

7-006-400

**TIGERVISION®**

# INSTRUCTIONS

For use with ATARI 400/800

# SPRINGER™



Your're a rabbit named Springer. You are trying to climb up to the sun by jumping from cloud to cloud. On certain clouds are eggs and various rewards. By hopping from cloud to cloud you can earn points by collecting the eggs and rewards. But be careful the eggs are hatching. When they hatch they turn into dragons that can only be killed by the rabbit's kick. If the dragons are not killed they will grow wings and begin to fly toward you.

The overall object of the game is to get to the sun as quickly as possible earning as many points as possible along the way. Don't take too long to get to the sun or you will die. Be careful when you jump or you may die. Be careful of the hatching eggs or you will die. How many sun dances can you achieve?

## **INSTRUCTIONS**

Use your joystick controllers with this Tigervision® game cartridge. For a one player game plug you joystick into controller jack #1. For a 2 player game plug the second joystick into controller jack #2. Hold the joystick with the fire button to your upper left.

**NOTE:** Made sure the Atari 400/800 is turned off when removing or inserting the game cartridge.

Turn the ATARI 400/800 off. Plug the Tigervision Springer game cartridge into the cartridge slot located under the cartridge slot cover (on the 800 plug the cartridge into the left slot).

Turn the Atari on, by closing the cartridge door and turning on the power switch. The Springer cartridge will display a title screen. After a short wait the cloud formations for all ten levels will be displayed in sequence. Start the game by following the instructions at the bottom of the screen. Pressing the SYSTEM RESET key on the keyboard will abort the current game and the cartridge will return to the title screen.

## **GAME SELECTION**

After turning the game on, the player must select, the number of players: 1 or 2. The message on the bottom of the screen tells you how to do this:

PADDLE LEFT FOR 1 PLAYER, RIGHT FOR 2

Using player one's joystick select the number of players. The game will then begin by telling you whose turn it is.

## **SKILL SELECTION**

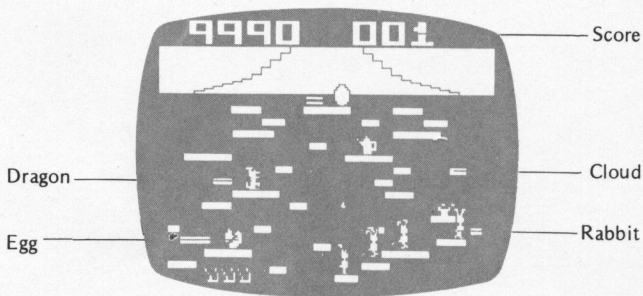
There is no skill level selection available to the player. The skill level required to play the game automatically increases as each level is completed.

## STARTING THE GAME

When you are ready to play, select the number of players as mentioned above. Watch the screen to determine whose turn it is. If it is your turn your rabbit will be placed on the lowest cloud. Move fast to kill or avoid the hatching eggs. Gather as many rewards as you can. Try to make it to the sun.

## JOYSTICK CONTROLLER ACTION

The Springer rabbit can be moved four ways: up, down, left, and right. The button on the joystick makes Springer kick. Remember that when an egg starts to hatch or after it has hatched, the dragons can only be killed by Springer's kick.



## GAME ACTION AND SCORING

### Game Strategy

While trying to hop your rabbit to the sun there are four obstacles that you must beware of in order to reach the top:

**CLOUDS:** You must hop your Springer rabbit very carefully from cloud to cloud or Springer will fall and die.

**DRAGONS:** Once the eggs hatch and turn into dragons they will kill Springer unless Springer kicks them.

**BIRDS:** Occasionally a bird will fly across the top of the screen and try to drop a vase on Springer. You must maneuver Springer so that the vase misses him or he will be killed.

**BULLET:** Occasionally a horizontal bullet will appear. You must maneuver Springer so that the bullet misses him or he will be killed. Note: Springer can jump over the bullet if the jump is timed correctly.

## Game Statistics

At the bottom of each screen is a text line that indicates the current status for the game:

L1 1UP 3R B:4500 P1:00000 P2:00000

The L and its number indicate the current level being played. There are 10 levels. When level 10 is completed, level 1 is next.

The UP and its number indicate which player's turn it is (1 or 2).

The R and its number indicate how many rabbits remain for the indicated player. Each player starts with 3 rabbits.

The B and its number indicate the bonus that will be awarded to the player when his rabbit reaches the sun. This number starts at 4500 and counts down as time elapses.

The P1 and its number indicate player one's score.

The P2 and its number indicate player two's score.

## Game Timing

Each level will allow you from 90 to 120 seconds to reach the sun. When the bonus counter (B:4500) reaches zero your Springer dies.

The amount of time it takes an egg to hatch or a dragon to grow wings is random so be careful.

The moving clouds can disappear even while you are on one. The moving clouds will disappear randomly so again be careful.

## Game Scoring

The following table indicates the points earned:

SMALL RED EGGS	100
LARGE RED EGGS	100
LARGE GREEN EGGS	400
APPLE (CHERRY)	200
MUSHROOM	400
LEMON	1000
CARROT	3000
BOTTLE	500
CUP	300
ALL DRAGONS	400
BONUS	VALUE OF BONUS TIMER AT TIME OF REACHING SUN



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**TIGERVISION®**

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