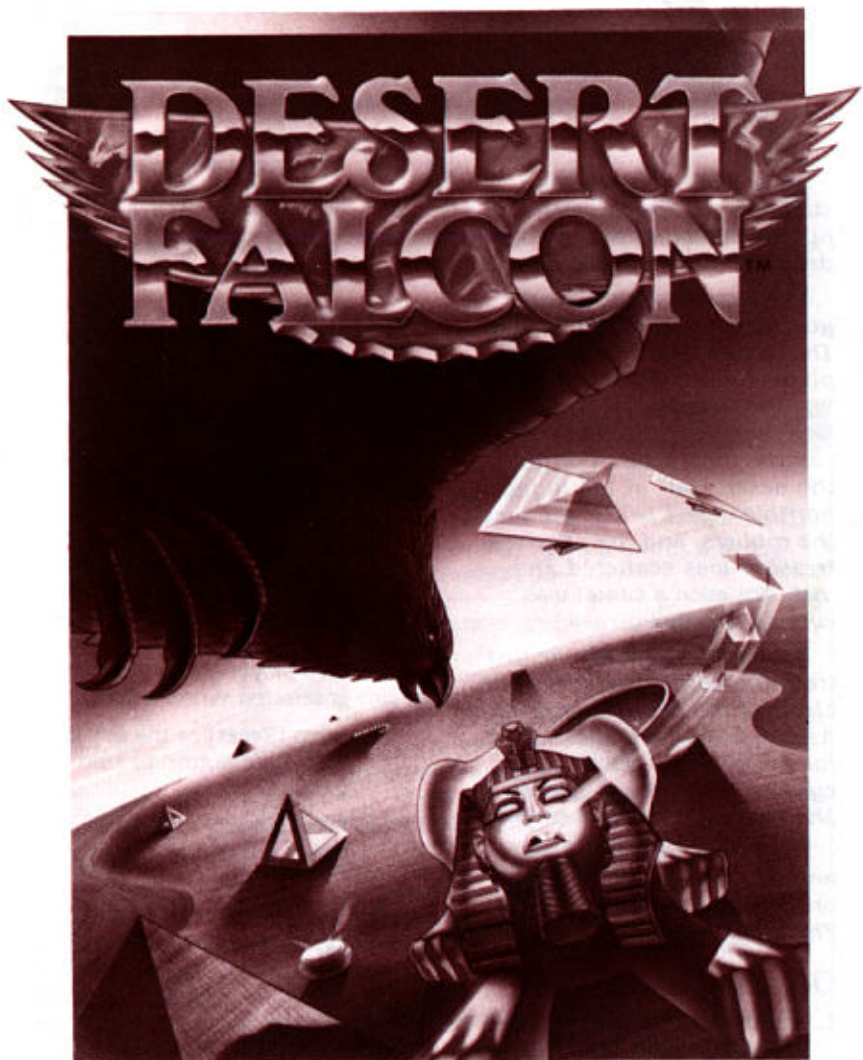


ATARI 2600™ Game Manual



# A Daring Desert

All around you are long stretches of sand, ancient pyramids baking in the hot, dead air, and constant danger.

The legends that brought you here are 30 centuries old. The tales tell of thieves who plundered the Pharaoh's tomb, loading bags of gold, silver, and precious gems onto their camels, then making off into the desert. But in the night, horrible desert beasts pursued the robbers, and the priceless treasure was scattered and lost. Not even a camel was ever seen again.

Now you search for the lost treasure, daring the beaks and claws of the desert guardians. As you scan the endless sand for the glitter of jewels, your eye catches sight of gliding shadows. Something's coming!

You could turn back now and be safe. Or you could go on, and dare to steal the Pharaoh's jewels.

## Getting Started

1. Insert the Desert Falcon cartridge into your Atari 2600 or 7800™ console.

2. For one player, plug a joystick into the left controller jack. For two players, plug a second joystick into the right controller jack.
3. Turn on your television, then press the **[Power]** button to turn on your console. The Desert Falcon title and options screen appears.
4. Select game options by pressing **[Select]** or by using the left joystick. Move the joystick handle up or down to choose one of four skill levels: Novice (easiest), Standard, Advanced, or Expert (most difficult) and to choose between a one- or two-player game. An option is selected when it lights up.
5. Press **[Reset]** or the left joystick's fire button to start the game.
6. Press **[Select]** to redisplay the options screen at any time.

