

VC2003

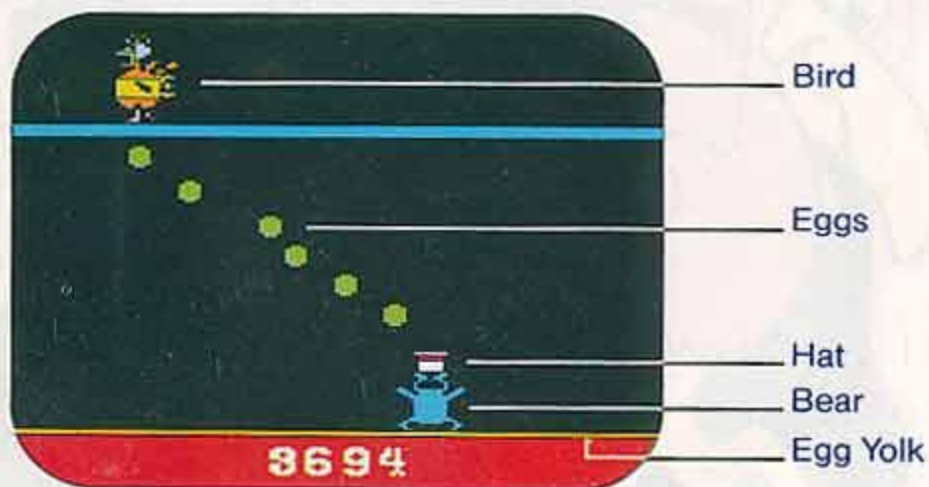


**U.S. Games Corporation**  
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## Eggomania

Eggomania is a one to four player, full color game designed to be played on the Atari® Video Computer System™ or the Sears Video Arcade®.

A strangely colored, feathered fowl is bent on bombing your bedeviled blue bear with dozens of even stranger colored eggs. Your only defense is catching those falling orbs in your hat before they break and cause a real mess! If you succeed in catching an entire wave, you get the delightful opportunity to get even and fire them back at that turkey! You'll be dazzled by his reaction. So go after that bird — if you can "bear" the pressure. Otherwise, the yolks on you!!



### Set-Up Instructions:

1. Connect the Atari® Video Computer System™ or Sears Video Arcade® following the manufacturer's instructions.
2. Install the left paddle controllers for single player or two player game, and both left and right sets of controllers for a three or four player game.
3. Insert the cartridge — making certain that the power is **OFF**.
4. Move the **POWER** switch to **ON**.
5. Select the game of your choice.
6. Press the red fire button on the Player One paddle to start the game.
7. Push **RESET** switch at any time to start a new game.

8. After the game is over, a new game may be started by pressing the fire button on the joystick.
9. **DIFFICULTY SWITCHES:** The difficulty switches select between large catcher hat and small catcher hat as follows:  
Position A = small hat  
Position B = large hat

In multi-player games, each player may choose the hat corresponding to his/her skill level. To do this, use the difficulty switches as follows:

**One Player Game** — Use only the left difficulty switch;

**Two Player Game** — Use the left difficulty switch for player one and the right difficulty switch for player two;

**Three or Four — Player Game** — Use the left difficulty switch for players one and two.  
Use the right difficulty switch for players three and four.

Note that difficulty levels may only be altered when in the GAME SELECT mode. No mid-game changes are allowed.

## Controls:

- Use left paddle controllers for single or two player games. Both left and right sets for three to four player games.
- Move bear back and forth with paddle knob.
- Fire eggs back at the bird with the red fire button.

## Game Variations:

**Game 1** Single player

**Game 2** Two player

**Game 3** Three player

**Game 4** Four player

## Scoring:

Each egg successfully caught equals 14 to 50 points (see chart).

Each time the bird is shot with an egg, equals 100 points; plus, if you have egg on the floor, some of it gets cleaned up.

Eggs are dropped in ten difficulty levels as follows:

| Level | Number of Eggs | Speed | Points Per Egg | Level | Number of Eggs | Speed | Points Per Egg |
|-------|----------------|-------|----------------|-------|----------------|-------|----------------|
| 1     | 20             | 1     | 14             | 6     | 60             | 3     | 34             |
| 2     | 40             | 1     | 18             | 7     | 80             | 3     | 38             |
| 3     | 60             | 1     | 22             | 8     | 80             | 4     | 42             |
| 4     | 40             | 2     | 26             | 9     | 80             | 5     | 46             |
| 5     | 80             | 2     | 30             | 10    | 80             | 6     | 50             |

## Playing Hints:

### Catching:

- Move your harried bear back and forth across the screen as little as possible; if eggs are falling close to each other (in a vertical column), position your hat under them and adjust only slightly to either side.
- Any excessive or inefficient movement and you'll wind up with egg on your face! (Feet, paws, and body too!)
- Try to recognize a pattern of the eggs as they fall. This will help you anticipate where to make your next move — — — — oops!!

### Throwing:

- Position the bear somewhere near the center of the screen and *wait* for that turkey to pass by—don't follow him!
- Timing and accuracy on shooting the turkey during the Eggomania waltz is critical. Try to anticipate his next move and lead his direction a little while shooting only when necessary—constant firing throws off timing and seems to make that turkey dance even more.
- Once you have accomplished this task, you can sit back and enjoy bonus points and a flustered, embarrassed turkey!

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