towering inferno™

INSTRUCTIONS
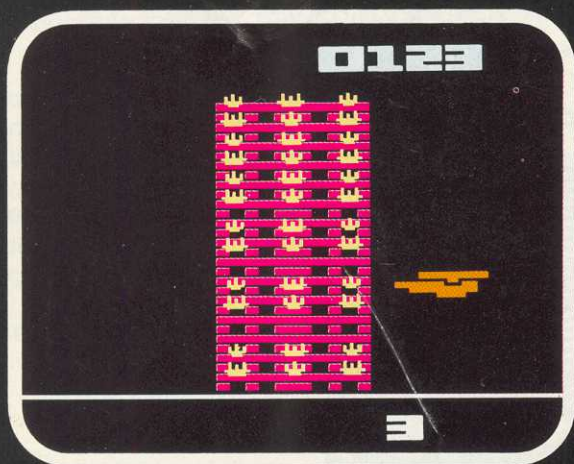
Code Red! Emergency!
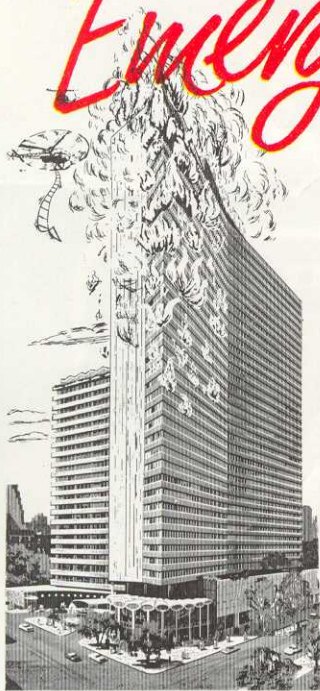
The downtown skyscraper has burst into flames, and only you can rescue the helpless hundreds trapped within. Quickly, you helicopter to the scene, and dispatch your men to battle the deadly flames. How many survivors can you save? Play TOWERING INFERNO and find out!

towering inferno

is a one or two player, full color, action-packed game with 7 variations, designed for play on the Atari® Video Computer System™ or Sears Video Arcade.

The Basics

1. Insert the cartridge, making sure the POWER switch is **OFF**

2. Move the POWER switch to **ON**.

3. Select the game variation of your choice.

4. Press the RESET button to begin play.

The Game Play

1. Your mission is to rescue as many people as possible from the TOWERING INFERNO in order to score as many points as possible. There are 9 buildings with 9 floors, each with a different floor plan, so you have lots of work to do!

2. Four survivors are trapped on every floor; as the clock ticks, they dwindle to 3, then 2, then 1, until no one is left to save. Each survivor is worth 25 points.

3. You also score points by extinguishing the flames (1 point is scored for each flame). The flames, however, are deadly and must be avoided at all costs. If a flame touches one of your firemen, he perishes, and is replaced by another fireman, if any remain. You are given 4 firemen per floor.

4. If you successfully complete a floor, you and your survivors will helicopter to safety and the computer automatically advances you to the next floor, until the entire building is saved.

5. When you complete a building, the computer will advance you to the first floor of the next inferno' until all 9 buildings are saved. But beware: it's going to take lots of practice to get through all 9 buildings!

To Put Out the Flames   1 point each

1. Simply take aim and depress the red "fire" button.
Your supply of water is limitless, so don't be stingy!
Some flames are harder to douse than others, and
you'll find they need an extra squirt before they go
out.

2. There are two kinds of flames: a Flameoid and a
Wall of Fire. A Wall of Fire is especially tricky
because, when squirted, it breaks into smaller
flameoids which still have to be extinguished
before safe passage is possible.

To Rescue the Survivors 25 points each

1. When you begin a floor, there are 4 survivors hiding
behind the white window at the top of the screen.

2. To save the survivors, maneuver your firemen from
the bottom of the screen to the white window at the
top, depress your "fire" button to make the pick-up,
then flee as quickly as you can through the right
passageway at the bottom of the screen.

3. A helicopter will automatically return you and your
passengers to the ground, where they safely
disembark.

4. If your fireman comes into contact with a flame and
perishes, the next one automaticaly appears on the
bottom of the screen, ready to do battle. (You'll also
notice that the escape passage is always blocked
until you've picked up the survivors—there's no
coward's way out in TOWERING INFERNO.)

