

CRAZITACK

Atari 16 K

Artworx™

Artworx Software Company, Inc.
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IMPORTANT LOADING INSTRUCTIONS

DISKETTE:

- Turn off computer—insert BASIC cartridge.
- Insert diskette into drive—turn on computer.

CASSETTE:

- Turn off computer—insert BASIC cartridge.
- Insert cassette into cassette player—rewind fully.
- Press 'PLAY' on cassette player.
- Hold down 'START' key on computer.
- Turn on computer.
- Press the 'RETURN' key after you hear the tone.
- Allow the tape to continue loading after the 'intro'.
- If you have a disk drive or 850 Interface, be sure to DISCONNECT either unit before turning on computer.
- If program will not load, try other side of cassette.

Artworx will replace any defective cassette or diskette free of charge within 90 days from date of purchase. If you damage your cassette or diskette any time after the warranty period, send it plus \$5.00 to Artworx for replacement.

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written by Peter Adams

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INTRODUCTION:

The Crazies have started a relentless attack upon the White House. Your mission is to stop them by firing MX missiles, singly or in a salvo. If a Crazy successfully makes it past your four bases, he will destroy the White House.

PLAYING THE GAME:

To start the game press START. Pressing OPTION allows you to choose the two player option. In order to increase the difficulty level, press SELECT.

The Crazy will move from left to right above your bases. When a Crazy is hit, it retreats into the sky so that it may once again attack.

To fire a missile, simply use the joystick to move your launching silo to the desired missile and press the trigger. To fire a salvo, move the silo while pressing the trigger. This technique is very effective for getting a particularly elusive Crazy. Keep in mind that wasting missiles spells an early victory for the Crazies. Each missile that hits a Crazy is replaced with a new missile when in the bonus points mode. Each missile that misses a Crazy is lost forever.

DETAILS:

At the start of the game, hitting a Crazy is worth 100 points. For every ten Crazies hit, the point value of each increases by 100 bonus points, up to a maximum of 500 points each.

In the two player game, each player controls four of the eight missiles at each of the four bases. Player 1 has the light blue missiles; for Player 2, they are dark red. In a two player game, the sum of both players' scores is used to calculate the high score. A score of over 50,000 is justly rewarded.

If all the missiles at a certain base are used, then that base will be skipped. The base number is constantly displayed at the bottom of the screen. As the bases get closer to the White House, you will see more of the city and the missiles are closer to the ground surface.

If, at any time, you wish to temporarily stop the game, simply press the space bar. Pressing any other key on the keyboard will resume the game so that the Crazies may continue their assault.

