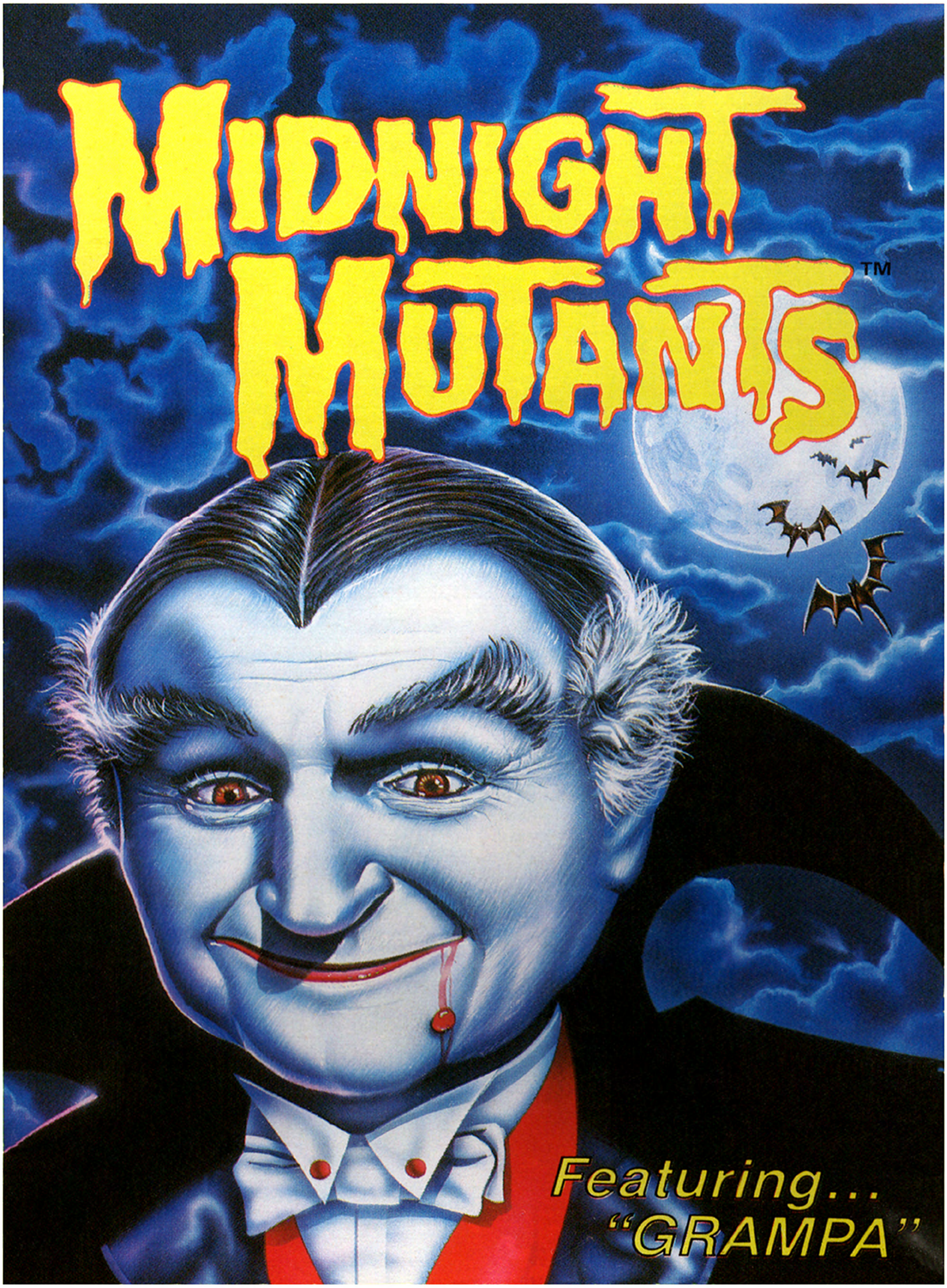
ATARI® 7800™ Game Manual



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On a Strange Halloween Night ...

October 31, 1747

The cold October wind rattled through bare branches. Johnathon Harkman, Witchfinder General, thought it sounded like the clatter of dead bones. He pulled his high collar snug against the cold as he and his small party crossed the hard ground.

They were all quiet, save one. Dr. Evil, his hands bound behind his back, screeched and shouted as he was escorted to his death. "You're all going to pay!" His voice squeaked like the rusted hinges of the door to a crypt. "Each and every one of you," he shouted, looking around at his captors. His mouth was frozen into a twisted grin. His eyes glowed feral red. There was no doubt in the Witchfinder's mind that Dr. Evil was a powerful warlock.

