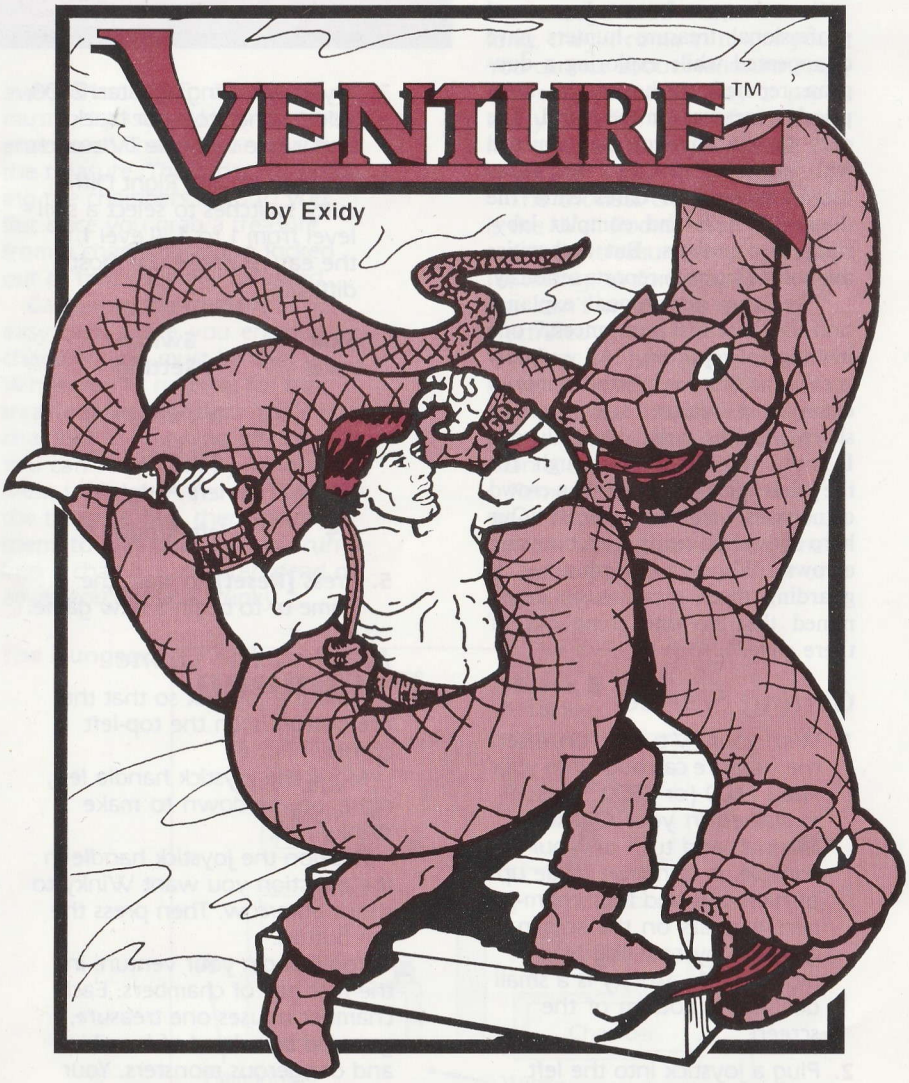
ATARI® 2600™ Game Manual

VENTURE™

by Exidy



Mysterious Disappearances!

Authorities Baffled

HAUNTED DUNGEONS, U.S.A.

Over the past few weeks, several professional treasure hunters have disappeared while exploring a dungeon reputed to house the most priceless treasures in the world. The only known survivor has returned with stories of monsters who eliminate anyone who dares enter the dungeon's halls and complex labyrinth of chambers. But authorities are not taking such reports seriously.

"We have no rational explanation for these disappearances," one investigator reported. "All we know is that the brave soul who wants to claim those treasures had better be sharp. At this point, the only one I know who's clever enough for the job is Winky™," he told a crowd of nervous would-be hunters. "Our hero should be ready with bow and arrows. Whoever or whatever is guarding those treasures is determined that no one come out of there alive."

Getting Started

1. With your TV turned on, insert the Venture cartridge into your Atari 2600 (or 7800™) as explained in your Owner's Manual, and turn on your console. A dungeon made up of hallways and four chambers appears on the screen, guarded by roaming Hallmonsters™. Winky is a small dot at the bottom of the screen.
2. Plug a joystick into the left joystick port.
3. If you are using an Atari 2600, select either color or black and white with the TV switch.
4. Set the Left and Right Difficulty switches to select a skill level from 1 to 4. (Level 1 is the easiest and 4 the most difficult.)

