



COSMI

AZTEC CHALLENGE

by

Robert T. Bonifacio

**An exciting, daring and skillfull game designed in 16K RAM
for the Atari® 400/800™ Personal Computer System.**

GAMES WORTH PLAYING

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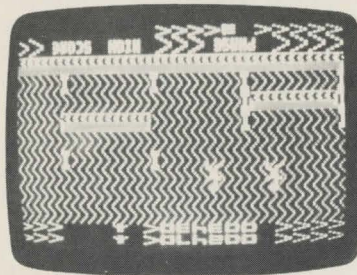
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INSTRUCTIONS



AZTEC CHALLENGE

(One or Two Players Simultaneously)

by Robert T. Bonifacio

OVERVIEW

Suddenly you find yourself in Tenochtitlan, the capital of the ancient Aztec empire in the year 1500 A.D. Montezuma, the king of the Aztecs and emperor of the Nahua nations presides over a powerful trade system with many roads stretching to different provinces. Although, protected by large standing armies, these roads of commerce are constantly harassed by renegade tribes who attempted to disrupt traffic and communication by creating deadly hazards and obstacles for the travelers. To survive, the Aztec warriors have developed amazing abilities in running, jumping and leaping to avoid the traps of their enemies. As the Empire flourishes and grows more powerful these skills are considered to be godlike. But, over the Aztecs broods a shadow of one of the most barbarous and horrible religions the world has ever known. Each year the Aztec priests sacrifice to their numerous gods many luckless human victims. Once you are chosen to be sacrificed you have only one chance of escape; you must compete in, and complete, an endurance and obstacle course of skill and daring to prove your worth.

Now, **you** have been chosen, and now you must discover and successfully conquer the "AZTEC CHALLENGE"!

The course is made up of seven phases with increasing levels of difficulty. You may compete on the course alone or against an opponent in which case, should you both complete the course, the judges will spare the life of the contestant with the highest score. The higher and further you jump the more points the judges award. You run the "course" together, at the same time, but the first player to make four mistakes is removed to the sacrificial altar and permanently eliminated while the remaining player continues on, attempting to complete the "AZTEC CHALLENGE."

You begin with:

The Grounds

Various ground levels and cliffs start you off. You may build up extra points here by jumping higher but be careful not to lose your timing and land against a wall.

Columns

Different heights of columns bar your path. Jump as high as you like to score points, but watch your head!

The Grounds and Columns

Here deadly combinations of ground levels and columns await you. Be careful, it may take a higher jump than you think.

Fire Caves

Here you must jump between floating stones making certain you do not fall into the fire below. You may want to take an extra step before you leap between the stalagmites and stalagmites.

The Batons

Fast moving flaming batons await you. You must leap between them or certainly be incinerated! Watch your timing.

The Gems

While gems are thrown into the fire below, you attempt to jump from gem to gem. Careful now, one miscalculation and you may end up on the sacrificial altar!

The Walls

Massive walls of varying heights are all that separate you from freedom and

defeating the "AZTEC CHALLENGE." Judge your leaps carefully as the crevices to your escape are narrow and treacherous.

If your opponent is not eliminated (or if you wish to compile a world record score) you may continue running the course since it continues through phase 99.

SYSTEM REQUIREMENTS

- 1.) The AZTEC CHALLENGE cassette or diskette. -
- 2.) Atari® 400™ or Atari® 800™ computer (16K minimum).
- 3.) Atari® 410™ cassette recorder or Atari® 810™ disk drive.
- 4.) Joystick controller for each player.

