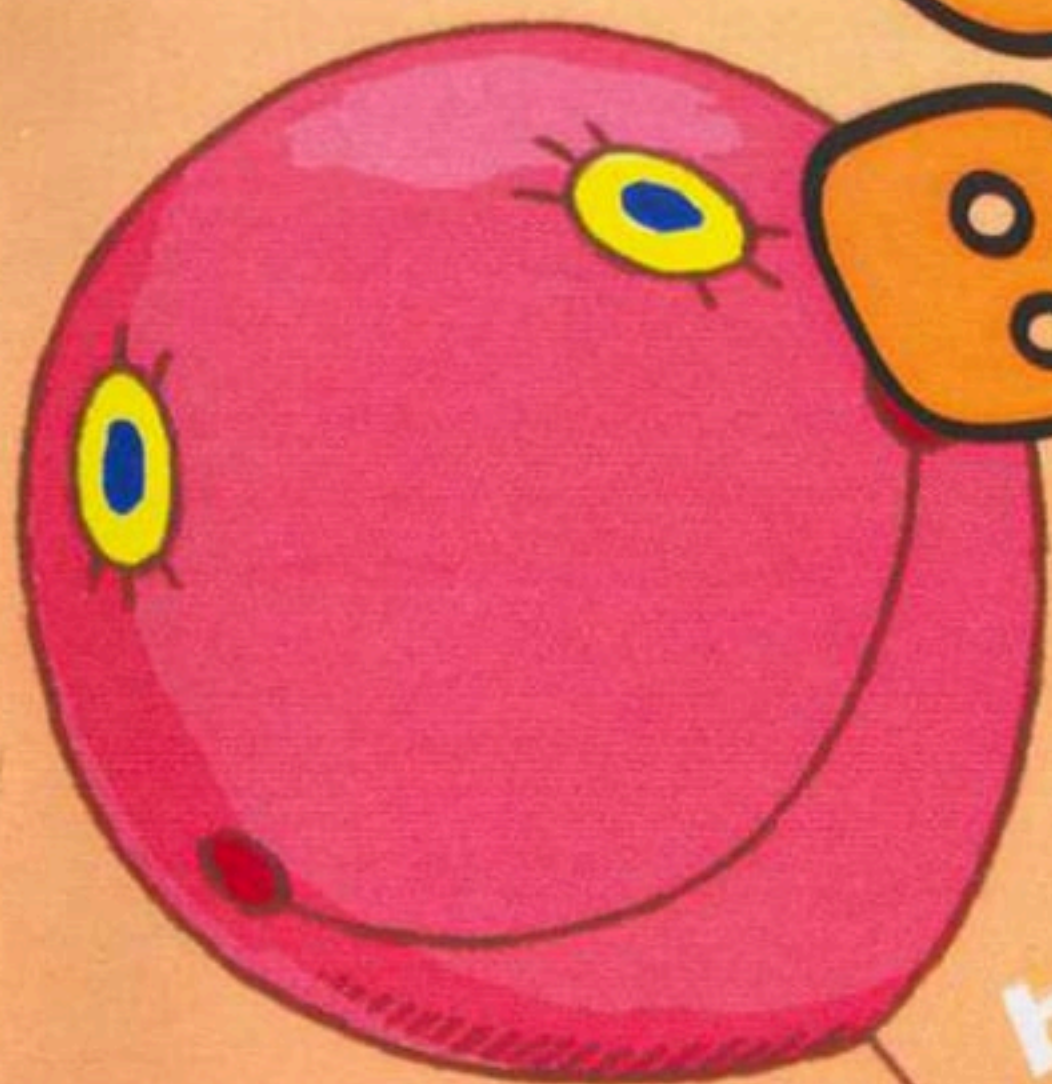