## Game Play

The Pharaoh's lost treasures—enormous gems, big golden eggs, and silver ingots—are scattered among the ancient pyramids and obelisks. Fly towards the treasures, then hover or hop over

ACTION	JOYSTICK OPERATION
Fire darts.	Press fire button once.
Activate super powers.	Press fire button twice, quickly ("DBL-PRESS").
Fly; gain altitude.	Pull handle backward.
Land, hop, or swim.	Push handle forward.
Maintain altitude in the air; stop on land.	Release handle.
Move left.	Push handle left.
Move right.	Push handle right.

them to pick them up and earn points. Use your joystick handle to maneuver. (Follow the chart above.)

The treasures are guarded by flying and crawling beasts. Burrowing Uwes crawl out of the sand to charge at you, and Vultures, Warrior Phleas, Scarabs, Flying Fish, and Phantom Gliders attack from the air. Darts fly at you, spit out by the Howling Sphinx waiting at the end of the trail. All these enemies will destroy you if they hit you.

Protect yourself by firing darts. A direct hit destroys enemy crea-

tures and gains you points. You can also maneuver around enemies. At higher levels, watch out for flame-throwing Fire Pots and dart-shooting Mini-Sphinxes.

You begin the game with five lives. Each time you're hit or you crash into an object you lose a life, but you will recover as long as you have lives left.

The end of each desert trek brings you to the Howling Sphinx. You must shoot this Sphinx in the middle of its face in order to get past it, all the while dodging the darts and nasty creatures it spits at you.



# Quest for Treasure!

## Super Powers

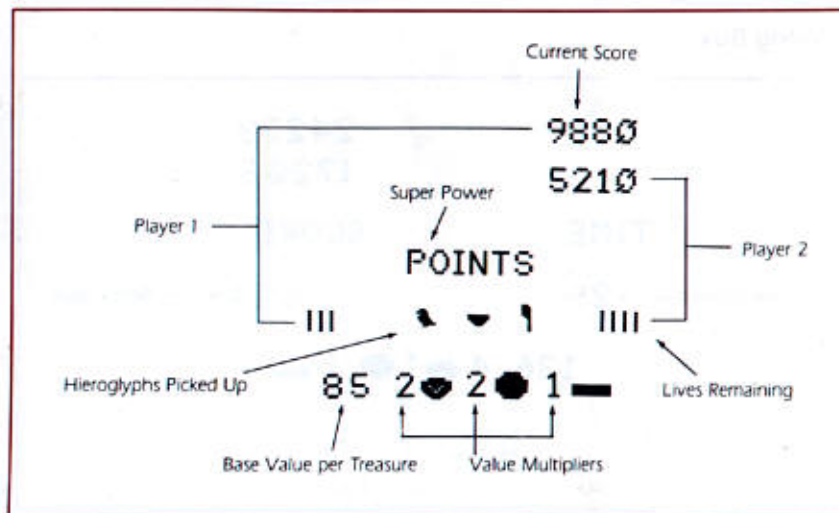
Hop over any three hieroglyphs scattered in the sand to gain super powers. Super powers give you great advantages, such as letting you destroy all enemies on screen at once or paralyze the Howling Sphinx.

Check the Gaming Box at the bottom of the screen to find out which power you've gained and whether it requires pressing the fire button twice quickly ("DBL-PRESS"). Some powers will

be used up when you double-press the fire button; other powers last for about 20 seconds. A new power is awarded when you pick up three more hieroglyphs, whether or not the previous power was used.

There are many super powers for you to discover (some of them are described on the next page). But beware: in the higher levels of play you can earn super problems, such as Shackles, as well as super powers.