LOADING THE PROGRAM

AZTEC CHALLENGE is a machine language game program which requires at least 16K RAM. It is loaded by the following steps in exact order:

CASSETTE VERSION

- 1.) Turn off the Atari® 400/800™ and remove all ROM program and game cartridges including the BASIC cartridge. Do not remove the RAM modules.
- 2.) Connect the cassette recorder to the PERIPHERAL jack on the right hand side of the computer. (Make certain the recorder is as far removed from the TV set or monitor as possible.)
- 3.) Make sure that the cassette is completely rewound to the beginning of Side 1. (The tape pack should appear on the left side when looking down into the cassette window.) Place the cassette in the recorder and press the PLAY button. Note: If you experience any difficulty loading the program after completing step number 7, try again. A back up copy of the program is available on the other side if you flip over the cassette and rewind it to the beginning.
- 4.) Push the yellow START key on the right of the Atari and KEEP IT DOWN.
- 5.) Turn on the computer. It will beep once to let you know it is ready to load the tape. When it beeps, release the START key.
- 6.) Press the RETURN key on the keyboard. The cassette player will begin to run and the program will load. It will take several minutes to complete loading because of the length of the program. If you like, you can turn up the TV volume to hear the loading process and verify that all is proceeding correctly.
- 7.) When the entire program is loaded, the cassette player will stop automatic-

ally and you will be ready to begin the game. You should rewind the cassette and put it back in the box. (Do not place the cassette on the computer or TV set as their electrical fields may damage the program recording.)

DISKETTE VERSION

- 1.) Turn off the Atari® 400/800™ and remove all ROM program and game cartridges including the BASIC cartridge. Do not remove the RAM modules.
- 2.) Connect the disk drive to the PERIPHERAL jack on the right hand side of the computer. (Make certain the disk drive is as far removed from the TV set or monitor as possible.)
- 3.) Turn on the disk drive and insert the diskette. Close the disk drive door.
- 4.) Turn on the computer. The program will automatically load and run in a few seconds.
- 5.) When the entire program is loaded the disk drive will stop automatically and you will be ready to begin the game. You should turn off the disk drive, remove the diskette and put it back in the box. (Do not place the diskette on the computer or TV set as their electrical fields may damage the program recording.)

NOTE: It is essential with both versions of the AZTEC CHALLENGE that you start with the computer turned "off" and with no program cartridges in the computer.

USING THE JOYSTICK CONTROLLERS

Plug a joystick into jack 1 for 1-PLAY or plug two joysticks into jack 1 and 2 for 2-PLAY. Hold the joystick with the red button in the upper left corner, towards the TV set. To make your player jump, press the red button. The direction the joystick is pushed when you press the button will determine how high the robot will jump.

When the joystick is pushed forward (towards the TV set) and the red button is pressed, a high jump will result.

When the joystick is not moved in any direction and the red button is pressed, a medium height jump will result.

When the joystick is pushed backwards (away from the TV set) and the red button is pressed, a low jump will result.

PLAYING THE AZTEC CHALLENGE FOR THE FIRST TIME

After the program has loaded into your computer, you will see the title. The title will stay on the screen for a few seconds and then, in the middle of the screen, these words will appear:

OPTION 1-PLAY
SELECT RESTART

Plug a joystick into port 1 and press the START key. You are now playing in the one player OPTION. Objects will begin to move in from the right of the screen. You must jump on top or over these objects, if you don't, you will explode into them and one of your four chances will be gone. If you wish to play a two player game, plug a second joystick into port 2 and press the OPTION key once. OPTION 2-PLAY will appear on the screen. Now press START and the challenge begins.

END OF GAME

When both contestants are eliminated, the game will be over and again these words will appear:

OPTION 1-PLAY
SELECT RESTART

Also, the scores of player 1 and player 2 will be displayed. If you wish to begin from phase 1 again press the START key. If you wish to continue from the phase you were currently playing press the SELECT key and the screen display will change from SELECT RESTART to SELECT CONTINUE. You may now continue your game from the last phase you have achieved by pressing the START key.

SCORING

You earn points by jumping.

HIGH jump	100 points
MEDIUM jump	50 points
LOW jump	10 points

BONUS POINTS

Every time you manage to complete a PHASE, you will get a bonus of 1000 points.

HIGH SCORE

The current high score is always posted at the bottom right hand corner of the screen. The high score will be constantly updated unless the SYSTEM RESET key is pressed; then the HIGH SCORE will be set to zero.

BONUS PLAYERS

For every 10,000 points that you manage to get, you will get one free player. The most players that you can have at one time is four including the one you are using. The number of players a contestant has is shown by small images appearing in the upper right hand corner of the screen.