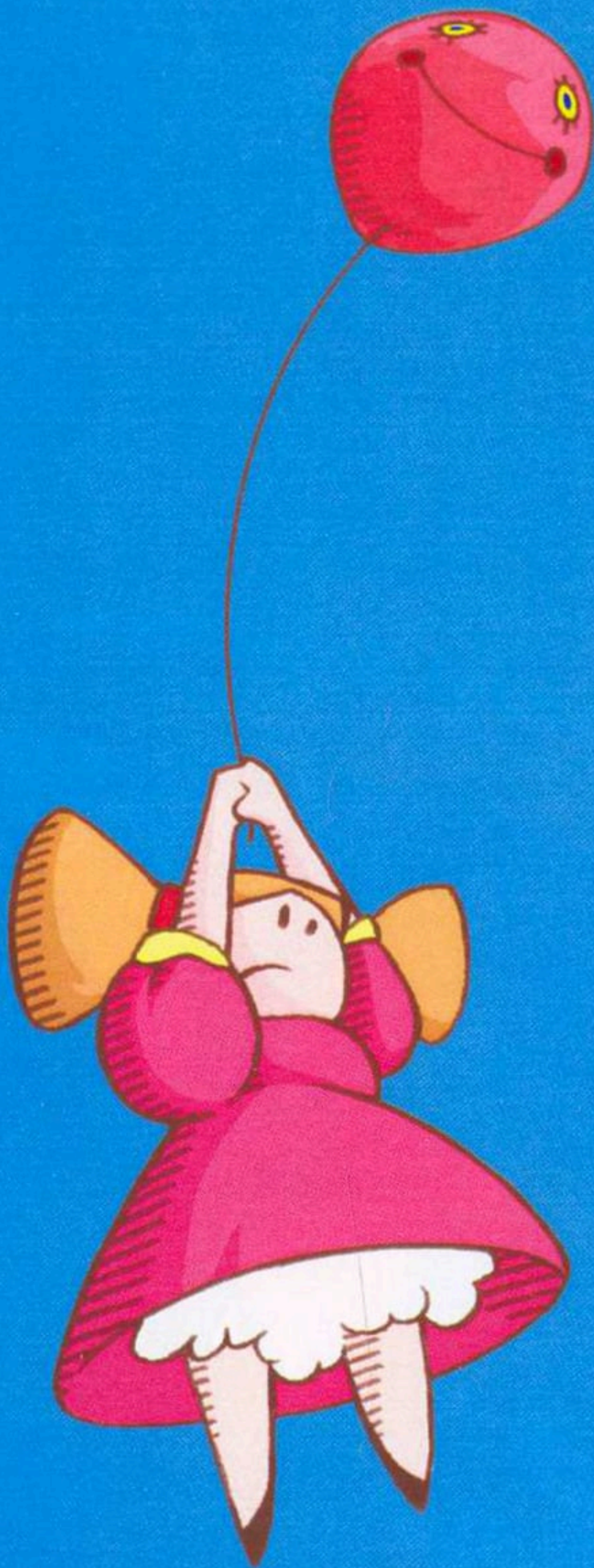


