

SPECTRAVIDEO™

VIDEO GAME CARTRIDGE **GOLD MINE™**

INSTRUCTION MANUAL

www.atari-mania.com



You are in a small town in Germany. Suddenly an earthquake occurs! The vault in the town's only bank is cracked open and money pours into the earth. Because of your courage and skill, the bank hires you and your small band of raiders to go under the streets and recover the lost money. Below the surface, tunnels and sewers are left only partially damaged, but they are inhabited by creatures which can eliminate your team. Your only defense is your cleverness and speed. At first, the money are plentiful. After every trip back to the surface, more appear right below. But as the search continues, you are forced to look deeper. Eventually the creatures seem more aggressive. If you can recover enough money the bank will give you an advance to hire another raider.

Good Luck!

FOR THE
ATARI® 400/800
COMPUTER SYSTEM

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INTRODUCTION

OVERVIEW

You are in a small town in FRANCE . Suddenly an earthquake occurs! The vault in the town's only bank is cracked open and money pours into the earth. Because of your courage and skill, the bank hires you and your small band of raiders to go under the streets and recover the lost money. Below the surface, tunnels and sewers are left only partially damaged, but they are inhabited by creatures which can eliminate your team. Your only defense is your cleverness and speed. At first, the money is plentiful. After every trip back to the surface, more appear right below. But as the search continues, you are forced to look deeper. Eventually the creatures seem more aggressive. If you can recover enough money the bank will give you an advance to hire another raider.

Good Luck!

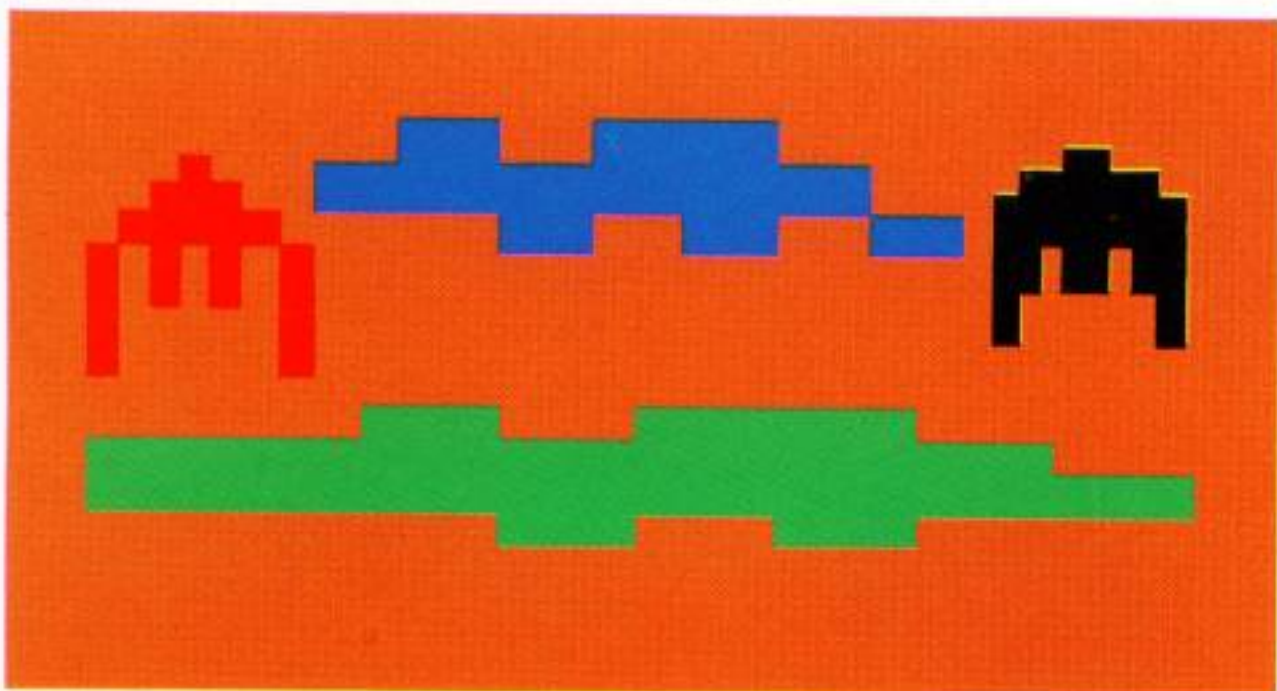
REQUIRED ACCESSORIES: One QUICKSHOT Joystick Controller



RAIDER



DOLLAR



ENEMIES

GETTING STARTED

SETTING UP

1. Remove any program or game cartridges from your Computer and insert the GOLD MINE cartridge in the left slot.
2. Plug your QUICKSHOT joystick controller into the first (leftmost) controller jack at the front of your computer.



