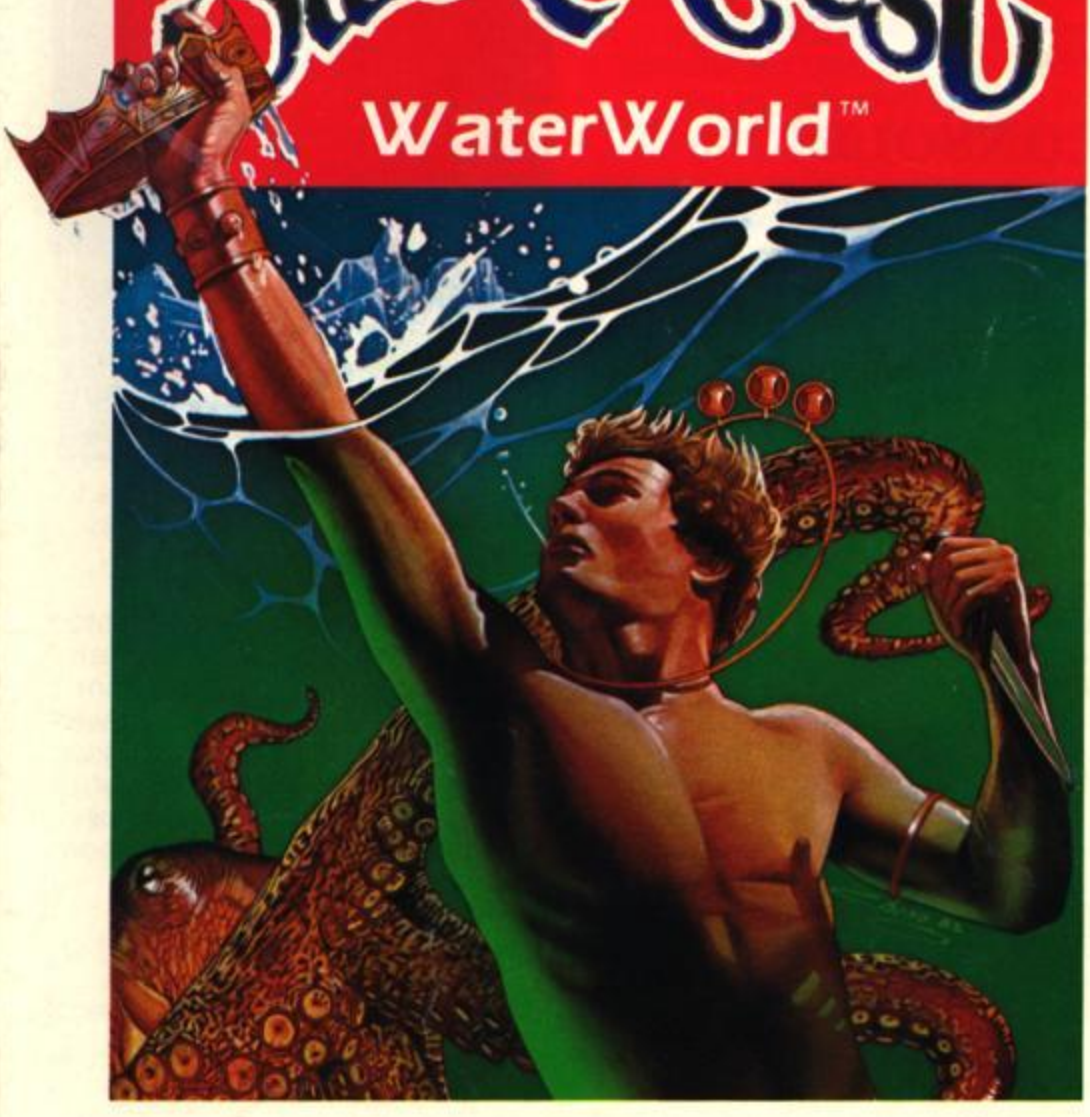
VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VCS™

ATARI 2600™

WIN THE $25,000 JEWELED CROWN!

