



Combat

You're a stranger in an alien world, assaulted by the evil Buzzard Riders. And you're the lone knight on birdback.

So mount your ostrich, hoist your lance, and prepare for battle against the evil Buzzard Riders. This is a joust to the finish!

System Requirements

- ST™ Computer, Disk Drive, and Color Monitor
- One or Two Joystick Controllers

Getting Started

1. With your ATARI® ST Computer System turned on and the GEM™ Desktop displayed, insert the Joust™ Program disk into the disk drive, label side up.
2. Plug a joystick controller into Joystick Port 1. If two players are jousting, unplug the mouse and plug a second joystick into Mouse/Joystick Port 0.
3. Double-click on the floppy disk icon to obtain a directory listing for the Joust Program disk.
4. Double-click on JOUST.PRG, and the Joust Program screen will appear.

5. Press either **[1]** or **[2]** on the keyboard to choose a one- or two-player game. The game will begin immediately. (Pressing the joystick fire button starts the game with the same number of players as in the previous game.)
6. Use the joystick to move the ostrich left or right. Press the fire button on the joystick to make the ostrich flap its wings and fly. Keep pressing the fire button to continue flying.
7. Press **[P]** on the keyboard to pause the game. Press any other key to resume play.
8. Press **[Control] [C]** to save your high score to disk and return to the GEM Desktop.

Playing the Game

As a bird-borne Knight, you ride an ostrich into combat, beginning the game with five lives. For each 20,000 points you score, you earn an extra life.

Your opponents are the Buzzard Riders. There are three types, each more fearsome than the one before. The Bounder (least fearsome) wears red; the Hunter wears gray; and the

! Action! Skill!

Shadow Lord (most fearsome) wears blue. The Buzzard Riders attack in waves.

Both you and the Buzzard Riders materialize for the first time in the gray spaces on top of the ledges. Until a bird and rider fully materialize, they're protected from attack. Once moving, they become fair game for a joust, in which one mounted Knight attacks another. The winner of a joust is the rider whose mount is highest at the moment of contact. If the mounts are at the same level, the joust is a draw.

If you lose a joust, you lose a life, and materialize again (if you have lives remaining) in a gray space. If your opponent loses, his suddenly riderless mount lays an egg in frustration. The egg then sails through space until it comes to rest on a ledge, or falls into the lava and is destroyed. If the egg is on a ledge, pick it up quickly, or it will hatch into an even more menacing opponent.

Sometimes a fast-moving Pterodactyl tries to eat you. To save yourself, you must be quick and precise, lancing the opponent in the mouth.

The Lava Troll appears when you reach Level 4 game play. He

lives beneath the lowest ledge of the Lava Pits. The Troll's fire burns away the bridges that kept the jousters safe from him. Any jouster who falls into a Lava Pit dies. If you fly too near the Pits, the Troll's hand reaches out and draws you toward the deadly lava. If the Troll captures you, try to escape by flying away fast and breaking his grip.

When you've vanquished all your opponents and picked up all the eggs in a wave, a new wave with new menaces begins. The waves are:

Survival Wave — If you make it through this wave without losing a life, you earn 3000 extra points.

Egg Wave — All your opponents start as eggs. Eat the eggs quickly before they hatch.

Pterodactyl Wave — This wave starts with the marauding Pterodactyl on screen.

Team Wave (2 players) — If neither player unseats the other during this wave, both earn 3000 points.

Gladiator Wave (2 players) — The first player to unseat the other gets 3000 points.

Scoring

Unseating a Buzzard Rider

Shadow Lord	1500 points
Hunter	750 points
Bounder	500 points

Picking Up Eggs

First egg per round	250 points
Second egg per round	500 points
Third egg per round	750 points
Fourth or more eggs per round	1000 points
Egg grabbed in midair	500 bonus points

Displaying Skill

Surviving Survival Wave	3000 points
Cooperating in Team Wave	3000 points
Unseating other player in Gladiator Wave	3000 points
Destroying a Pterodactyl	1000 points
Unseating other player at other times	500 points
Losing a life	50 points
Escaping the Lava Troll	50 points

You earn an extra life for every 20,000 points you score. Each player's current score and number of lives left are shown at the bottom of the display screen, Player 1 on the left and Player 2 on the right. No more than five lives can be shown, even if more have been earned. You can enter new high scores between games. Your name and score are displayed on the startup screen.



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