SYSTEM RESET KEY

DO NOT PRESS THIS KEY with only 16K memory or the game must be reloaded from the beginning. This key, when pressed with over 16K memory will cause the HIGH SCORE to be reset to zero and the title display will appear.

THE OPTION KEY

If the game is in play and the OPTION key is pressed, the game will automatically end and display OPTION and SELECT on the screen.

THE START KEY

Whenever you press the START key on the computer console, the game will begin to play.

Whatever OPTION or SELECT that you had on the screen will be put into effect. You can start the game any time you wish.

THE OPTION FEATURE

The OPTION feature is controlled by the OPTION key on the computer console. Whenever you see OPTION on the screen, either 1-PLAY or 2-PLAY will appear after it. By pressing the OPTION button, you can change the 1-PLAY to 2-PLAY.

1-PLAY means that one player, using a joystick plugged into controller jack number 1 will play.

2-PLAY means that two players, player 1 using a joystick plugged into jack 1 and player 2 using joystick plugged into jack 2 will play against each other.

THE SELECT FEATURE

The SELECT feature is controlled by the SELECT key on the computer console. Whenever you see SELECT on the screen, either RESTART or CONTINUE will appear after it. By pressing the SELECT button, you can change the RESTART to CONTINUE.

RESTART means that the game will start over from PHASE 1.

CONTINUE means that the game will continue from whatever PHASE you left off.

THE PAUSE FEATURE

If during the course of the game, you press any key (except the BREAK key) on the keyboard, the screen will turn white and the game will PAUSE. Pressing any key again will turn the screen back to its normal color; the game will wait a couple of seconds, then resume play.

Note: Your computer has an automatic protection device to prevent any damage to your TV set. Periodically, the screen may turn to subdued shades of color. Depressing the space bar will reset the normal colors automatically. No damage has occurred to your set, and continued play will not cause any problem.

THE DISPLAY

The SCORE is shown at the top of the screen.

The number of players the contestant has left are shown in the upper right hand corner as a group of little images.

The PHASE number for the player is shown in the lower left hand corner of the screen.

The HIGH SCORE is shown in the lower right hand corner of the screen.

IF YOU CANNOT LOAD THE PROGRAM

- 1.) Check your equipment carefully to be sure that all cables and connections are correct and tightly inserted.
- 2.) Re-read the section in the manual about loading machine code programs from cassette tape and diskette. Try to load again.

- 3.) If you can adjust the volume and tone settings on your recorder, try different settings.
- 4.) If possible, load another program from a tape or diskette you know works on your computer. This will prove that your equipment works. Try once more to load your game.
- 5.) The normal reason cassette tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to load tapes made on a different recorder for this reason. Be sure that your tape recorder heads are properly aligned. Your local computer store or dealer can help with this.
- 6.) If the program still cannot be loaded, send the cassette or diskette, with a description of the problem (what the computer displays on the screen, if anything, when you try to load the cassette or diskette or play the game) and what you did to try to correct the problem.

Defective cassettes or diskettes will be replaced at no charge.

WARRANTY

This article will be replaced if found to be defective in material and/or workmanship within 90 days of purchase. This shall constitute the sole remedy of purchaser and the sole liability of manufacturer. To the extent permitted by law, the foregoing is exclusive and in lieu of all other warranties or representations whether expressed or implied, including any implied warranty of merchantability or fitness. In no event shall manufacturer be liable for special or consequential damages.

PROGRAMMER BIOGRAPHY – Robert T. Bonifacio

Robert is a very busy 17 year old. While completing high school in Southern California, he has been taking some college courses, working at a fast food chain and programming in his "spare" time! His game design skills are obvious. Aztec Challenge was created on a \$600.00 home computer and cassette recorder. That's right . . . no disk drive, no printer, no macro-assemblers, etc., etc. Very encouraging for other young hopefuls. Since he's been working with COSMI (and a more complete hardware set up!) we can hardly wait to see and play his newest game "MELTDOWN."

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