Swordquest™

WaterWorld™



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.

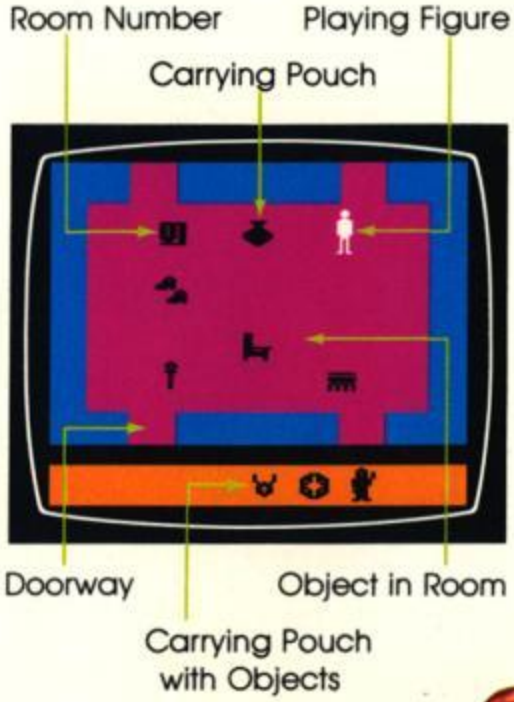
GAME OBJECTIVE

WATERWORLD is the third in a series of four individual contests comprising the ATARI SWORD-QUEST CHALLENGE.

The ultimate objective in the WATERWORLD contest is the jeweled Crown, made at a cost of $25,000. To win that Crown, you will have to pass certain tests of dexterity and cleverness—in both the video game and the accompanying comic book.

Your goal in the WATERWORLD game cartridge is to discover the seven "numerical clues" that will refer you to the appropriate page and frame number of the accompanying comic book. There you must look artfully for "word clues" to send to ATARI on the enclosed SWORDQUEST CHALLENGE entry form.

Not all of the numerical clues are valid. Three are decoys. A careful poetic reading of the comic book is required in order to obtain information that will be helpful in selecting the valid word-clue answers from the false ones.





GAME PLAY

WATERWORLD is primarily a puzzle. There are seven rooms. Scattered throughout these rooms are 16 magical objects which are related to each other and to the seven rooms. Isolating the rooms from each other are three skill-and-action tests which you'll need to master in order to successfully enter a room and manipulate all the objects in that room.

Your task, the SWORDQUEST CHALLENGE, is to travel successfully from room to room; discover the relationships of the objects to each other and to the rooms; and then place a correct combination of objects in the appropriate room to get a numerical clue.

Each room needs a unique set of seven objects to trigger a clue. If you correctly place at least four of the seven objects designated for a specific room, a numerical clue will momentarily be revealed to you at the bottom of the screen. Use this numerical clue to search for a word clue in the accompanying comic book.

You can carry a total of six objects in your carrying pouch. You gain information about the objects and their interrelationships by transferring the objects back and forth from the room to the carrying pouch in each of the seven rooms. Interrelationships between the objects and the rooms will be displayed as "hints" at the bottom of the screen. Writing down these interrelationships and interpreting the resulting information is an essential prerequisite to successful game play in a puzzle like WATERWORLD.



USING THE CONTROLLER



Use your Joystick to travel from room to room and to transfer objects from the room to your pouch and back. To transfer an object, move your playing figure directly over the object and press the red button.

To transfer objects back into the room you must first enter the carrying pouch. To do this, move your playing figure over the carrying pouch symbol at the top of the screen and press the red button. To emerge from the pouch, simply move your Joystick up toward the room.

Pressing the red button while a hint is being displayed at the bottom of the screen will immediately return you to game play. Doing this will eliminate the time it usually takes to cycle through each hint display.