"Don't fight it," the Witchfinder General whispered. "It's God's will."

Dr. Evil laughed. Then abruptly he glared at the witchfinder. "You're going to pay most of all."

It took three men to tie him to the stake. He fought with demonic strength, screaming and cursing and prophesying. Johnathon Harkman crossed himself, looked heavenward, then lit the pyre.

October 31, 1992

Jimmy was in luck. His parents had been called away on a business trip so he got to spend the week with Grampa. It wasn't just any week though, it was Halloween week and Jimmy didn't know anyone who was more fun at Halloween than his Grampa.

His Grampa celebrated Halloween like most people celebrated Christmas. He decorated the house, bought gifts for family and friends, and worked in his laboratory creating special elixirs and potions. Jimmy liked watching his Grampa work in the lab. Even though he didn't know what his Grampa was up to, he enjoyed watching him add carefully measured quantities to bubbling vats and beakers of green and grey liquid. But this year something was different. His Grampa seemed troubled as he frantically mixed and refined his potions.

"Are we going to get a pumpkin?" Jimmy asked, afraid his Grampa had forgotten. Grampa placed the beaker he'd been examining on the counter and gave the boy's shoulder a warm squeeze. "Of course," he said. "Get your coat."

It was dusk when they arrived at Lansdale's Pumpkin and Squash Patch. Though it was Halloween evening, there were still a lot of pumpkins to choose from. Jimmy got down on hands and knees and

examined each one carefully, looking for the perfect carving pumpkin.

Suddenly, an enormous pumpkin that had been part of Lansdale's Halloween display exploded. Grampa ran to Jimmy's side. Neither could believe what they were seeing. In the spot where the pumpkin had been stood a tall slender man dressed in antique clothing. He was outlined in blue flames and his hair moved on its own, twisting and turning in the night air like the living locks of Medusa.

Jimmy suddenly understood why his Grampa had been so agitated. He had sensed the evil in the air.

"I said that I'd be back," Dr. Evil growled. He looked at the confused expression on the old man's face. "You don't know me," he continued, "but your great-great grandfather did. And I promised I'd be back for him." Cold blue flames flickered about, lapping at his ankles and shins. "Since he's not here ... " Dr. Evil said as he raised a badly burned hand, "you'll have to do." A bolt of blue fire leapt from his fingertips and hit Grampa squarely in the chest. It knocked him off his feet. As he struggled to get up, Grampa's skin began to glow a bright orange. Then things really got weird as piece by piece a pumpkin formed about him, trapping him in a plasmic pumpkin prison.

Jimmy ran to his Grampa's side but he couldn't free him of his vegetable prison. He turned towards Dr. Evil, ready to reason, to beg. But Dr. Evil was no longer there. He'd vanished just as quickly as he'd come.

Jimmy knew that he was the only one who could save his Grampa. And though he was confused and afraid, he was certain that if he were going to save his Grampa, it would have to be tonight ... Halloween!

Getting Started

Midnight Mutants is a single-player game in which you must collect weapons and magical items in order to protect yourself and arm yourself against the forces of evil. You're the only one who can stop Dr. Evil and save Grampa.

1. With your TV switched on, insert the Midnight Mutants cartridge into your Atari 7800 as described in your owner's manual.

2. Connect a controller to the left controller port.

3. Switch on your console. The Midnight Mutants title screen appears.

4. To begin the game, press either fire button.

Using the Controller

Use your controller to move Jimmy, use the currently selected weapon or to create a psychic link with Grampa. Move the controller stick right. left, forward or backward to maneuver Jimmy. The left fire button activates the currently selected weapon and the right button is used to contact Grampa.

The Grampa Help Screen

Grampa has powerful psychic powers. Trapped in his plasmic prison, his powers have been weakened. From time to time, if Jimmy concentrates real hard, he can make psychic contact with Grampa. At these times, Grampa may be able to offer assistance.

Press the right fire button to make contact with Grampa. If Grampa has advice for Jimmy it will appear on the screen beside a picture of Grampa. Press the right fire button again to return to the play field.

The Grampa screen also shows all of the items and weapons that Jimmy has collected. In order to use an item, it must be selected first. Only one item may be selected at a time. Brackets surround the currently selected item. To change the currently selected item, move the brackets using the controller until the brackets frame the desired item. Pressing the right fire button will return you to the play field.

Areas to Explore and Map

There are ten areas to explore. Use the map to help Jimmy find the important items he'll need to overcome his foe and save Grampa.

Fountain Jimmy's starting point.

Mansion The basement of the mansion contains the lab. Jimmy will discover three useful items while in the Mansion: the Knife, the Blaster and the Key.

