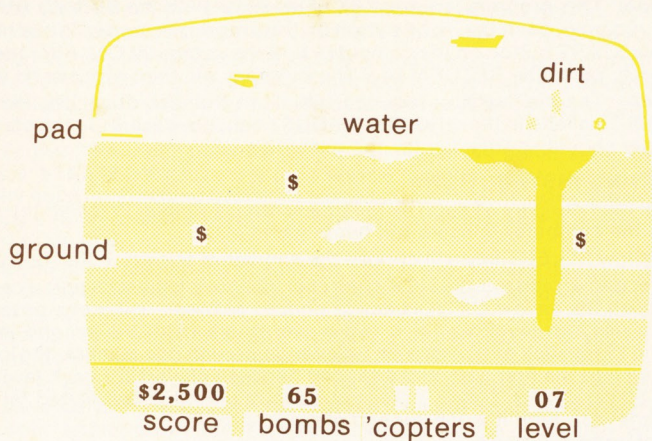


BURIED BUCKS

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INTRODUCTION:

You are a wealthy adventurer, globe-hopper and daredevil extraordinaire. You have explored the steaming jungle of the Congo, escaped headhunters in the Amazon basin, gambled in the casinos of Monte Carlo and raced in the Indy 500. You are now in Tibet searching for the Yeti, the legendary Abominable Snowman, when a strange event occurs. An entire community of Sherpa natives and monks has come from the plateau down the mountainside, seeking refuge in the village where you are staying. They speak of a great roaring bird that has flown over their village. It has caused death and destruction by burying their houses in avalanches. You listen to their story with growing interest, then you decide to act.

Leaping aboard your helicopter (equipped with all manner of sophisticated electronic devices) you fly up to the plateau, hoping to spot the "great roaring bird." What you find drives all thought of the great bird from your head. While flying over a section of the plateau, your magnetic detector chatters wildly. You land to investigate and discover, partially buried in the ground, the lost treasure of a long-forgotten Sherpa kingdom: millions of dollars in gold!

You return to the village and strike up a deal with your Sherpa guides. If they will give you permission to blast the treasure out with your helicopter, you will split the gold with them, fifty-fifty. They agree.

Loading up your rented helicopter with highly expensive explosives, you fly back to the plateau and commence blasting and retrieving the treasure. Your blasts, however, have another effect — they have awakened the "great bird," a monster in the form of your old arch-enemy, Dr. Muta and his World War II bomber! He is also after treasure, and will stop at nothing to get it. By dropping dirt around the excavation site, he hopes to keep the treasure buried — along with you! It's a race for the bucks as you avoid the falling dirt!

SECTION 1: LOADING INSTRUCTIONS

- Remove any cartridges from the computer. If the computer is on, turn it OFF. Also turn OFF any external devices such as the interface module.
- **Cassette Version:** This program requires 16K of memory. With the **BURIED BUCKS™** cassette in the recorder, push the PLAY button on the program recorder. While holding down the yellow START button on the computer, turn the computer ON. After the computer beeps once, press the RETURN key. The program will then proceed to load.
- **Diskette Version:** The disk version requires 16K. Turn the disk drive ON. Place the **BURIED BUCKS™** diskette in the drive after the BUSY light goes out. Turn the computer ON; the program should shortly display the game title.

SECTION 2: PLAYING INSTRUCTIONS

- The program is ready to play as soon as the title screen is visible. Pressing the yellow START key on the computer console will begin game play.
- Pressing the yellow SELECT key will choose the number of players, either one or two.
- For a one-player game, plug a JOYSTICK controller into the left joystick port. For a two-player game, push the yellow OPTION key to choose between using one or two joysticks. You can use two joysticks for a two-player game (with the second joystick plugged into the #2 joystick port). For a two-player game with one joystick, the joystick must be plugged into the first port, and swapped between players for each level completed. In two-player games, player 1 plays out a level until it is completed (all three dollar signs retrieved), then it is the second player's turn.
- The object of **BURIED BUCKS™** is to "rescue" the dollar signs from the ground by dropping bombs or firing missiles, swooping in to capture the loot, and safely return to the landing pad on the left hand side of the screen. Meanwhile, Dr. Muta's bomber will fill in the holes you have created. **BURIED BUCKS™** has 99 levels. Level 1 contains shallow earth, with 2, 3, and 4 increasingly more difficult.
- Starting in level 2, water deposits will start to appear. NEVER blow away dirt adjoining a water deposit or reservoir. If this occurs, water will flow into the hole. You CANNOT drain water away, nor can you fire projectiles into the water (they will have no effect).
- On level 5, the screen will reset back to the shallow ground, however, the bomber will now start dropping small missile launchers. A launcher can only land on a flat, ground-level surface. If you destroy the ground beneath a launcher before it sets down, it will be destroyed on contact. If a launcher lands, you can blow it up with your explosives. The launcher's missiles cannot be destroyed by your helicopter or missiles, however, YOU can be destroyed by the LAUNCHER'S missiles. Only one launcher will be active at any time.
- Dr. Muta's bomber can drop from 4 to 9 clumps of dirt at a time, depending on the level. As you progress through the various game levels, the clumps of dirt dropped by Dr. Muta's plane and the projectiles fired by the missile launcher speed up considerably.
- If your helicopter is ever struck by falling dirt, an enemy missile, or touches any part of the ground, you're a goner. Your helicopter will explode in a shower of debris.
- Pushing the yellow SELECT, OPTION, or SYSTEM RESET keys at any time during the game will reset the game back to the main menu.
- Pushing the yellow START button will reset the game at any time, and restart on level 1.
- The game may be paused at any time by pressing the space bar. After the game is paused, play may be resumed by moving the joystick, pressing the red button on the joystick, or pressing the space bar again.

