## Getting Started

1. With your ATARI ST Computer system turned off insert the Joust ™ Program disk into the disk drive, label side up.

2. Switch on computer. Double-click on the floppy disk icon to obtain a directory listing for the Joust Program disk.

3. Double-click on JOUST.PRG, and the Joust Program screen will appear.

4. 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.

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 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:

**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.

### Unseating a Buzzard Rider

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|---|---|
| Shadow Lord | 1500 points |
| Hunter | 750 points |
| Bounder | 500 points |

### Picking Up Eggs

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|---|---|
| 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

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|---|---|
| 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.