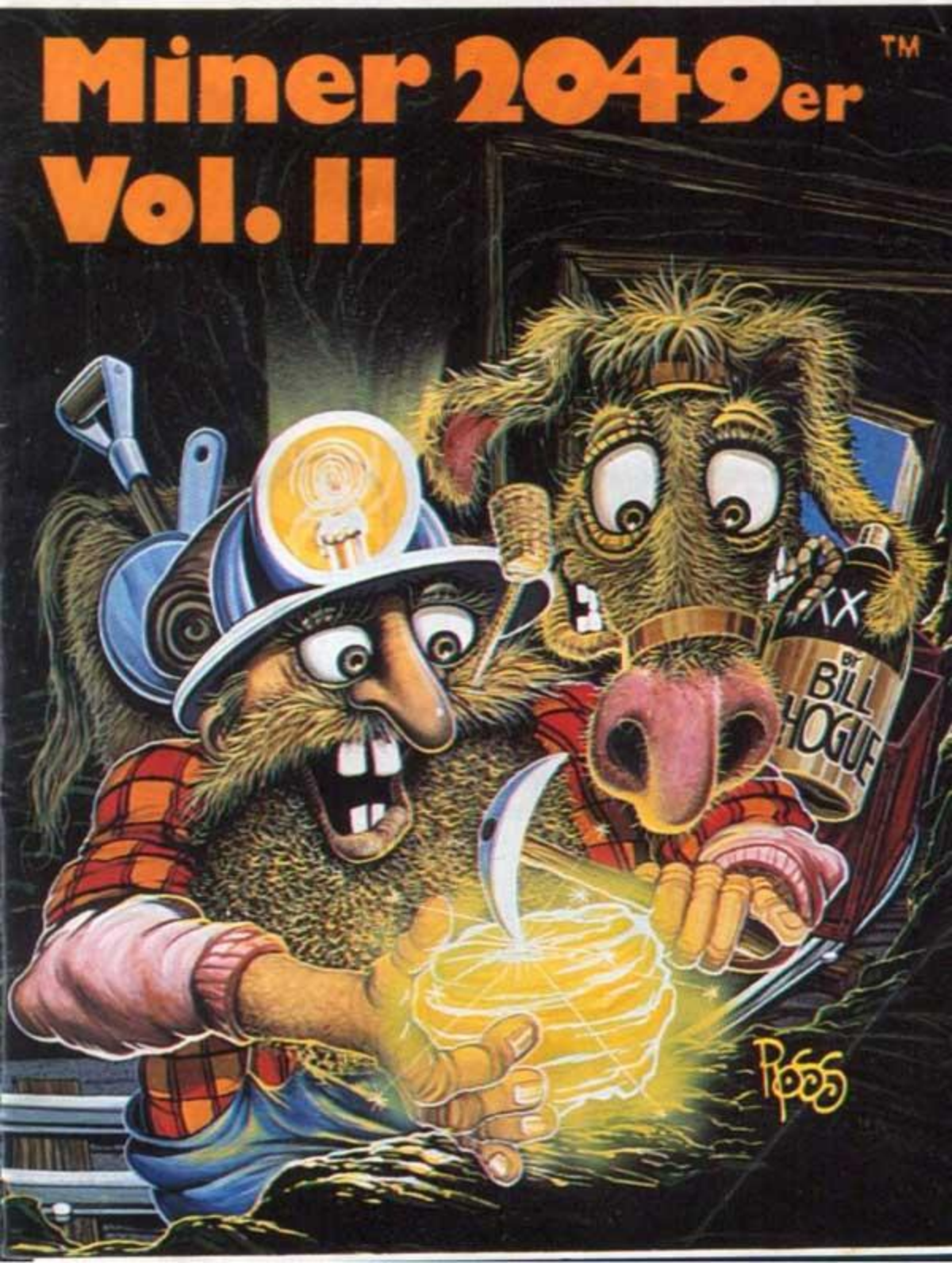
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TIGERVISION®

INSTRUCTIONS

ATARI® 2600 VCS™

Miner 2049er™ Vol. II



INTRODUCTION:

The cleaning woman was diligently dusting the Hall of Fame wall in the office of Headmaster Mounty Monty. Monty was quietly doing the boring paperwork that all mounties must attend to. "Excuse me Sir, but why is there a big black wreath around this one picture?" inquired the cleaning woman. Slowly removing his glasses, he looked up and studied the picture she was referring to. "That is the famous mounty "Bounty Bob" answered Monty. "Bounty Bob was considered by all to be the most loyal, heroic, and charismatic mounty that our province has ever known."

The cleaning woman was entranced. "Well, if he was so wonderful, then what is that blooming black wreath doin' up there?"

Monty reclined back in his chair as he siad, "We sent ol' Bounty out one wintery day to find Yukon Yohan, a ruthless and conniving fur trapper from Sweden."

The cleaning woman gulped. Nervously, she asked "What was this evil slime of a man wanted for?"

A blank stare appeared on Mounty Monty's face. In a whisper he muttered, "Murder".

The cleaning woman was horrified. "Did Bounty Bob ever find this Yohan fellow?" she wondered.

"Apparently he did" replied the headmaster. "We found his dogsled stopped outside an abandoned uranium mine once owned by Nuclear Ned. Two sets of tracks led into the mine. We followed them into the dark passages of the mine when suddenly there was a massive explosion. A huge cave-in occurred. We were barely able to escape with our lives."

"Whatever happened to Mr. Bob? Was he ever found?" asked the mystified cleaning woman.

"No" answered Monty. He's still in there looking for Yukon Yohan. Old Nuclear Ned was a survivalist and stocked up on supplies so Bounty Bob won't have to worry about food . . . if he survives the radiation."