There's always a catch:

As time passes, fewer and fewer survivors remain. Just before each one perishes, the survivor display at the top of the screen begins to blink. When the last survivor is about to go, he lets you know with a loud, obnoxious warning beep. This is your signal to escape as fast as possible before all is lost!

You've Successfully Completed a Floor When:

1. You've escaped with one or more survivors.

2. You've doused all the flames on the floor. In this case, the clock stops running, and no more survivors perish. Escape at your leisure!

Upon successful completion of a floor, you and your survivors helicopter to safety and the computer automatically advances you to the next level.

Set the Difficulty Switch:

Position A (hard): Flames are invisible within the walls, so you never know where they might be hiding.

Position B (easy): Flames are visible through the walls, so you can anticipate this movement.

Note: It is impossible to extinguish a flame, visible or not, if it appears within a wall.

There Are 7 Game Variations:

GAME 1 (one player) Game ends on any floor when there are no survivors left or when all 4 firemen are lost.

GAME 2 (one player) Game ends as in variation #1; however, pushing the reset starts a new game at the same floor and score where the last game left off.

GAME 3 (one player - continuous play) A practice game where the player repeats each lost floor.

GAME 4 (two players) Players alternate turns on each floor. The game ends for either player when he misses a floor.

GAME 5 (two players - continuous play) Players alternate turns by floor. Any player missing a floor is restarted on floor 1 of the first building.
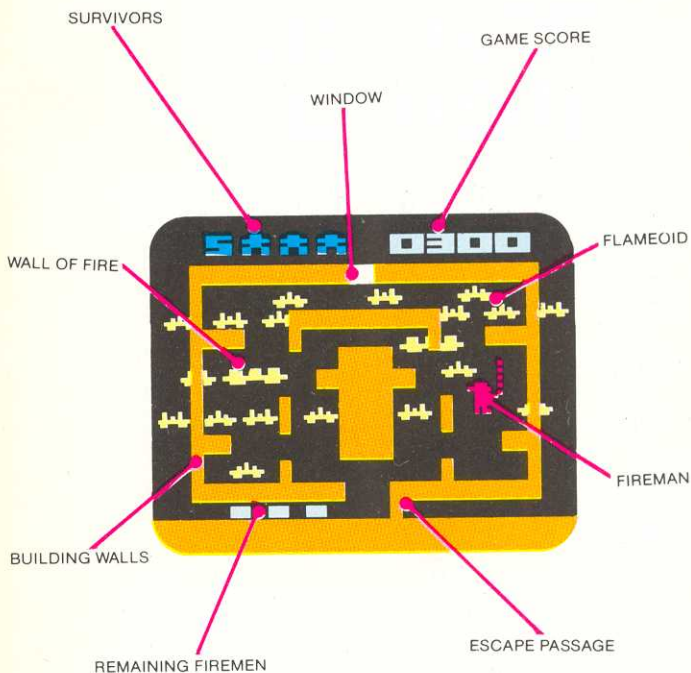
GAME 6 (two players - continuous play) Players alternate turns by floor. Any player missing a floor repeats that floor.

GAME 7 (two players - continuous play) Players alternate turns by floor. If either player completes a floor, both players advance another floor.

The Screen

SURVIVORS

WINDOW

GAME SCORE

FLAMEOID

WALL OF FIRE

FIREMAN

BUILDING WALLS

REMAINING FIREMEN

ESCAPE PASSAGE

When you have successfully completed a floor, the helicopter returns you to the ground, where your survivors safely disembark. (See Front Cover Screen.)

☆USG U.S.GAMES™

towering inferno™

Look for more U.S. Games™ video games wherever you buy game cartridges. Drop us a note and we'll be glad to add your name to our mailing list and keep you posted on new U.S. Games game cartridges when they become available.

Space Jockey™

Sneak 'n Peek™

Towering Inferno™

Word Zapper™

Commando Raid™

Towering Inferno™ Trademark owned by TWENTIETH CENTURY-FOX FILM CORPORATION and used by U.S. Games Corporation under authorization

ATARI® and Video Computer System™ are trademarks of ATARI, INC.

T