# CRAZY BALLOON

by Manuel Rotschkar





## INTRODUCTION

**Crazy Balloon** is a game of strategy and skill.

The object is to maneuver a delicate bobbing balloon to safety through mazes filled with dangerous obstacles.

## USING THE CONTROLLER

**Crazy Balloon** uses the left joystick controller.

Be sure it is plugged firmly into the controller jack at the back of your Atari Video Computer System.

Hold the joystick with the red button to your upper left, toward the television screen.

## CONFIGURATION SWITCHES

The **left difficulty** switch toggles between Beginner mode in position B and Arcade mode in position A.

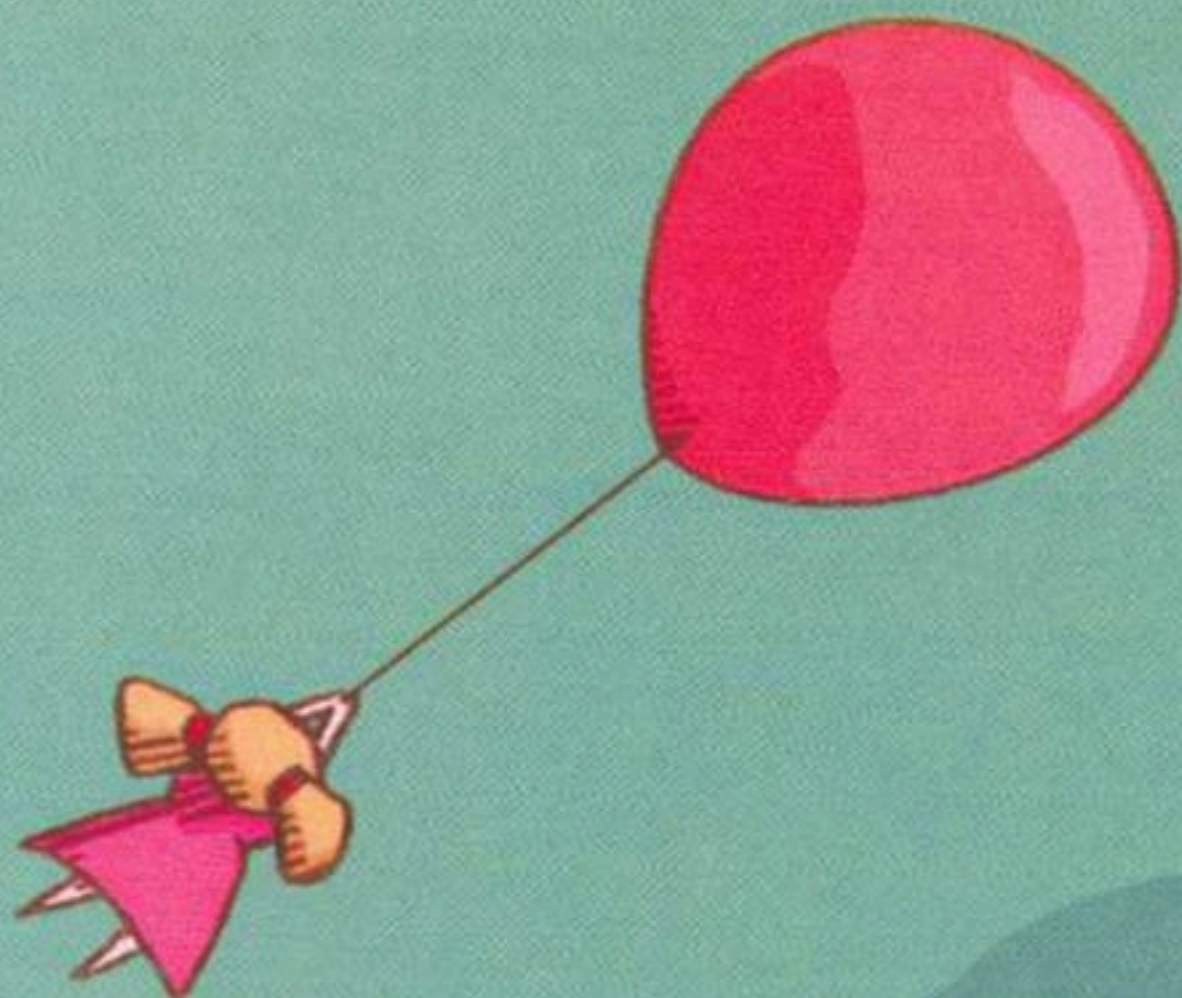
In the Arcade mode each collision will immediately burst the balloon, while in the Beginner mode it can survive a minor scratching.