SPECIAL NOTE

Miner 2049er Volume II has three unique game screens. Each game screen is unique with exciting challenges for Bounty Bob. It is not required that you have played the original Miner 2049er.

GAME PLAY

YOU CONTROL BOUNTY BOB IN HIS TRAVELS THROUGHOUT THE MINE AS HE ATTEMPTS TO CAPTURE YUKON YOHAN. YOU MUST "CLAIM" ALL OF THE VARIOUS MINE STATIONS. CUTE BUT DEADLY MUTANT ORGANISMS PRANCE CASUALLY THROUGHOUT THE MINE. ANY CONTACT WITH THEM IS FATAL. TO AVOID CONTACT SIMPLY STAY AWAY FROM THEM, OR HOP OVER THEM IF YOU'RE FAST. SCATTERED THROUGHOUT THE MINE ARE VARIOUS ARTICLES THAT HAVE BEEN LOST BY PREVIOUS MINERS. CAPTURE THEM BY TOUCHING THEM AND YOU WILL BE AWARDED POINTS. ADDITIONALLY, THE MUTANT WILL CHANGE COLOR INTO A HAPPY CREATURE THAT IS NOW EDIBLE. QUICKLY RUN INTO THEM BEFORE THEY RETURN TO THEIR DEADLY FORMS AND YOU WILL ELIMINATE THEM AND SCORE POINTS.

WHENEVER YOU WALK ALONG SECTIONS OF FRAMEWORK IN THE MINE THE SECTIONS IMMEDIATELY UNDER YOUR FEET WILL TURN SOLID. TO ADVANCE TO THE NEXT STATION YOU MUST "CLAIM" ALL SECTIONS OF THE FRAMEWORK. MISSING EVEN ONE SECTION WILL PREVENT YOU FROM ADVANCING TO THE NEXT STATION.

At the top right of your display is the "Miner Timer". This timer indicates how much time you have remaining to finish the station. When it counts down below a safe level, it will warn you by flashing and beeping. If it reaches zero, your miner dies instantly. If you finish the station before it reaches zero you then receive the number of points that it shows.

GAME OBJECTIVE:

Using the joystick control maneuver Bounty Bob through the mine gathering the blocks of ore, old miner possessions and killing the mutants which scores points. The faster you can gather all the "ore" on each level, the more bonus points you will score as you are working against the clock. Use the push button on the joystick to jump Bounty Bob across open mine shafts.

IMPORTANT:

Make sure the console unit is turned "off" before inserting or removing the game cartridge.

NOTE:

This is a "One Player" game only. There is no skill selection. Game play of Miner 2049er Volume II is totally progressive based on your playing skill.

GAME SELECTION:

First insert the cartridge into the game console. Turn the game console to the "On" position. Bounty Bob's theme song can be heard. The video will display alternately three different mine shafts. Press the reset button to start the game.

HOW TO PLAY: LIFT

Screen 1 Level 1

The "Miner" has to collect all the chunks of "uranium ore" by skillful use of the Lift. Avoid the "mutants" by becoming energized with the old miner's possessions to kill the mutants or by jumping over them.

Use the Lift to take the "Miner" to different layers of the mine.

NOTE:

When the "Miner" first jumps on the lift, you can move the Lift by directing the joystick. To move the Miner off the Lift you must carefully line the Lift up with the place where you want to exit, then PRESS the "Fire" button and move the joystick so the "Miner" can walk and jump again. Be careful what position you leave the Lift in so you can clear the entire screen.

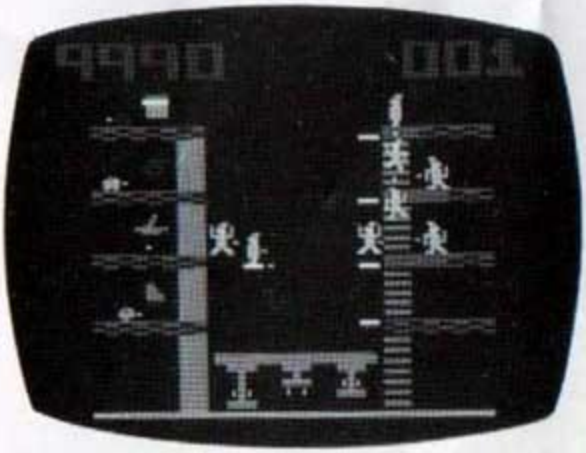


HOW TO PLAY: CRUSHER

Screen 2 Level 1

To play the "Crusher" screen you must first successfully complete the "Lift". Move the "Miner" onto the white bar and ride it across from the right side to the left. Try to correctly time your jump off of the bar as you approach the left side. The bar will automatically move back to the right side.

After you complete a level of the left side of the mine, slide down the slide. Watch out! You must carefully move under the "Crusher" without getting crushed. Climb back up the ladder on the right side to continue your mining.



HOW TO PLAY: RADIOACTIVE WASTE

Screen 3 Level 1

The flashing "Radioactive Waste" pool is located at the bottom of the screen. If the "Miner" falls into the pool or touches it, it's a kill. Move the "Miner" into position to jump onto one of the moving bars. Use the moving bar to get to different parts of the mine.

NOTE:

Get off the bar by jumping "up" to the next level (press the fire button) or move "down" a level by putting the joystick in the down position.



HOW TO PLAY: (Screens 1-3 Level 2)

All Level 2 screens are played without any possessions to help you kill the mutants. Therefore you must very carefully jump over the mutants to complete your mining.

SCORING:

- Block of uranium ore — 2 points
- Mutants — 30 points
- Possessions — 10 points
- Bonus points — time left on clock

GAME FEATURE CHART

Screen	Level	Possessions	Mutants
1	2	3	5
2	1	4	5
3	1	3	3
1	2	0	5
2	2	0	5
3	2	0	3

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