

WALT DISNEY

ATARI[®] 2600[™]

SORCERER'S APPRENTICE*



* © Walt Disney Productions, 1983

NOTE: Always turn the console POWER switch OFF when inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

1. GAME PLAY

The object of **SORCERER'S APPRENTICE** is to help Mickey prevent the Cavern from flooding by stopping the falling stars that are turning into brooms. To do this you must:

- Catch stars with the Sorcerer's magic hat that Mickey is wearing—before they fall between the mountain peaks.
- Hit stars with Mickey's magic fireballs.
- Create empty buckets by hitting meteors with fireballs.
- Go into **THE CAVERN** and stop the brooms from reaching the cavern floor.

You can play **SORCERER'S APPRENTICE** in **THE MOUNTAIN** scene, in **THE CAVERN** scene, or you can move Mickey back and forth between both scenes to play one magical game. When **THE CAVERN** is flooded, the game is over.

You score points for catching stars, hitting stars and meteors, and stopping the brooms in **THE CAVERN**.

There are four game speeds. Game 4, the slowest game, is a good game for young children.

THE MOUNTAINS



Figure 1

Each star that falls between the mountain peaks turns into a broom with a water-filled bucket in the Cavern.

To prevent the Cavern from flooding, you must help Mickey:

- Catch stars with the Sorcerer's magic hat which Mickey is wearing.
- Hit stars with his magic fireballs.
- Hit meteors with fireballs. Each meteor you hit turns into two empty buckets that can bail out water in the Cavern.

You score points for every star and meteor you hit and for every star you catch with the magic hat. (See **USING THE CONTROLLER** for details about throwing fireballs and catching stars.)

Use the Water Level Guide at the bottom of the screen to find out how much water is in the Cavern. (See **Figure 1**.) When you hear a "swoosh" sound, that means a star has created a broom. The **SORCERER'S APPRENTICE** tune signals that a broom has dumped a bucket of water in the Cavern. (See **HELPFUL HINTS** for more details about sounds.)

If the water level gets too high you may still be able to stop the brooms by going into the Cavern.

THE PASSAGE

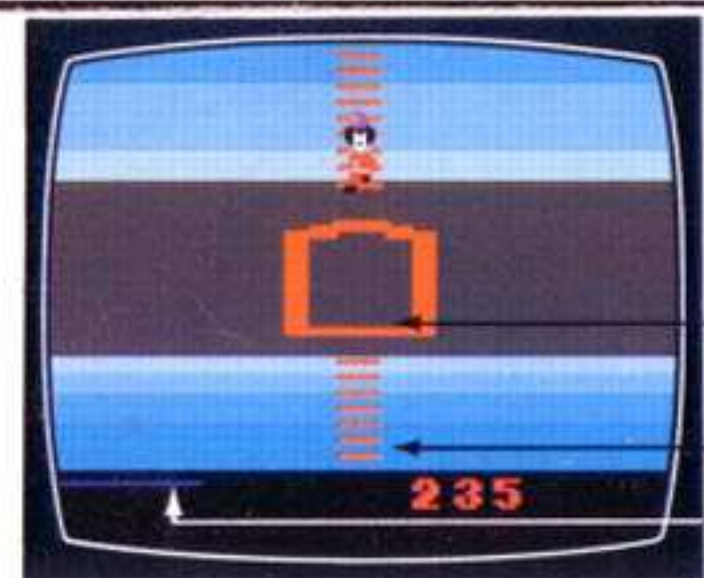


Figure 2

To enter the Cavern, simply run Mickey off the far right or far left side of the Mountain screen. He will descend through a passageway before entering the Cavern.

THE CAVERN

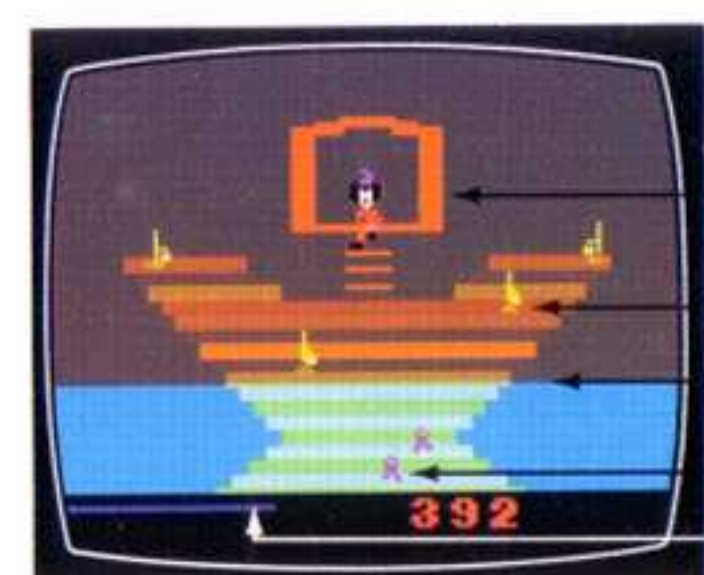


Figure 3

When Mickey enters the Cavern, he will be at the top of a large staircase. Even while Mickey is in the Cavern, stars are still creating more brooms with water-filled buckets.



