ATARI® 7800™ Game Manual

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WHICH WAY TO THE CASTLE?

Over scorching deserts, through dark icy caverns, around a fiery volcano, and under the leafy cover of a steamy jungle, you set out with three brave friends to retrieve the treasures stolen by the Evil Master. Your goal is his castle, far, far, away.

Your friends are lightly armed, but you carry your trusty crossbow. By shooting its swift arrows, you can save yourself and your companions from the dangerous attacks of the Evil Master's creatures--scorpions, ants, pterodactyls, voracious plants, bats, snakes, and other horrible beings.

When you reach the castle, the Evil Master's expert archers await you, ready to test their aim with deadly arrows. Inside the castle, a fierce dragon also waits, guarding the treasure with its fiery breath.

Few adventurers have dared to make this trek. No one yet has come back alive.

GETTING STARTED

1. With your Atari 7800 set up, insert the Crossbow cartridge into the console and plug a joystick or light gun into the left port.

2. Turn on your television and press **[Power]** to turn on your Atari console. The Crossbow title and selection screen appears.

3. Press **[Select]** to change the controller option if desired

4. Press the fire button or **[Reset]** to start the game. The Map screen comes up.

5. Using your light gun, choose a path by shooting at either the red or green path box at the bottom of the screen. If you are using a joystick, use it to move the cursor. If you prefer, you can wait a few moments, and a path will be chosen for you.

6. Holding the light gun three to five feet from the television, aim and shoot at the Evil Master's creatures before they attack your friends. Your gun acts as your crossbow. If you are using a joystick, use it to move the cursor.

7. Press **[Pause]** to pause a game. Press it again to resume play.

8. Press **[Reset]** at any time to start a new game or press **[Select]** to return to the title screen.

PLAYING THE GAME

Starting Your Adventure

Your adventure begins on the Map screen. This screen shows the eight Danger Zones you must pass through to reach the treasures.

You have to figure out which paths to take to reach the castle and claim the treasures. Begin by shooting with either the gun or the joystick at either the red or green path box. A path appears that leads you to your first Danger Zone.

Protecting Your Friends

Once you get to a Danger Zone, the Evil Master's creatures immediately begin attacking your friends. If attacked, your friends dissolve. To stop the loathsome creatures, you must shoot them with your gun or joystick. If you are using a gun, move the gun sight onto a creature to aim, and then shoot. If you are using a joystick, use it to move the cursor.

If you escort your friends safely through a Danger Zone, you return to the Map screen and choose a path once again. This time you choose a red, green, or blue path to arrive at a Danger Zone.

Once an adventurer dissolves, that friend is lost forever. If all adventurers are lost, your quest ends. When you make it safely through a Danger Zone, the survivors and, in some Danger Zones, a bonus friend will appear.

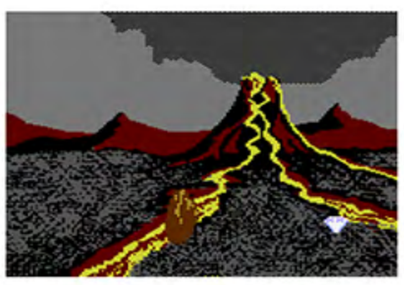
If you rescue the treasures, you confront the Evil Master himself. Fire at his red eyes to complete your quest, return to the Map screen, and start again.

The Danger Zones

You start your trek with three adventuresome **friends**. You gain a new friend the first time you make it safely through each Danger Zone, except the Village and the Castle, up to a maximum of eight adventurers at one time.

In the **Desert**, your friends are attacked by deadly scorpions, vultures, snakes, and ants. You gain another friend the first time you survive this zone.

While wandering through the **Caverns**, watch out for swooping bats, falling stalactites, and a ghastly ghost. Shoot down the two hanging stalactites to fill in the crevices in the path so you can get across. Another friend joins you the first time you make it safely through the Caverns.



