



A VIDEO
GAME CARTRIDGE FROM
 PARKER BROTHERS

Sky Skipper™

FOR ATARI 2600™ AND SEARS VIDEO ARCADE™

SKY SKIPPER graphics © 1981 Nintendo of America. Rules © 1983 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

PROOF OF PURCHASE
Stay Shipper™

It's a high-flying, action-packed adventure! You're the pilot chosen for this most unusual mission: to rescue the animals held captive by the dangerous gorillas. But it won't be easy. You'll have to pilot your plane through all kinds of flying hazards. To make matters worse, you only have a limited amount of fuel to accomplish your mission. Can you save the animals in time?

OBJECT

The object of the game is to rescue as many captured animals as you can—and to score the most points along the way.

SETTING THE CONSOLE CONTROLS

To set up the game:

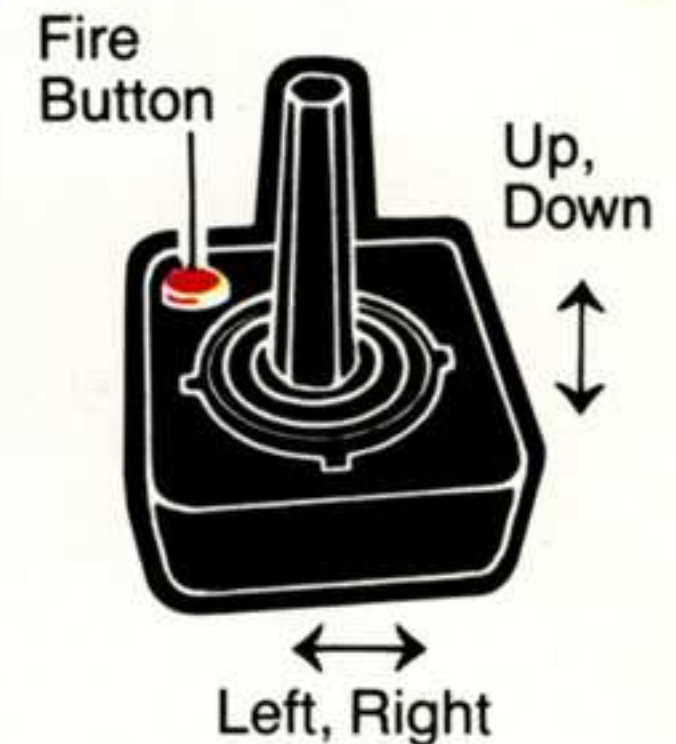
1. Insert the cartridge into your unit, then move the ON/OFF switch to ON. You'll hear the introductory music for the game and see the scene that begins the game's action.
2. Refer to the GAME SELECTION BOX for a description of the game numbers. Then press down the GAME SELECT switch at any time after you turn the game on to select a game number. The game number will show on the right side of the 00000 score.