THE FIRST SCREEN DISPLAY

After GOLD MINE loads into your computer, you will see the game title at mid-screen and the bank near the top. Once you have read through the instructions and are ready to play, press the red TRIGGER button on your joystick controller. After a brief little tune, an earthquake will occur. When the earthquake ends and the rumbling quiets, the title will be cleared and the dangers and rewards that lie below the surface will be revealed.

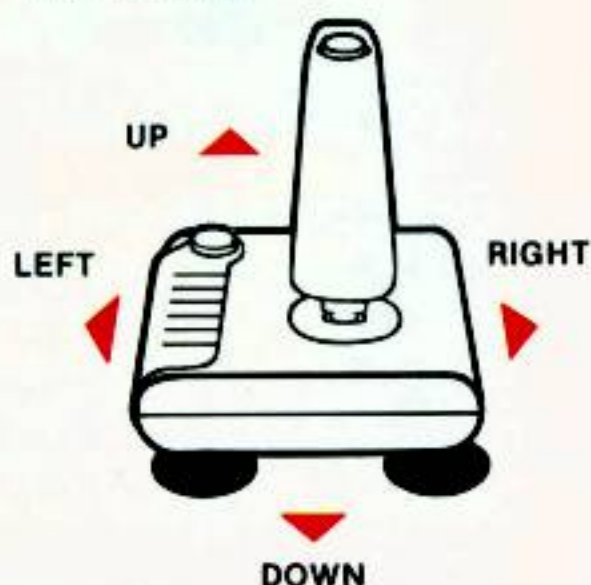




USING YOUR QUICKSHOT JOYSTICK CONTROLLER

Hold your QUICKSHOT joystick controller so that the red button (the TRIGGER button) is at the top left, toward your TV. Use your joystick to guide your raider's movements during the game. Pressing forward causes the raider to move up. Pulling toward you causes the raider to move down. Your raider can only move up on a ladder and down on a ladder or through a hole. Moving your joystick left or right causes your raider to move left or right, respectively. You cannot move your raider off the screen, nor will you be able to move him when he is falling.

FIRE BUTTON



COMPUTER CONSOLE KEYS

Only two keys on your computer are used for GOLD MINE. Neither of them are necessary to play the game, but are provided for your convenience.

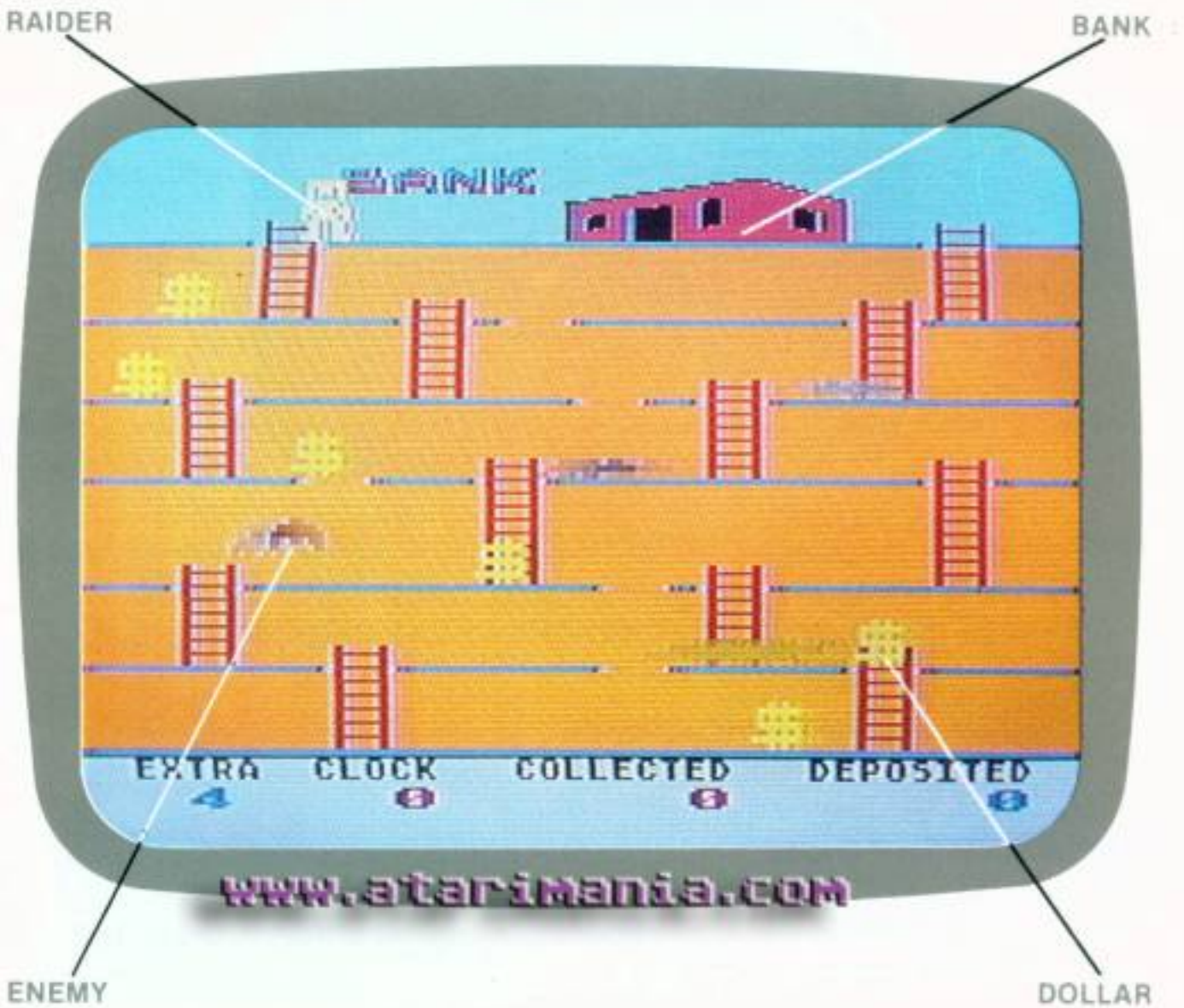
START KEY— You may use the START key at any time during the play of the game to restart with a new Pile of money and a full team of raiders.