SECTION 3: CONTROLLING THE HELICOPTER

- \$ The helicopter starts out on the blue landing pad on the screen's left hand side. Moving the joystick in any direction will move the helicopter in that direction. To move right, the 'copter must pivot right before it can move. To reverse direction, again the helicopter must face towards you, then left, before it can move in that direction.
- \$ To drop bombs, the helicopter **MUST** be facing towards you. Pushing the red button will drop a bomb each time you press it. Up to four bombs may be dropped at a time. Missiles can be launched by rotating the helicopter sideways and pressing the red joystick button. Up to four missiles may be launched at once.
- \$ To recover "the loot," position your 'copter over the dollar sign, and start dropping bombs. **STRATEGY:** It is best to drop several "decoys" before you go after the bucks. Do this by quickly skimming over the surface and firing off missiles. When dropping several bombs at a time, wait a second or so between drops, as the bombs tend to "burrow" deeper this way.
- \$ Once you have reached the dollar sign, simply touch it with any part of your 'copter and it will be taken aboard. Once you have a dollar sign aboard your helicopter, you must take it back to your landing pad on the left side of the screen in order to receive credit for the pickup. Your helicopter can only carry a single dollar sign at a time. If you touch a second dollar sign while carrying another, it will not be picked up.
- \$ If a dollar sign appears under a body of water, the best way to retrieve it is to first drop bombs close to the water deposit (but don't let the explosions touch the water!), then take your 'copter down into the hole, facing toward the dollar sign. With the helicopter alongside, but just below the level of the money, bring the 'copter straight up while simultaneously firing missiles. Continue this action until the dollar sign is accessible.
- \$ Dollar signs appearing near the bottom of the screen can be somewhat tricky to retrieve. If a dollar sign is ever blown clear of the dirt, it will fall until it lands on solid ground again. If it falls completely to the bottom of the screen, it will disappear, beyond your reach forever.
- \$ Care should also be taken on those levels with water deposits. If you're not careful, you can allow the water to cover one or more dollar signs, making them inaccessible. If this occurs, you can abort the level by pressing the "ATARI LOGO" key. When a level is aborted, \$2000 is subtracted from your score for each dollar sign remaining on the screen (to account for excavation site relocation costs), and you will be placed back on the same level. Use this feature with care, since if your score drops to zero, the game will end.

SECTION 4: SCORING

Your score (expressed in dollars) reflects your financial standing at any point in the game. You start out with \$2000, but several factors affect this amount:

HELICOPTER RENTAL FEES — Your rented helicopter costs you approximately \$240 per minute, including fuel, license, ground crew and landing pad usage. Your score decrements accordingly. It is to your advantage to complete each level as rapidly as possible.

LAND USE FEES — Using a helicopter and high explosives to dig for buried treasure is not the most orthodox method available, and the Sherpas know this as well as you do. Damage to the environment can be severe, so the Sherpas are charging you \$1 per cubic foot of earth displaced by your blasting (this corresponds to \$1 per pixel destroyed). As you dig toward the dollar signs, remember to use the most efficient way possible.

LEVEL ABORT — As explained earlier, each level may be aborted by pressing the "ATARI LOGO" key. When this is done, \$2000 is subtracted from your score for each dollar sign remaining on the screen, to account for excavation site relocation.

DOLLAR SIGN RECOVERY — The only way to increase your score is to recover the **BURIED BUCKS!** The amount each dollar sign is worth is shown before each level. They are worth \$2000 on levels 1 through 4, and increase by \$200 every four levels (levels 5-8, \$=2200; levels 9-12, \$=2400, etc.).

If your score ever falls to zero, you can no longer afford to continue your search, and the game ends.

You are given three helicopters at the start of the game, with additional 'copters awarded every 20,000 points.

Your helicopter (and the evil Dr. Muta) are waiting for you. **Good luck!**



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