

**FROGGO GAMES** <sup>TM</sup>

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# Task Force

Instructions

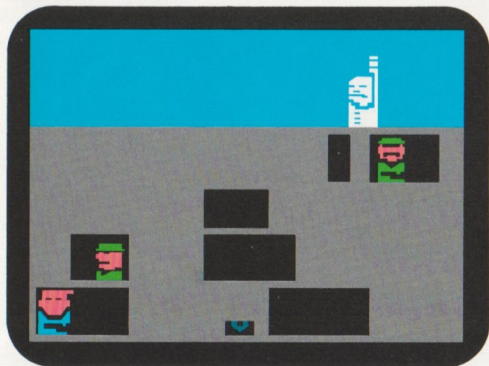


## Task Force

Task Force is a full-color action game, for one or two players, for use on the ATARI® Video Computer System.™

Terrorists are at it again, and you command an elite anti-terrorist Task Force. Negotiations have failed, so it's up to you to "take out" the terrorists. They're holding several highrise buildings, and your Task Force is in position outside. You have wire-guided missiles to fire any time a terrorist steps into view in a window. You must fire quickly, because the terrorists never miss you when they have time to get off a shot. And the terrorist leader on the roof has a neutron bomb that ends it for **everybody** if he lets it go. But **look** before you fire! The terrorists sometimes push hostages into view... don't shoot if the guy in the window doesn't have a gun. And plan ahead! You have to wait for new supplies after firing all of your wire-guided missiles.

Take out the 9 terrorists in the first building, then your Task Force heads out to the next hot spot (held by 12 terrorists), and the next (held by 15 terrorists). Your fourth anti-terrorist operation is a treacherous night raid... and the action only gets hotter after that!



## Instructions For Setup

1. Follow the manufacturer's instructions to connect the ATARI Video Computer System to your TV.
2. Install only the Left Joystick control for a single player. Install both Joysticks if two players are going to be involved in Task Force action.
3. Make certain that the ATARI power switch is OFF, then insert the Task Force game cartridge.
4. Set the TV TYPE switch to the proper setting.
5. Set the DIFFICULTY switches to A (slow) or B (fast).
6. Set the CHANNEL 2-3 switch to the proper setting.
7. Move the POWER switch to ON.

## Instructions For Play

1. Push RESET to activate Task Force.
2. Push SELECT to select the game variation you want:
  1. Single player, expert level
  2. Two players, expert level
  3. Single player, beginner level
  4. Two players, beginner level
3. Push RESET again to start Task Force action.
4. Use the Joystick to line up your gunsight on a terrorist and push the red FIRE button to launch a missile.
5. As you start attacking each terrorist nest, you have six missiles unpacked and ready to fire, plus three more crates containing six missiles each: a total of 24 wire-guided missiles. Once you fire all 24 missiles, you are at the mercy of the terrorists for several seconds while more missiles are brought in to your command center.
6. Each terrorist moves into a window, stops, and takes aim for several seconds. Whenever you allow a terrorist enough time to fire, one of your commandos is dead for sure. Terrorists never miss a shot!



## 7. Scoring

	Bldg 1	Bldg 2	Bldg 3
White Death	100	110	120
Pirate	50	60	70
Gang Green	40	50	60
Hoodman	30	40	50
Yellowbelly	20	30	40
Hostage (LOSE POINTS!)	- 1000	- 1000	- 1000

**NOTES:** If you shoot a hostage when you have fewer than 1000 points, you lose all the points you have. As your anti-terrorist squad proceeds from one building to the next, the number of points scored for taking out each terrorist continues to rise.

8. **Bonus points!** If you take out the nine hostages holding Bldg 1, you earn 140 bonus points as you move your anti-terrorist squad to Bldg 2. You earn additional bonus points each time you clean out another nest of terrorists.
9. **Night Raids:** When you take out the 15 terrorists holding Bldg 3, the video screen will go black... because your next operation is a NIGHT raid! Terrorists are still moving around and getting ready to fire at you, even though you can't see them. But you can trick them into turning on their lights for a few seconds by firing a missile at the building. Just hope you don't hit a hostage!
10. **Two Players:** Action switches to Player 2 after Player 1 is shot once by a terrorist. Player 2 controls Task Force action until he/she is shot by a terrorist. **NEGOTIATIONS ARE OVER! IT'S TIME FOR TASK FORCE ACTION!!**

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