Church To the right of the fountain is the Church. Inside, Jimmy will find an item which will protect him from the poisonous bite of the bats.

Cabin Located in the depths of the woods, Jimmy will need to investigate the cabin. While you're there, don't forget to check on the well.

Stables and Barn When you find the Stables and Barn, enter via The Bush That Casts No Shadow. Take the Axe with you when you enter the barn and watch out for hungry wolves.

Graveyard/Crypt Take the Key and the Blaster with you into the Graveyard.

Pumpkin Patch Keep your eyes open, or Jimmy will be left out in the dark.

Firplace/Caverns Reached from the Cabin. Jimmy needs the Lantern and a powerful weapon to explore the Caverns. Find the diamonds below the cliffs.

Optional Game Controls

The following optional game controls allow you to pause and restart the game:

- To pause the game press **PAUSE**. Repeat to resume play.

- To return to the opening screen and restart the game, press **RESET**.

Playing the Game

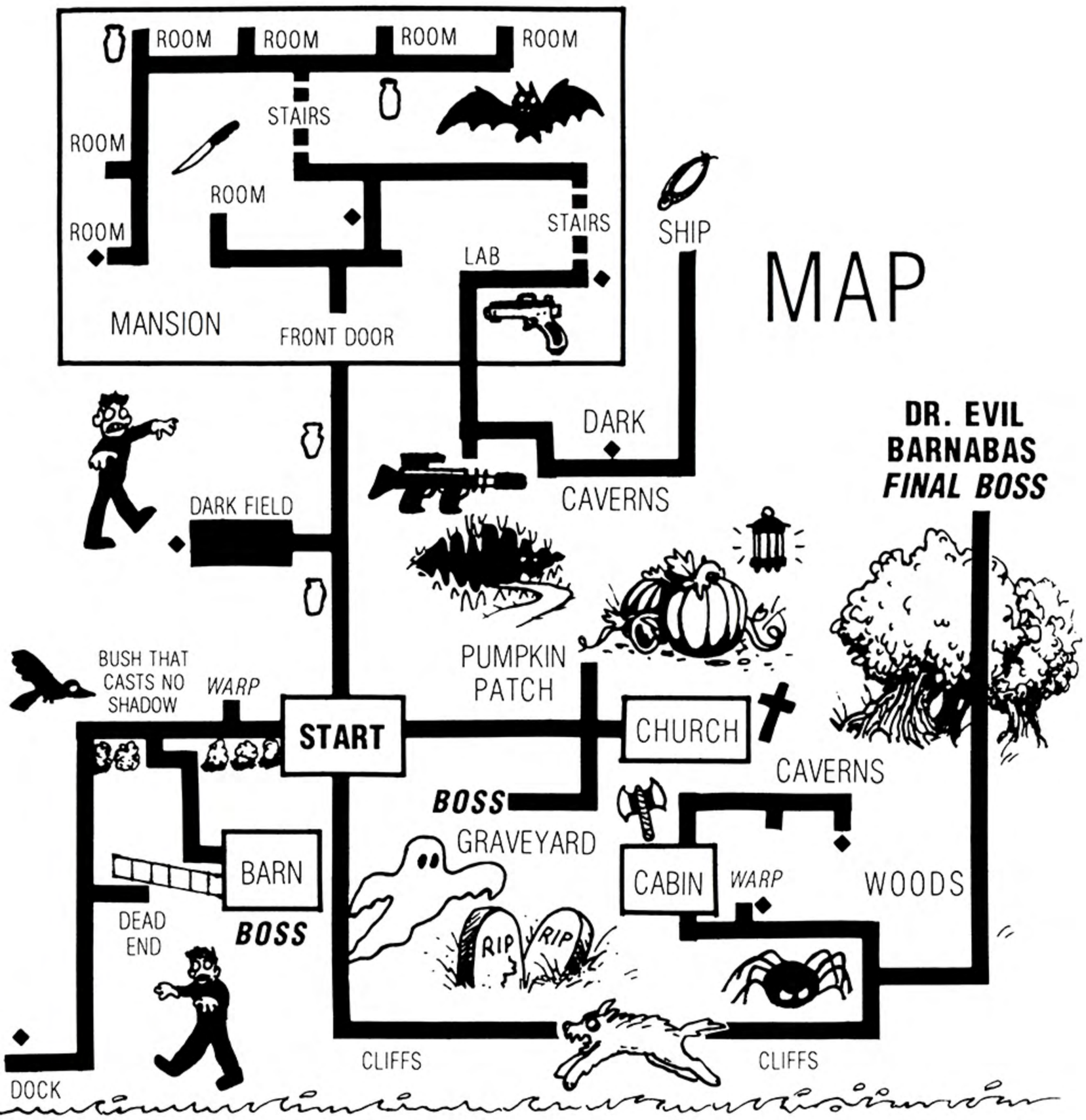
You move Jimmy through his hometown picking up valuable items and destroying enemies. Jimmy must also find and destroy mutant bosses and finally, Dr. Evil himself. At the bottom of the play screen is a status bar that will let you know how you're doing.