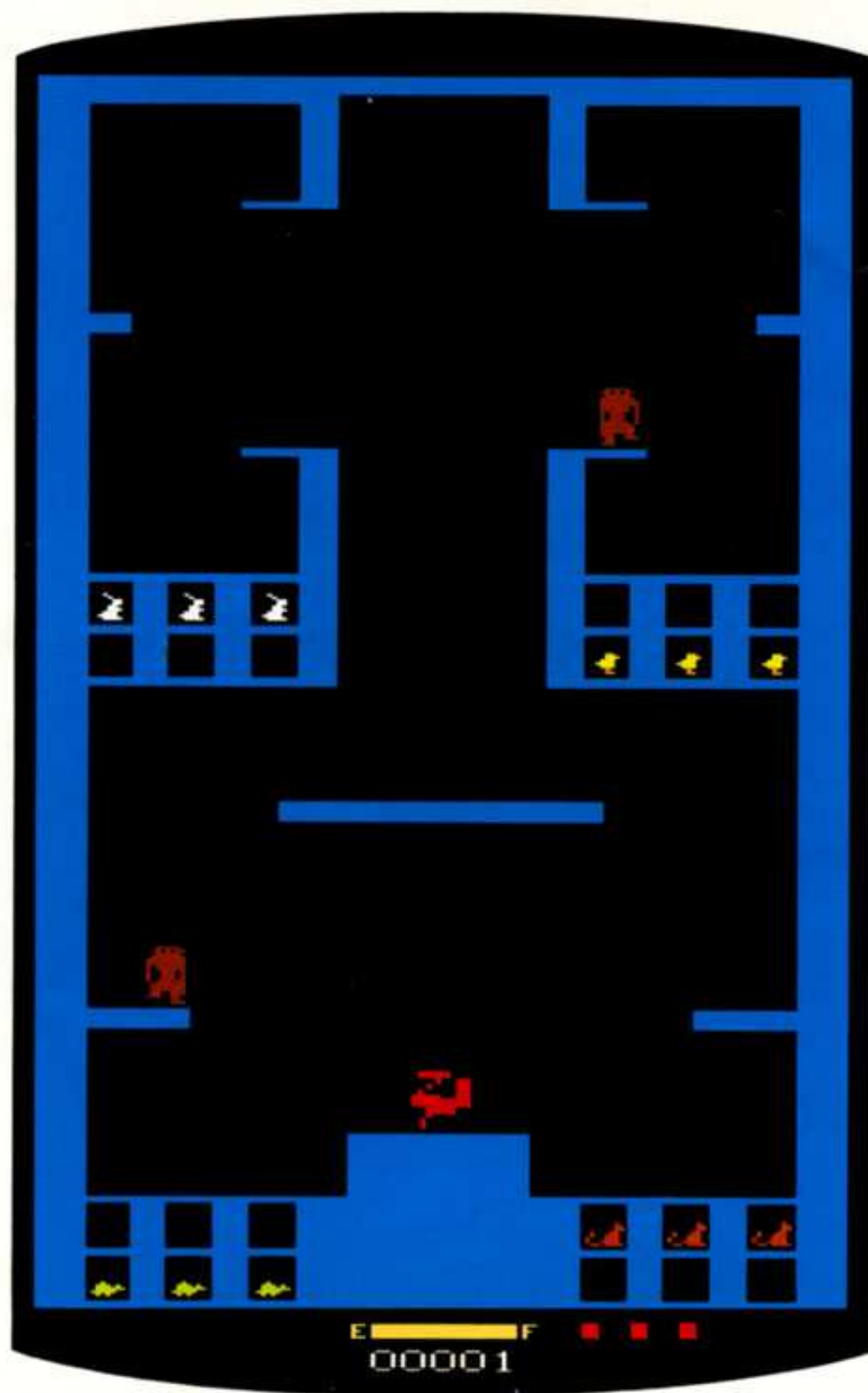
3. Set the DIFFICULTY SWITCH. In **Position A**, the plane flies at a faster speed. In **Position B**, the plane flies at a slower speed. NOTE: If you're playing on a Sears Video Arcade unit, you may find that the difficulty switches are called SKILL SWITCHES (NOVICE and EXPERT). In the NOVICE position, your plane flies at a slower speed. In the EXPERT position, your plane flies at a faster speed.
4. Press down the GAME RESET switch—and you're ready to start your high-flying mission!

THE JOYSTICK CONTROLLER

This is a one-player game, so plug one Joystick controller firmly into the LEFT jack at the back of your video system.

Use the Joystick to fly your airplane up, down, to the left, and to the right through the mazes on the screen. Press the red Fire Button to drop "bombs" on the gorilla.





PLAYING

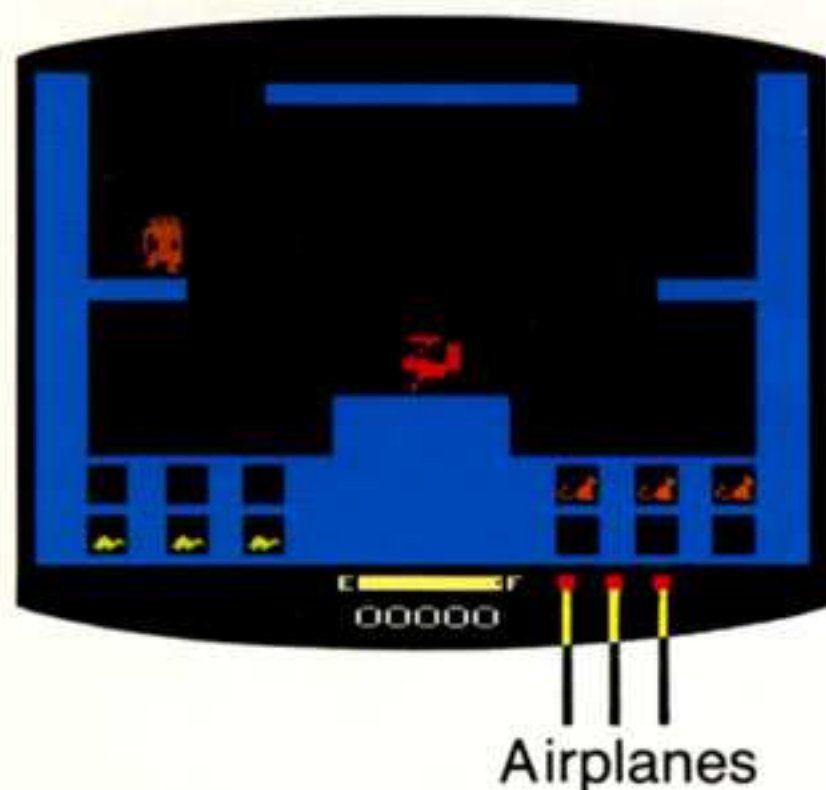
This illustration shows the entire maze through which you fly your airplane. Also shown are all the animals you need to rescue. **This view is given for information only.** You will never see everything pictured here at the same time on your screen. Instead, as you fly up or down the maze, you'll see sections of what is shown here.

