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Starring the TASMANIAN DEVIL*!



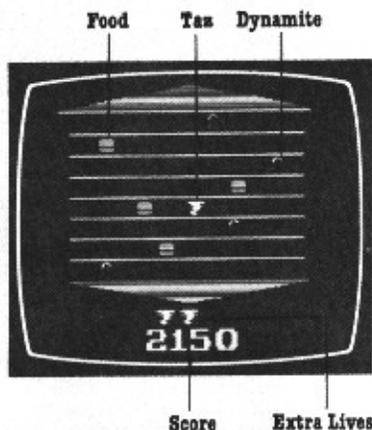


Snack Attack!

YOU ARE TAZ,

the ravenous Tasmanian Devil who whirls like a tornado and eats everything in sight. Hamburgers, root beer, ice cream—you are jazzed by such junk! But look out, sometimes your feeding is so frenzied that you accidentally swallow dynamite! Pow! What a bellyache!

Your objective: Glut on every edible item that comes your way to achieve the fattest score possible while you stay alive as long as possible.



Place Your Order

Turn the console power switch off before inserting or removing the TAZ cartridge. This will protect the electronic components and prolong the life of your ATARI 2600™ Video Computer System™ game.

Plug your Joystick into the LEFT CONTROLLER jack for a one-player game; plug a second Joystick into the right controller jack for two-player games. Hold the controller with the fire button to your upper left, toward the television screen. See your owner's manual for details.

Press the fire button on your Joystick Controller to start the game. Use your Joystick to move up, down, and sideways on the long tables. To eat an item, simply cover it with the Taz tornado.

Press GAME SELECT to choose a one or two player game. The numeral 1 appears at the lower left side of screen to indicate a one-player game, and the numeral 2 appears at lower left to indicate a two-player game.

Press GAME RESET to stop a game in progress and return to the TAZ title screen.

Set the TV TYPE switch to color to play the game on a color set. Set it to B/W to play on a black and white television.

The DIFFICULTY switches have no function in TAZ.

The Unbalanced Meals Are Served

TAZ is an eating contest composed of three unbalanced meals. Each meal consists of eight courses. After you eat 50 items of one course, the next

course is served. As you progress through the courses, the food moves faster and arrives more frequently. When you finish all eight courses of one meal, you immediately start the next. In each of the three meals the same food is served in the same sequence—you start with hamburgers and end with sundaes. If you devour all three meals you are rewarded with a surprise "dessert." What could it be—a stomach pump?!

You start the game with three lives. Each time you swallow dynamite you lose a life. The game ends when you lose your last life. You win bonus lives at: 10,000 points, 30,000, 50,000, 80,000, 110,000, 150,000, and every 40,000 points thereafter. The maximum number of lives that can be displayed on screen at once is four; the maximum number of lives you can have is eight.

Crazed Wave

After you finish the fudgesicle course in the first meal, the game pauses and the words CRAZED WAVE appear on screen. This is a warning that from here on the game gets crazier because the food is served faster and faster.

SCORING

You Score What You Eat

You can score a total 999,999 points before the score rolls over.

Dynamite Tips

Don't stay near the edge of the screen. This is where an item first appears and you won't have time to see if it's food or dynamite. When dynamite comes between you and food, wait until the path is clear to move up or down the screen.

Remember that you can wait in a single path as long as you like. You won't be penalized, and it may give you more time to plan your strategy.

	FOOD	POINTS
	Hamburger	80
	Root Beer	100
	Ice Cream Cone	200
	Fudgesicle	300
	Apple Core	400
	Turnip	500
	Tomato	500
	Sundae	500
	Surprise	500



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