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VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VCS™

ATARI® 2600™

An Exciting Medieval Battle From the Arcade Classic!

JOUST



• Joust is a trademark and © Williams 1982, manufactured under license from Williams Electronics, Inc.

NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

KNIGHTS ON BIRDBACK!

How on earth did you fall into *this* bizarre world? Look around you—the sky is filled with knights astride enormous armored buzzards. These characters look *mean*, and the buzzards they ride don't look very friendly either!

THE JOUST

The objective of JOUST is to defend yourself and score points by unseating opponents in a joust. The winner of a joust is the rider whose mount is highest at the moment of contact. If the mounts are of equal height, the joust is a draw.

Your opponents are the Buzzard Riders. There are three types, each more dangerous than the last: the Bounders (wearing red), the Hunters (wearing gray), and the Shadow Lords (wearing blue).

When you unseat a Buzzard Rider in a joust, he and his mount turn into an egg and float ominously around the jousting arena. If you grab the egg, it will disappear and you'll score bonus points. If you don't grab the egg it will eventually hatch into an even more dangerous opponent.



When you lose a joust, you'll materialize again on the bottom ledge—if you have any lives remaining. Until you fully materialize, you're protected from attack. Once your bird is moved, however, you become fair game for a joust.

THE FIRE PITS AND THE PTERODACTYL

Fire pits are positioned on both sides of the lower ledge. After the second wave of game play the pits are uncovered, and any jouster who ventures too close may fall into the deadly lava.

At certain times during the game, another menace—the pterodactyl—appears. The pterodactyl will try to eat you, but if you hit it *directly* on its beak you'll destroy it and earn bonus points.

SPECIAL WAVES

When all Buzzard Riders have been unseated, a new wave of game play begins. The wave number is shown between rounds at the bottom of the screen. In some waves you can earn bonus points. These waves are:

Survival Wave (one-player) or Team Wave (two-player)—In the one-player version, you are awarded 3000 points if your player stays alive through the entire wave. In the two-player version, both players are awarded 3000 points if neither player unseats the other.

Gladiator Wave (two-player)—The first player to unseat the other player is awarded 3000 points.

Egg Wave—All the Buzzard Riders begin this wave as eggs. Collect the eggs quickly before they hatch.

Pterodactyl Wave—The pterodactyl appears immediately on the screen in this wave.

The upcoming wave is shown by a letter that appears at the lower right side of the screen: (**S**) Survival/Team Wave, (**G**) Gladiator Wave, (**E**) Egg Wave, and (**P**) Pterodactyl Wave.

Each player's current score and number of lives left is shown at the bottom of the screen. You start the game with five lives and earn an additional life with every 20,000 points earned.



SCORING

Unseating a Buzzard Rider	Points
Bounder:	500
Hunter:	750
Shadow Lord:	1500

Collecting Eggs	
1st egg:	250
2nd egg:	500
3rd egg:	750
4th egg and each egg thereafter:	1000

	Points
Losing a life:	50
Unseating another player (two-player game):	2000
Surviving a Survival Wave:	3000
Cooperating in a Team Wave:	3000
Unseating another player in a Gladiator Wave:	3000
Destroying a pterodactyl:	1000



USING THE CONTROLLERS

Plug one controller into the **LEFT CONTROLLER** jack for one-player games; plug a second controller into the **RIGHT CONTROLLER** jack for two-player games. Hold the controller with the red fire button to your upper left, toward the television screen.

Use your joystick to turn your bird right or left; use the red controller button to make your bird flap its wings. To make your bird fly, press the red button repeatedly.

GAME VARIATIONS

There are two game variations in Joust—EASY and SKILLED. EASY game variations are identified by a teddy-bear symbol next to the score. In EASY game variations you face only one opponent at a time, and the Hunters, Shadow Lords, and pterodactyls do not appear.

One-Player Skilled	
Two-Player Skilled	
One-Player Easy	
Two-Player Easy	

CONSOLE CONTROLS

Use the **GAME SELECT** switch to choose the EASY or SKILLED skill level for one or two players.

Press **GAME RESET** or the red button on your controller to start and restart the game.

The **DIFFICULTY SWITCHES** have no function in this game.

HELPFUL HINTS

- Play the EASY version first to learn how to control your bird. Try keeping your flight steady and even, rather than bouncing off ledges.
- Learn the flight patterns of the Buzzard Riders. Try to predict when an area should be avoided, or where to expect the next Rider.
- Clear the screen of opponents as soon as you can. If too much time passes, the pterodactyl will appear.
- Collect eggs quickly. If you wait too long, they'll hatch into new Buzzard Riders.
- Stay away from the sides of the jousting arena since a Buzzard Rider or pterodactyl could appear unexpectedly.