

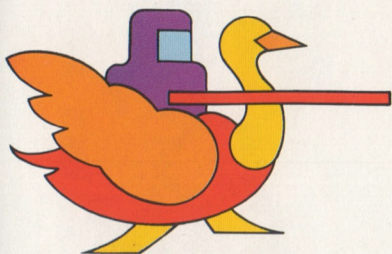
JOUST*



APPLE II

FROM
ATARI**SOFT**TM

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CALL TO ARMS

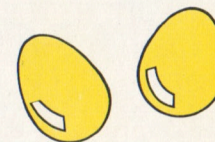
Insert the JOUST diskette into the disk drive and boot your APPLE computer as explained in your computer owner's guide. If you are using joystick controls for the game, plug your joystick into the controller jack.

Press the Space Bar to display the Options Screen. Once at the Options Screen, you may press K to select keyboard control, C to redefine key commands, or J to select joystick control. Press 1 or 2 to select a one or two player game, L to select the desired difficulty level, and S to switch the sound effects on or off. From the Options Screen, press the Space Bar to begin game play. Use ESC to pause during the game; press it again to resume play.

CONTROLS

In keyboard mode use the space bar to flap and the ← → keys to move left and right. When using your joystick to make your ostrich fly to the left or right, press your joystick in the corresponding direction

A WORLD OF FANTASY



while repeatedly pressing the joystick button to keep the bird in flight. After landing, you can run across the ground by pushing your joystick either to the left or to the right. Forward and backward motions of the joystick have no effect.

WHIMISICAL DOMAIN

There are alien worlds, and then there are alien worlds. Who could have predicted that you'd ever find yourself this far from home, astride an alien ostrich under attack by bird-borne avengers!

Enter the world of imagination — a world where evil knights fly on the backs of buzzards, a world where shrieking Pterodactyls soar through the sky in their search for food, a world where the hand of the Lava Troll tries to drag you down into the seething pit of destruction!

MEET THY FOES

Your opponents are the Buzzard Riders. There are two types, the Boulder and the Hunter. You and the Buzzard Riders both materialize for the first time in the gray spaces on top of the

ledges. Until a bird and rider fully materialize, they are protected from attack. Once moved, however, they become fair game for a joust, in which one mounted knight attacks another. When you fight an enemy and your lance is higher than the enemy's lance, he dies. If your lance is lower than the enemy knight's lance, you die. If the lances are of the same height, both rebound and face the opposite direction. If you lose a joust, you lose a life and materialize again (if you have lives remaining) in the gray space. If your opponent loses a joust, his suddenly riderless mount lays an egg in frustration.

That egg then sails through space until it comes to rest on one of the ledges or falls into the lava and is destroyed. If it's on a ledge, pick it up quickly, or it will hatch a more menacing opponent.

A TEST OF CHIVALRY

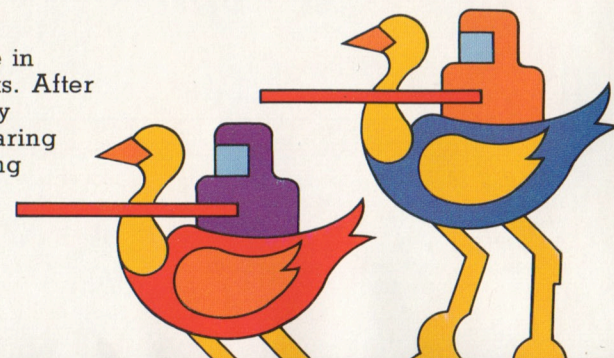
Speed is of the essence in defeating enemy knights. After a period of time, deadly Pterodactyls start appearing with their blood-curdling

shrieks. They can be killed in only one way — a lance thrust in their open mouth! When you've vanquished all your opponents and picked up all eggs in a wave, a new wave with new menaces begins. The waves are:

SURVIVAL WAVE — In this wave you receive points for defeating all of the knights without losing any of your own knights.

EGG WAVE — You get points for grabbing each of the eggs before they hatch into mounted knights. If you don't hurry, buzzards start appearing to pick up the knights.

PTERODACTYL WAVE — The Pterodactyls won't go away until all of the buzzard-riders are beaten. There IS a way to kill the dreaded Pterodactyl...but you'd better be in the right place or it's good night for your knight!



SCORING



Bouncer — 500

Hunter — 1000

Shadow Lords — 1500



Egg on Ground — 500

Egg Caught in Air — 500




Pterodactyl — 1000

- ★ Successful completion of Pterodactyl Wave is worth 3,000 points.
- ★ Make it through the entire Survival Wave and you're awarded 3,000 points.
- ★ Shadow Lord does not appear until Wave 8.

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