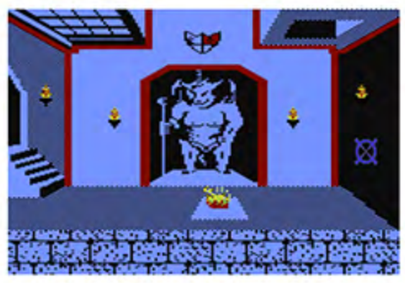
The **Volcano** spews burning rocks and fiery lava, so watch out. Shoot the resting rock to make a bridge over the lava river. Passing by the volcano safely for the first time earns you another friend.

In the steaming depths of the **Jungle**, wicked monkeys hurl coconuts and toucans with deadly aim. Voracious plants lie in wait for the adventurers. The first time you survive the Jungle Zone, you are joined by a new friend.

In the **Village**, the horrors of the night await. From the street, sinister agents appear in the windows, wolves pop up out of nowhere, and even the street lights are controlled by the Evil Master. From above, chilling ghosts attack, deadly lightning bolts fall, and a cruel witch appears on rooftops, ready to drop devastating fireballs. In this unfriendly village, no bonus friends can join you.

At the **River**, the scenery is beautiful, but perils await you every step of the way. You are threatened on the bridge by mighty bouncing boulders and swooping pterodactyls. The Evil Master has many spies here. You'll find jumping fish, hungry alligators, and slime monsters in the river, leaping frogs on the riverbank, and a bird hidden in the tree.

If you're not careful, you might just meet your match at the **Drawbridge**, where the Evil Master's loyal archers and pterodactyls try to stop you. Hungry alligators wait in the moat, snapping their jaws at you. To enter the castle, shoot through the two ropes holding up the drawbridge.



At the **Castle Hall,** a dragon breathes fire, daggers drop from the ceiling, and arrows fly from the walls. A trapdoor is your last barrier to claiming the treasures--shoot the statue's flashing staff to open it.

Shoot the **Evil Master's Eye** that appears once on every screen to gain bonus points.

If you make it past the Castle Hall, you confront the **Evil Master** himself. Here he makes his last fearsome attempt to do you in and reclaim the treasures. Your only hope is to shoot his eyes when they glow red.

SCORING

Score points by shooting the Evil Master's creatures. Scores appear on the Danger Zone screens in place of the creatures you shoot.

Across the Desert

Snake	2000 points
Rabbit	1500 points
Vulture	1000 points
Scorpion	500 points
Ant	500 points

Through the Caverns

Bat	1000 points
Ghost	1000 points
Falling Stalactite	500 points
Hanging Stalactite	500 points

At the Volcano

Burning Lava ..... 1000 points
Falling Rock ..... 500 points
Resting Rock ..... 500 points

In the Jungle

Coconut ..... 1500 points
Voracious Plant ..... 1500 points
Toucan ..... 1500 points
Monkey ..... 1000 points

In the Village

Lightning Bolt ..... 2000 points
Fireball ..... 2000 points
Wolf ..... 1500 points
Ghost ..... 1000 points
Witch ..... 1000 points
Agents in Windows ..... 1000 points
Street light ..... 500 points

At the River

Alligator ..... 2500 points
Frog ..... 2000 points
Fish ..... 2000 points
Bird ..... 2000 points
Slime Monster ..... 1500 points
Boulder ..... 1000 points
Pterodactyl ..... 1000 points

Outside the Drawbridge

Pterodactyl ..... 2000 points
Alligator ..... 1500 points
Archer ..... 1000 points
Arrow ..... 1000 points

Inside the Castle Hall

Statue's Staff ..... 2000 points
Dagger ..... 1500 points
Arrow ..... 1500 points
Face in the Wall ..... 1500 points
Dragon's Fire ..... 1500 points
Torch ..... 500 points

The Evil Master

Red Eye ..... 5000 points
White Eye ..... 5000 points

In Every Danger Zone

The Evil Master's Eye ..... 5000 points

When you get all your friends past the Evil Master, you earn 250,000 bonus points. Then you return to the Map screen to start again.

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