SYSTEM RESET— Press system reset at any time to return to the first screen display.

PLAYING GOLD MINE

THE DISPLAY

The bottom of the screen displays important information. The number below the word "EXTRA" indicates how many raiders you have as backup should the one currently on the screen be lost to a creature. The number below the word "CLOCK" shows the remaining time for your raider to score bonus points. Bonus points and resetting the clock are explained in the next section, SCORING. The number below the word "COLLECTED" indicates the number of dollars the raider on the screen has in hand. Whenever he makes a trip up to the bank and deposits what he is carrying, this number will be reset to zero. Also, whenever he is eliminated by a creature all that he is carrying will be eliminated as well, and "COLLECTED" will be reset to zero. The number below the word "DEPOSITED" indicates the number of dollars that have been returned to the bank and is your current game score.



SCORING

Points are scored by collecting and then depositing as many dollars as possible during the game. Once your last raider has been eliminated, the screen will display your game score and the high game score. The high game score is the highest score made from the time the GOLD MINE was loaded into your computer.

Initially, the bonus clock will show 40 seconds. If your raider can collect dollars on each level and return to the bank before the clock counts down to zero, you will earn an extra 250 dollars (points) in deposit. Once the clock count reaches zero, it may be reset to 40 seconds by collecting and deposition 250 dollars.

An important point to remember as you guide your raider down to collect is that he can carry only 2010 dollars. If you have him collect more, he will drop all he has and "COLLECTED" will reset to zero. The value of the dollars for each level (from the top) are as follows:



LEVEL	VALUE
spider	10
light grey rat	20
dark grey rat	30
bat	40
light green alligator	50
dark green alligator	100

REPLAYING THE GAME

Once your score and the high score have been displayed, press the red TRIGGER button to play again.

LEVEL CHANGES

As you play the game, you can expect the following changes as more and more dollars are deposited. At first, any dollars your raider has collected will be replaced whenever he returns to the bank or is lost to a creature. As the deposit grows, recovering dollars becomes a little more difficult as none are replaced until all that appear have been collected. Finally, the deposit score reaches a point where the creatures become more difficult to avoid. Should you continue to be successful beyond this point, you may earn one more raider. As level changes occur you will hear 2 whistles, the sky will flash, and there is a subtle change in the pitch of the background noise.

HINTS

- You may want to skip this part. Much of the challenge of a new game is in the discovery of better ways to play. I have included these hints just in case you can't get going.
- First, use your joystick with a light touch. Lining the raider up with a ladder often requires just a tap to one side up the other.
- Second, the maze formed by the ladders, holes, and levels can work for you as well as against you. Use it to your advantage rather than allowing yourself to get trapped at the screen edges.
- Third, between levels most (but not all) ladders have a small section where your raider cannot be reached by the creatures.
- Last, by watching the creatures and timing your moves, you can loop your raider by first falling through a hole to avoid one creature then climbing to avoid the one on the level below, then falling again, etc.

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