Health Jimmy's health is displayed on the gauge. Don't let the monsters touch you. Any contact will lower Jimmy's health. When his health guage reaches zero, the game is over.

Blood This guage shows the purity of Jimmy's blood. Bats and ravens will inject impurities into his bloodstream if they bite him. When blood purity reaches zero, the game is over.

Item In the lower left corner of the screen is an area which displays the currently selected item.

Score Current number of points earned.



MAP

Lab Caverns Reached from the Mansion. Jimmy will find the Mega Blaster, Necklace, and a Diamond in these caverns. Explore the shipwreck.

Dark Fields Jimmy will find Diamonds here.

Items to Find and Pick Up

These items can be found and should be picked up by Jimmy during the game. Once Jimmy picks up an item, the item is displayed on the Grampa Screen. To pick up an item, simply walk over it. To use an item, you must select it from the Grampa Screen, then push the left fire button to return to the game screen.

Potions These are either Red or Blue. Jimmy can carry only one potion of each color at a time. If he discovers a new potion of a color he already has, the new potion will be saved and the old one will be automatically used. Red Potions improve Jimmy's blood purity by 50%. Blue potions restore Jimmy's health. These potions are especially helpful when battling mutant bosses.

Knife The Knife is found inside the Mansion. Jimmy can use the knife to kill bats.

Cross Found in the Church. Use the Cross to protect Jimmy from bats until Jimmy finds the Axe.

Axe The Axe has twice the power of the Knife. Jimmy will find the Axe inside the Cabin in the Woods. He will need the Axe to fight the first Mutant Boss.

Blaster Located in the basement of the Mansion. Jimmy must destroy all the Zombies before the Blaster appears. He'll need the blaster to fight enemies and the second Mutant Boss.

Key Jimmy will need the Key to enter the Crypt of the graveyard. He will find the Key on the second floor of the Mansion.

Lantern The Lantern lights Jimmy's way through the Caverns and Dark Fields. The Lantern is in the Pumpkin Patch.

Mega Blaster The Mega Blaster can be found in the dead-end area of the Caverns near the lab entrance. Jimmy will need the Mega Blaster to destroy Dr. Evil.

Necklace Find the Necklace and Jimmy can get the Heart in the Fountain. It is found in the Ship-wreck in the Caverns. The Necklace also reduces all Mutant Boss damage by half.

Heart Permanently purifies Jimmy's blood as he tracks Dr. Evil. The Heart is in the center of the fountain but cannot be retrieved until the Necklace is found.

Diamonds These increase Jimmy's health. Diamonds will appear after Jimmy destroys some enemies.

Mutant Bosses

During Jimmy's quest he must battle huge, seemingly indestructible creatures know as Mutant Bosses. Although they seem indestructible, the Mutant Bosses each have a weak spot which you must find.

When Jimmy scores a hit, the Mutant Boss flashes. The flash lets you know that the Mutant Boss can be hurt. The health of the Mutant Boss is shown at the top of the screen.

Hints

Get the Knife, Cross, and the Axe. You'll need these items first. Then, get the Blaster and the Key.

There is a warp hole just outside the Cabin. The warp hole takes you to the Corral.

You must have the Axe to fight the first boss inside the Corral.

The second Boss is in the graveyard, you'll need to use the key to enter. You'll also need the Blaster or Mega Blaster in order to defeat this boss.

You can't get the Blaster until you've destroyed all the zombies in the basement of the mansion.

The key won't appear upstairs in the Mansion until you've destroyed all of the zombies in the bedroom.

You will need the Necklace hidden in the Shipwreck before you can get the Heart in the fountain to increase your power.

Sometimes you can get more powerful weapons earlier in the game. As you become better at Midnight Mutants, you'll be able to advance to areas more quickly and take shortcuts.

The Necklace is in the Caverns by the laboratory—reached through the Mansion's basement. You'll need the Lantern to enter the Caverns so secure that before attempting to find the Necklace. There is a shipwreck which contains the necklace which will allow you to go inside the fountain and get the heart. The heart will increase your power.

Scoring

Points are earned for picking up items and destroying foes, but the ultimate goal of Midnight Mutants is to destroy the Mutant Bosses one by one until you reach Dr. Evil. Destroying Dr. Evil will free Grampa from his plasmic prison.

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