## Gaming Box



## Hieroglyphs



Ankh



Bowl



Eye



Man



Bird



Cane



Feather



Sun Over Water

SUPER POWERS	WHAT THEY DO
Air Bomb	Pressing the fire button destroys all airborne enemies and enemy darts in sight.
Decoy	Enemies are tricked into flying towards a decoy spot instead of towards you.
Hold Sphinx	The Howling Sphinx is unable to spit creatures or darts at you.
Invincible	Nothing can destroy you.
Omnicide	All enemies on screen are destroyed when you double-press the fire button.
Points	You are given free points.
Polywater	You can fly and hop but not swim.
Roulette	You are given two random hieroglyphs. The next hieroglyph you pick up determines your next super power.
Shackles	You can fly and swim but not hop.
Warp	You fly at lightning speed to the Howling Sphinx.

# Scoring

## Shooting Desert Beasts

Each enemy you destroy earns you points. Destroying a flying enemy increases the base value of treasures. You cannot shoot the Howling Sphinx's darts.

Desert Beasts	Points Scored	Points Added to Base Value of Treasures
Mini-Sphinx	1000	0
Warrior Phlea	500	5
Scarab	300	3
Flying Fish	200	2
Vulture	200	2
Burrowing Uwe	150	0
Phantom Glider	100	1

## Destroying the Howling Sphinx

First Sphinx ..... 5,000 points  
 Each additional Sphinx ..... previous Sphinx score plus 1,000 points (up to 10,000 points maximum)

## Stealing Treasures

During regular game play, each treasure you pick up earns you the base value, plus increases that treasure's value multiplier by 1. In the bonus round, each treasure is worth the base value times its value multiplier.

## Bonus Lives

You earn a bonus life at every 10,000 points scored. You can have a maximum of four lives remaining.

## Bonus Round

Destroying the Howling Sphinx gains you entrance to the bonus round. Here your goal is to pick up as many treasures as you can in the time allowed.

During the bonus round, your time allowed is counted down in seconds in the Gaming Box. The bonus score is tallied next to the time. When the round ends, the bonus score is added to your current score. The last hieroglyphs or super power you gained reappear along with your remaining lives.

You are not attacked in the bonus round, and colliding with objects will not cost you a life; only time is lost.

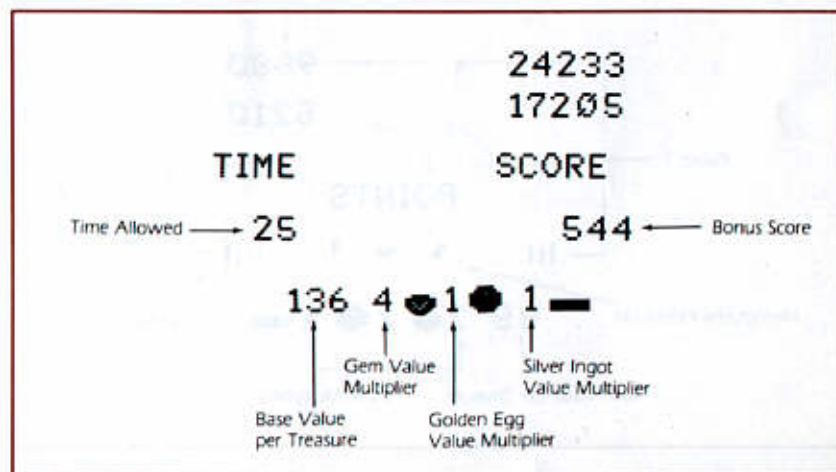
## Strategy

Gauge the altitude of flying beasts by watching their shadows.

Figure out what combination of hieroglyphs awards you which super power. For instance, the combination "Bird, Cane, Bowl" gives you Warp (except at Novice level) while the combination "Cane, Bird, Bowl" (the same hieroglyphs in a different order) gives you Air Bomb. Pick up a particular combination when its power will do you the most good.

In the bonus round, go for the treasures that have the highest value multiplier.

## Gaming Box



## Desert Guardians



Mini-Sphinx



Howling Sphinx



Warrior Phlea



Scarab



Flying Fish



Fire Pot



Vulture



Burrowing Uwe



Phantom Glider

## Treasures



Golden Egg



Gem



Silver Ingot

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C300016-140 Rev.