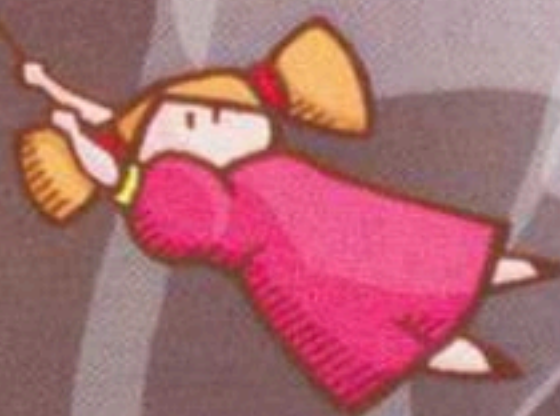
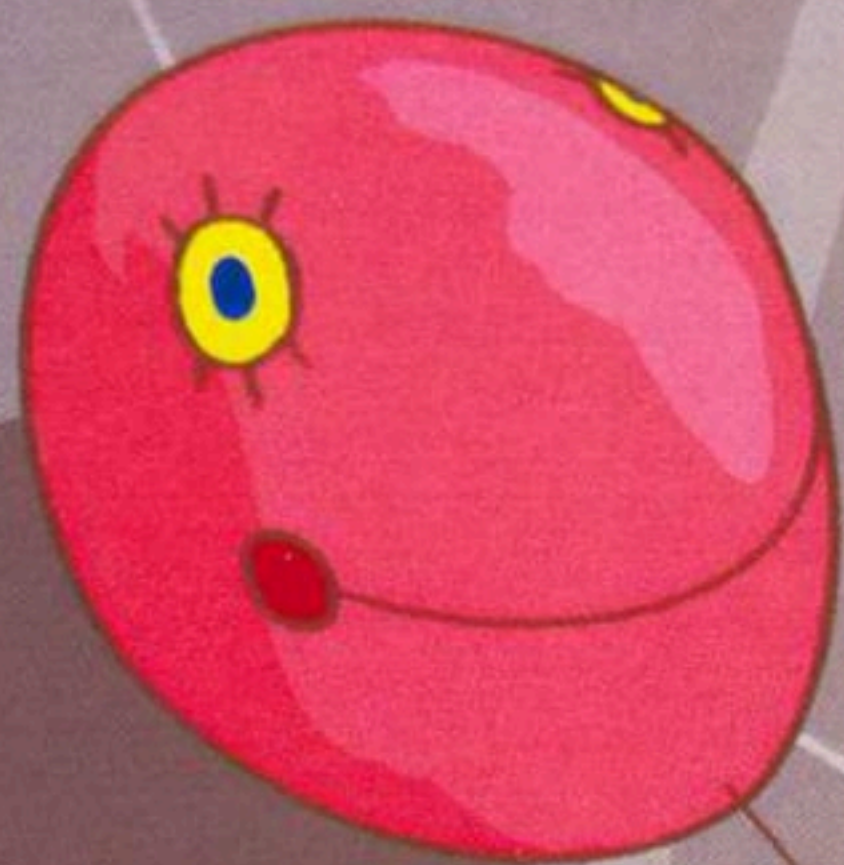
The **right difficulty** switch toggles the 'Tic/Toc' sound effect of the balloon on/off.

Both switch settings are constantly checked, so they have an immediate effect, even during a game.

## STARTING THE GAME

On the title screen, you can start a new game any time by pressing the fire button or **select**. You can start at higher levels by pressing **select** multiple times.