Skill Level	Switch Setting
1	left B/right B
2	left B/right A
3	left A/right B
4	left A/right A

5. Press **[Reset]** to start the game or to begin a new game.

Playing the Game

Hold the joystick so that the fire button is on the top-left corner.

Move the joystick handle left, right, up, or down to make Winky run.

Position the joystick handle in the direction you want Winky to shoot an arrow. Then press the fire button.

You'll begin your venture in the first hall of chambers. Each chamber houses one treasure, guarded by a herd of horrible and dangerous monsters. Your goal is to capture the treasure in every chamber. To do so, you must get past the Hallmonsters, enter each chamber, and capture the treasure. The order for entering the chambers is up to you. But once you grab a treasure from a chamber, you're locked out of that chamber for good.

Capturing the treasure is no easy task. Once you enter a chamber, you must be alert. While you're running for the treasure, the monsters inside the chamber are running after you. You can stop them by killing them with your arrows. But grab the treasure first, then shoot them, to win points. If you run into a chamber monster, dead or alive, you'll lose a Winky.

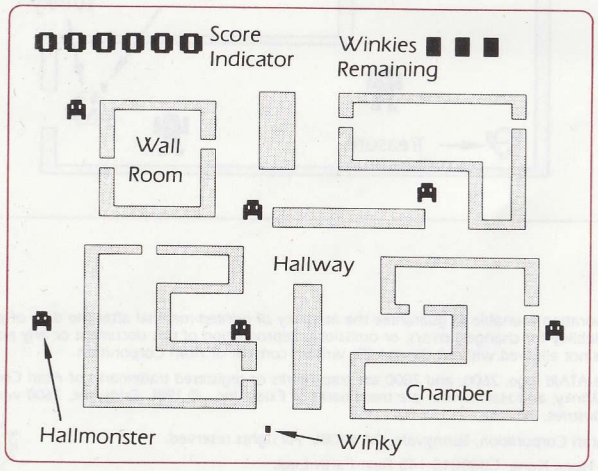
As if this weren't enough to worry about, those pesky Hallmonsters are getting impatient. If you stay inside a chamber too long, they'll come in to get you. You cannot shoot Hallmonsters, however. The only way to protect yourself is to run from them. If they get you, you'll lose a Winky.

The trickiest chamber of all is the Wall Room. Here you can reach the treasure only by careful timing. Unfortunately for you, you can't shoot the moving, electrified walls.

If you capture the treasure in every chamber, you'll descend to a new hall of chambers, even more horrible and dangerous than the previous one.

Remember that Winky has three backups to help out in case he runs into trouble. The game is over if you use up all four of the Winkies.

The Dungeon



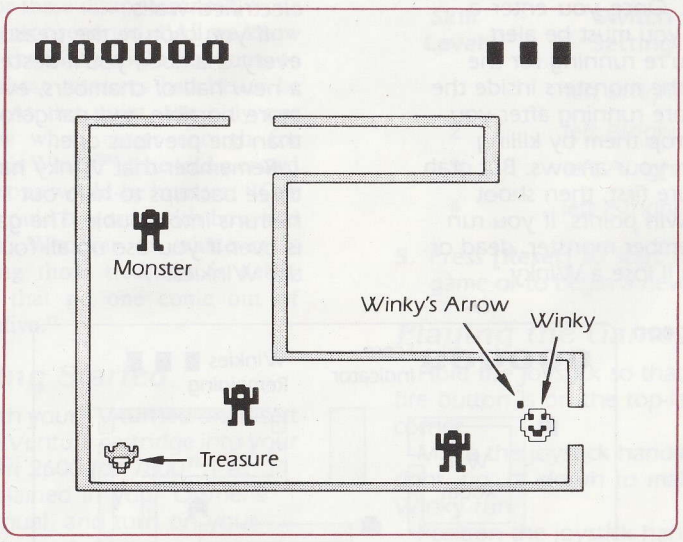
Scoring

The deeper you descend into the dungeon, the more points you'll win.

Grab a treasure . . . . . 200 points and up

Shoot a chamber monster after grabbing a treasure . . . . 100 points and up

Inside a Chamber



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