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GAME RULES for the EARTHWORLD Playoff Contest

In general, the same rules of game play that applied to the original game of EARTHWORLD pertain to this version. The objects are distributed in the same places and they have the same properties as they did in the original.

Your task in this playoff is to place the correct object(s) in the appropriate room(s). When you do so, a number will flash in the center of the screen to indicate the Level of game play you have just mastered, and you will hear a portion of the ATARI theme song music.

Most of the rooms require that you place only a single object in them in order to get to that Level. More advanced Levels will require that more objects be correctly placed. Some objects may be used more than once; some not at all.

Most (but not all) of the rooms will be used as the correct place for depositing objects and getting to a certain Level. Some rooms may be used more than once.

There are 11 levels in this special version of Swordquest Earthworld. The person who reaches the 11th level in the shortest period of time will be declared the winner. If no contestant reaches the 11th level within the allotted 90 minutes, the person that reaches the highest level will be declared the winner. If two contestants have completed the same number of levels within the allotted 90 minutes, those two contestants will continue to play until one of them reaches the next level.

Read the clues carefully; they are your only guide through the labyrinth of EARTHWORLD.

EARTHWORLD PLAYOFF CONTEST CLUES

To get to Level 1:

Welcome to ATARI! We all know you've come a long way, baby, and we wouldn't want you to get enraged just yet. So, to introduce you to this playoff variation of EARTHWORLD, we suggest that you start out by simply taking a short walk to visit that king of beasts near his favorite resting place.

To get to Level 2:

Now that you feel comfortably refreshed (with all those invigorating negative ions!), it's time to be on guard and begin your SWORDQUEST with more seriousness. Gather your defenses. Carry your shield. And don't be afraid of any crab that you might run into along the way.

To get to Level 3:

The loveliest lady of the zodiac will surely welcome the gift that you bring from afar, but the most difficult problem you face is getting past the tightly locked doors of her castle-like, high-rise apartment complex. This is no Rapunzel who'll let down her hair for just anyone, so the burden's on you to find a way up into her tower room.

To get to Level 4:

For many people, life seems to be one big merry-go-round in search of a free ride. Your best bet this time around is to take careful aim with an object of endearing affection and place it in the room it forever belongs in. (Psssssst! It's precious-s-s-s-s-s-s.)

To get to Level 5:

If your quest were taking place in modern times, you would find that carrying a couple of batteries along might actually lighten your load considerably. As it is, though, you're in the Dark Ages and you'll just have to use whatever is at hand. With that and faith you should be able to climb any mountain in EARTHWORLD, especially since you do have a cloven-footed friend who's taught you how to scale the heights. Forget his lecherous ways, and go see him sometime soon. Otherwise, someone else could make a fool out of you and you'll have no one to blame but yourself.

To get to Level 6:

Only morons eat their food with a dagger, so it is wise to ignore blatant displays of uncultured behavior. You could get the wrong idea if you paid any attention to such no-minds.

You now have to deal with wits of much greater mental agility than most individuals can ever claim to possess. In this case, it is best to be diplomatic and bring along all the charm you can carry to protect yourself against any evil intentions communicated in regards to your single-minded purpose.

To get to Level 7:

The center of the zodiac is growing restless that you have not given him the respect and attention his royal presence demands. You are showing a kind of arrogance he reserves only for himself. He is growing tired of seeing you wandering around all those other rooms, when any blind man could see that he is the only star in the universe. If you wish to be initiated into the mysteries that EARTHWORLD holds, it is advisable that you consult with this ruler of your ways.

To get to Level 8:

Generally, being stubborn isn't a very desirable trait. But in this instance, you must be quite hard-headed about achieving your objective, since your payload this time has doubled.

Of course, you could gain access by battering down the door, but the key to entering this room rests properly close to your heart.

To get to Level 9:

Lucky for you that your vessel can contain yet another object. But the jealousy among the competing tenants of the zodiac for your remaining gifts is increasing to such a fever pitch that your smartest and most charitable move would be to share and share alike, giving to each their due.

Unfortunately, no matter how you distribute the wealth there is bound to be some unhappiness:

 someone in this house will have to remain barefoot--there's no two ways about it;

 someone (who usually roams around taking aim at others) will feel stabbed in the back;

 someone (who likes living in a high-rise apartment complex) will wish that she could get some regular size equipment for practicing her favorite sport in those "unguarded" moments.

To get to Level 10:

Your load gets heavier yet,
though you can almost rest.

If you didn't get hung up along the way...
or die of thirst going from room to room...
all that has been hidden from you shall now be revealed...
provided you enter quietly

into the New Age.

To get to Level 11:

You're a warrior now, no mistake about that!
Your weapon can sting, and that's no bull.
But to play fair to the end of these tales,
We want to bait you one more time
To see who will tip the scales.