Pressing the red button while you are in the midst of a skill-and-action test is a sign of surrender. You will be transported directly into the desired room, but without the power to see or successfully manipulate all the objects in that room.

In the ice floes skill-and-action test: Push the Joystick up away from you to jump up to the next floe. Pull the Joystick toward you to jump back.

Plug your Joystick Controller into the **LEFT CONTROLLER** jack. Hold the controller with the fire button to your upper left, toward the television screen. See your owner's manual for further details.

CONSOLE CONTROLS

GAME RESET SWITCH: Press **GAME RESET** to start a new game.

TV TYPE SWITCH: Set this switch to **COLOR** if you're playing on a color television. Set it to **B-W** to play the game on a black and white television.

DIFFICULTY/GAME SELECT SWITCHES: These switches are not used in WATERWORLD.

NOTE: Just as you can leave the pieces of a chess game assembled overnight, you can also maintain the current status of WATERWORLD after a hard day's SWORDQUESTING by leaving the **POWER** of your console unit **ON**—even with your television turned **OFF**. To return to the place you left off, press the red button on your controller and resume game play.

SKILL-AND-ACTION TESTS

To simulate the challenging adventures Torr and Tarra must face in the comic book, part of your SWORDQUEST CHALLENGE requires you to pass certain tests of dexterity in order to travel successfully from room to room.

There are three skill-and-action tests facing you:

- the sea of sharks
- the school of octopi
- the slippery ice floes



Figure 2 — Sea of Sharks



Figure 3 — School of Octopi

To enter a room with the power to manipulate all the objects in that room with your Joystick, you must guide your playing figure to the opposite side of the screen from where you start.

A certain amount of time is alloted for you to accomplish each test. If you fail to enter the next room through your own efforts, you will be automatically placed in that same room when time runs out. However, there will be a penalty: Not all of the objects in that room will be visible to you.

Only if you succeeded in getting through a skill-and-action test can you manipulate all the objects

"I know I saw a crown in one room..."

"...and I know a chariot goes in another..."

allocated to that room. If you try to transfer an object in a room that you entered after time ran out, that object may disappear!

When you do complete a skill-and-action test successfully, an image of the Ultimate Sword of Sorcery will appear momentarily before you enter the room. If you are not successful, the word "SWORDQUEST" will appear before you are placed in the room.



Figure 4 — Ice Floes



HELPFUL HINTS

■ In order to receive a numerical clue, all the objects you leave in a room must be part of a set that is designated for that particular room. If you include any object which does not belong, you cannot trigger a numerical clue.

■ For each skill-and-action test, there is a different magical object which will allow you to pass directly into the next room without having to undergo that specific test. There is also one overarching object which will allow you to travel successfully from room to room without having to undergo any of the skill-and-action tests.

■ WATERWORLD demands logical thinking along with trial and error methods. You will need to try several types of combinations before you discover a set which will work.

■ All of the hints are true. Some hints may not appear to be perfectly clear; they are capable of being interpreted in more than one way. Don't get lost. Make notes. Keep a journal.

"...and I remember seeing a crown with a chariot together somewhere, but I can't be exactly sure where."
—*Journal of a Lost SWORDQUEST Challenger*

Amulet		Peasant's Ring	
Chalice		Royal Seal	
Cloak of Invisibility		Scepter	
Crown		Shield	
King's Ring		Shoes of Stealth	
Lamp		Tallisman of Passage	
Medallion		Throne	
Money Purse		Warrior's Sword	

Figure 5 — Inventory of Magical Objects



Call toll-free:
(800) 672-1404 (in California)
(800) 538-8543 (Continental U.S.)

Atari welcomes your comments. Please address all correspondence to:

Atari, Inc.
Customer Relations
1312 Crossman Avenue, P.O. Box 61657
Sunnyvale, California 94086

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Sunnyvale, CA 94086

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