You'll start the game with 4 airplanes. The first one is shown on top of the "hangar" in the lower center of the screen. The remaining airplanes are shown as red squares at the bottom right of the screen.

FUEL GAUGE

Each airplane begins its flight with a full tank of fuel. However, the fuel will gradually decrease with flying time. The fuel level is monitored by the yellow fuel bar in the lower center of the screen.

Every time you rescue one of each type of animal consecutively—for example, one cat, one turtle, one rabbit, and one duck—you'll **completely refill your fuel tanks**.



If you run out of fuel at any time during your flight, you'll lose that airplane. If you have any remaining airplanes, you'll begin play again with a new airplane and a full tank of fuel.

RESCUING THE ANIMALS

To release the animals from their cages, you must first knock a gorilla off its feet. To do so, fly above a gorilla, then press the Fire Button. If you hit a gorilla, he'll be knocked over. This "hit" will also spring open the cage doors for each set of animals. You'll see the released animals jumping out of their cages, waiting to be rescued.

To rescue them, quickly swoop your plane down and fly on level with the animals. Once you pick an animal up, you won't see it again. However, you have only a limited amount of time in which to do this. Once the gorilla gets back on its feet, the animals pop back into their cages.



For each animal you rescue, you score 100 points. If you rescue all the animals in one game, the game play will begin again with another set of animals at a more difficult level.

FLYING HAZARDS

You'll need ace piloting skills to avoid some of the hazards you'll encounter. Depending on the game number at which you're playing, here are some of the hazards you'll see:

1. Flying Course: Be sure you fly your plane within the flying course. If you hit any part of the sides of the course or the obstacles on the inside of the course, you'll crash.



2. White Clouds: White clouds will appear from time to time in your flying path. Fly around these clouds; if you hit any part of them, you'll crash.

GAME DIFFICULTY

Each time you rescue all the animals, you'll move to a more difficult round of play. Clouds will appear in the flying course, your plane will fly faster, and your fuel will be used up more quickly.

END OF GAME

The game ends when you have no more airplanes left.

To Play Again: Press the GAME RESET switch to play again at the same game number. To play at another game number, use the GAME SELECT switch to choose another number. Then press the GAME RESET switch to begin play.

SCORING

Your score is displayed throughout your turn at the lower center of the screen. Points accumulate as follows:

Knocking a gorilla off its feet	10 points
Rescuing one animal	100 points
Rescuing one of each type of animal consecutively (1 cat, 1 turtle, 1 rabbit, 1 duck) . . .	500 points

Every time you score 10,000 points, you'll get another plane!

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GAME SELECTION BOX

Game Number	Game Level	Obstacles
1	Easiest	Tricky flying course
2	Difficult	Tricky flying course, clouds in the sky
3	More Difficult	Tricky flying course, clouds in the sky, faster plane

If you should have any difficulty operating or playing SKY SKIPPER call our Electronic Service Department at these toll-free numbers:

In Massachusetts 1-800-892-0297

All other states 1-800-225-0540

(not available in Alaska, Hawaii, or Canada)

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon.-Fri. (excluding holidays).

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers,
P.O. Box 1012, Beverly, MA 01915.

In Australia and New Zealand: Toltoys Pty. Ltd.,
104 Bourke Road, Alexandria, N.S.W. 2015.

In the United Kingdom: Palitoy Company,
Owen Street, Coalville, Leicester LE62DE England.