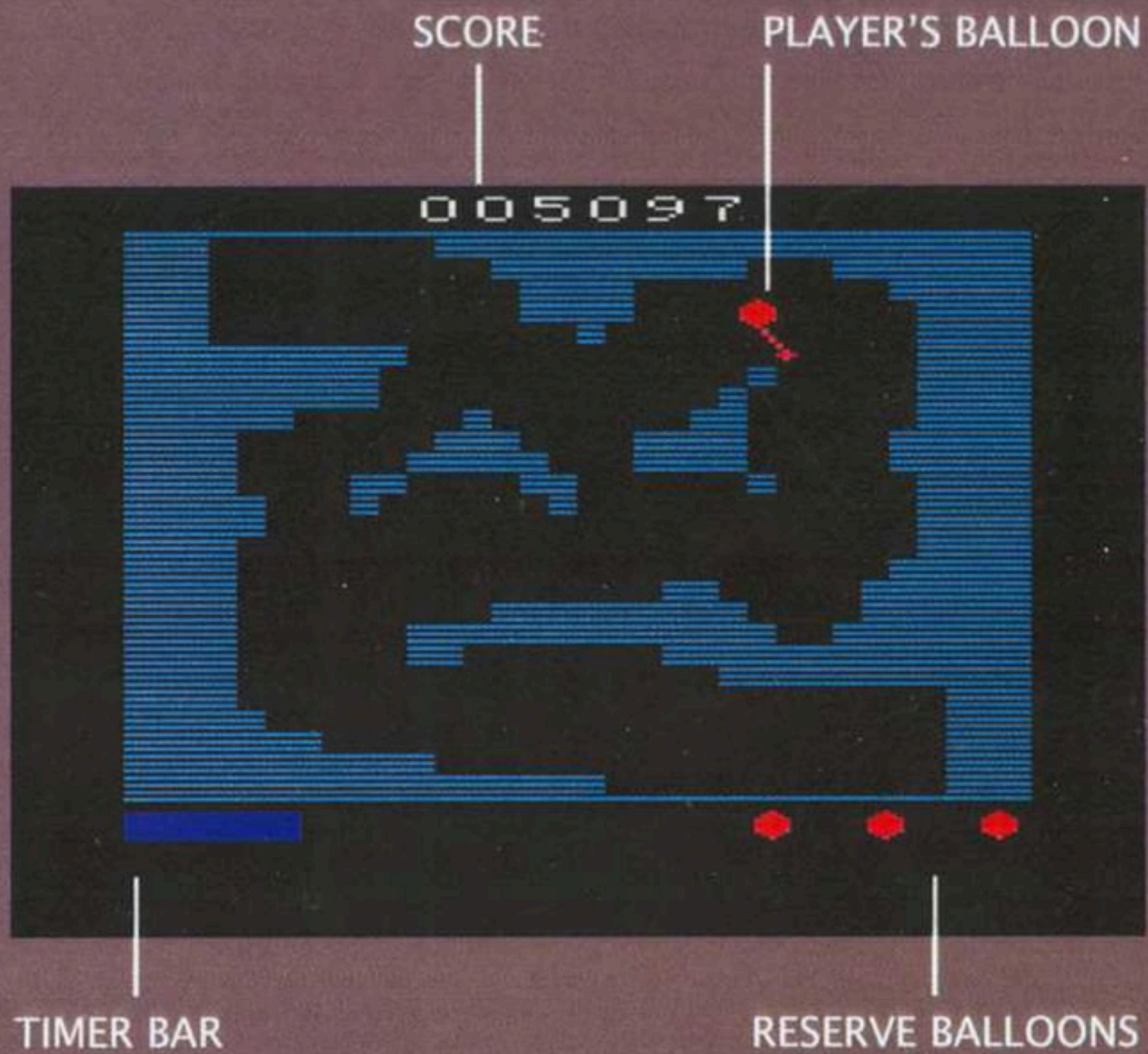
## GAMEPLAY

Use your joystick to steer your balloon. It will move in whichever direction the joystick is pushed.

Your goal is to reach the exit of each maze within a given time limit, without touching anything that'll damage or burst your balloon.

During your journey you will encounter several types of hazards such as moving spikes or "Hurricane Man" who will try to blow you against a spiked wall!

## THE SCREEN

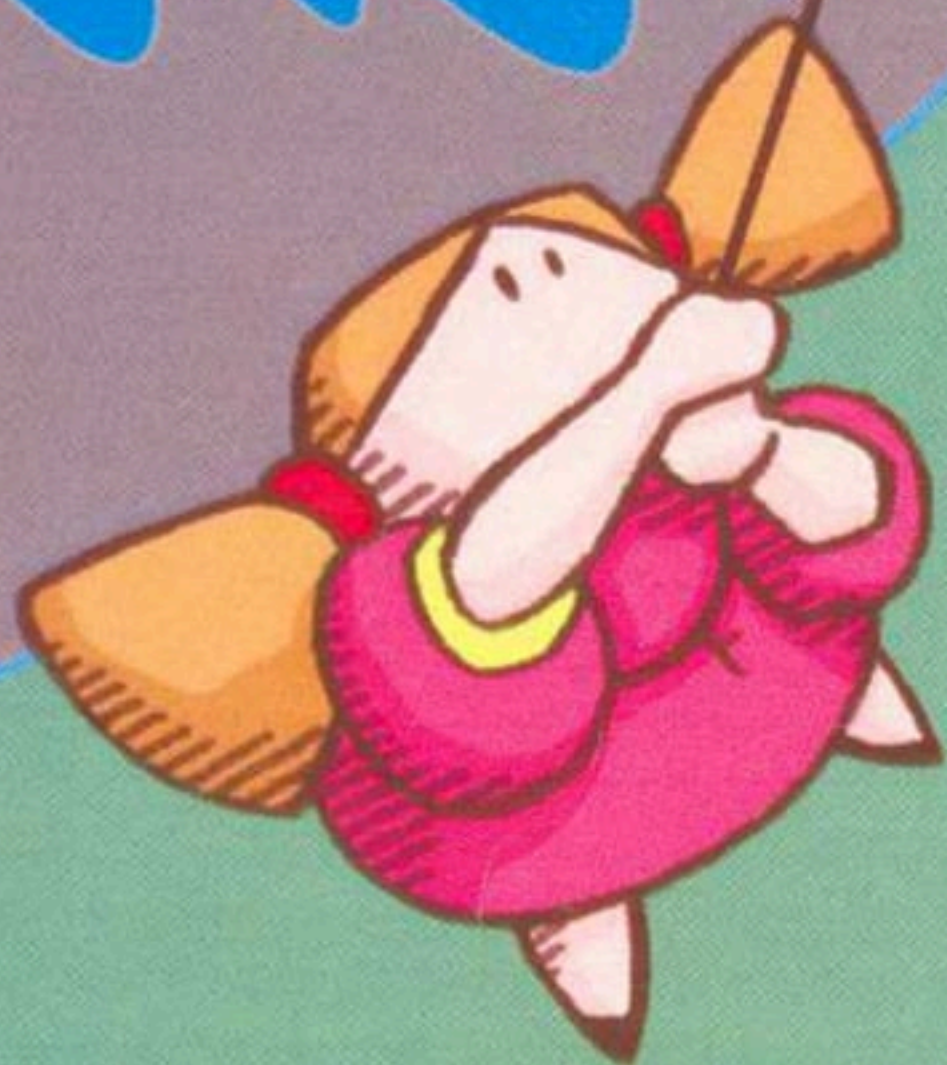


At the beginning of each round, the score display switches to the current level number.

The timer bar will slowly decrease as you play, indicating how much time you have left to reach the exit.

At the bottom right of the screen, your remaining stock of balloons is displayed.

Note: no matter how many extra balloons you earn, the maximum shown on screen can only ever be three.



## SCORING

Each time you reach the goal of a level, you're awarded with a score depending on your remaining time – the faster you are, the higher your score.

Additionally, you get a 1000 point bonus for safely bringing home an intact balloon so, if you're playing in the Beginner mode and often take damage, your scoring will be significantly lower.

For each 10000 points you score, an extra balloon is awarded.

## ENDING THE GAME

Your game ends when all three of your balloons have been burst.

You can also end your game manually at any time by pressing **reset**.

## SPECIAL FEATURES

To prevent a sudden death early in a level, there's a timed safe-zone installed, so if you're holding the joystick in the wrong direction by accident, your balloon doesn't burst, but gets a second chance from the starting spot again.



### FEEDBACK

I'd really like to read comments, reviews, love or hate mails regarding Crazy Balloon. Send your mail to: [cybergoth@nexgo.de](mailto:cybergoth@nexgo.de)

### ACKNOWLEDGMENTS

This project wouldn't have been possible without the members of the Atari 2600 programmers mailing list:  
<http://www.biglist.com/lists/stella/stella.html>

Thanks to all the input from the people on the list, I have found the information and the support needed to complete this project.

Some people's efforts deserve a special mention:

As always, **Eckhard Stolberg** for providing his superior hardware knowledge.

**David Exton** created the label artwork and this manual.

**William Pilgrim** designed the Crazy Balloon title screen.

Many other people supported the project with feedback, encouragement, ideas, bug-reports etc. Names that pop into my mind are:

**Albert Yarusso, Dennis Debro, John Payson, Chase Hermsen, Nathan Strum, Franklin Cruz (NE146) & Shawn (Yuppicide)**

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## Join the CRAZY BALLOON HELIUM HEROES

We are offering you the chance to join the select few. All you have to do is demonstrate your skill and control by scoring 20000 points or more in Crazy Balloon, take a picture of your score and send it to us. The first 50 brave balloonists to send in a valid score will receive the coveted CRAZY BALLOON HELIUM HEROES badge!

You can either email your photos to [CRAZYBALLOON@ATARIAGE.COM](mailto:CRAZYBALLOON@ATARIAGE.COM) or mail them to: CRAZY BALLOON HELIUM HEROES, AtariAge, PO Box 27217, Austin TX 78755-2217, USA.  
Only scores from the cartridge version of Crazy Balloon are valid, scores from the ROM image are not acceptable.