Your task is to:

- Stop the brooms from reaching the bottom of the staircase by running Mickey into them.
- Clear a path for your empty buckets to climb up the stairs—stop the brooms as quickly as possible!

To return to the Mountains, run Mickey back up through the Cavern doorway. Mickey will also return to the Mountains each time he runs off either side of the Cavern stairway. However, your quickest route is through the doorway; this way, Mickey only has to climb halfway up the passageway.

2. USING THE CONTROLLER

Be sure your Joystick Controller is plugged firmly into the **LEFT CONTROLLER** jack at the back of your Video Computer System™ game. Hold the Joystick with the red button to your upper left, toward the television screen. (See your owner's manual for further details.)

Mickey runs in the direction you move your Joystick. The faster you run him off the screen, the faster he will run through the passageway.

- To catch stars: Center Mickey under a falling star. If the star lands safely in the magic hat, you will hear the bell tone.
- To throw fireballs: Press the red controller button. Then use your Joystick to guide the fireball through the sky.
- To stop brooms: Run Mickey directly in front of a broom. He must cover the broom completely for it to stop. When a broom is stopped, you will hear a "swoosh" sound and the broom will disappear.

3. CONSOLE CONTROLS

Press the **GAME SELECT** switch until the game number you want appears at the bottom of the screen. (See **GAME VARIATIONS**.) Press the **GAME RESET** switch or the red controller button to start the game. You may also press **GAME RESET** to restart a game during play.

Use your **LEFT DIFFICULTY** switch to adjust Mickey's throwing ability: In position A Mickey throws one fireball each time you press the red fire button; in position B Mickey throws fireballs continuously when the red button is held down.

The **TV TYPE** switch is not used in this game.

4. SCORING

You score points in **SORCERER'S APPRENTICE** by hitting stars and meteors with fireballs, by catching stars with Mickey's magic hat, and by stopping brooms. Notice that the point value of a star varies with its different stages. A bursting star may be worth 50 to 80 points, depending on exactly when it is hit.



SCORE CHART

Catching a star		6 points
Hitting a blue meteor		10 points
Hitting a red meteor		15 points
Stopping a broom		20 points
Hitting a big star (1st stage)		20 points
Hitting a little star (1st stage)		25 points
Hitting a bursting star (2nd stage)		50-80 points
Hitting a dropping star (3rd stage)		60 points

5. GAME VARIATIONS

There are four game variations in **SORCERER'S APPRENTICE**: Slow, Medium, Super Sonic, and Beginning speed. The game number appears at the bottom of the screen when you press the **GAME SELECT** switch.

GAME 1	SLOW
GAME 2	MEDIUM
GAME 3	SUPER SONIC
GAME 4	BEGINNER

In all games, the speed of the game will increase as you play. So even if you start with **Game 4**, you will end up playing at **SUPER SONIC** speed if you play long enough.

6. HELPFUL HINTS

- Remember that **SORCERER'S APPRENTICE** can be played three different ways: in the Mountains, in the Cavern, and in both places.
- Use the **SOUND GUIDE** to help you learn the different game sounds. Sounds are especially helpful in the Mountain scene because they let you know what is happening in the Cavern.

SOUND GUIDE

Bell tone	When you hit or catch a star
Four rising notes	When you hit a meteor, creating two empty buckets
"Swoosh" sound	When a broom is created or stopped
Sorcerer's Apprentice tune	When the water level changes

- Young children should start with **Game 4**. In the Mountains, try scoring as many points as you can. Listen to the sounds when you hit or catch stars. See if you can stop every star from landing between the mountain peaks.

- In the Cavern, try placing Mickey on different parts of the staircase. Find a place where you can stop the most brooms. Also, don't get too close to the sides of the staircase. You could easily fall off and end up back in the Mountains.

- Remember: What happens in the Mountains affects what happens in the Cavern. The key to playing in both places is knowing where to be at the right time. For example:

Run into the Cavern to stop brooms when you see the water level getting too high.

Likewise, if you run out of empty buckets in the Cavern, return to the Mountains to get more.

Designed and programmed by Peter Niday.

Atari welcomes your comments. Please address all correspondence to:
Atari, Inc.
Customer Relations
1312 Crossman Avenue
Sunnyvale, California 94086

ATARI, INC., Consumer Division, 1312 Crossman Ave.,
P.O. Box 61657, Sunnyvale, CA 94086

© 1983 ATARI, INC. ALL RIGHTS RESERVED.
CO-19741-109 REV. A
26109 Printed in U.S.A.

A Warner Communications Company





The Magic Hat

It started out as a perfectly normal day for a Sorcerer's Apprentice. Perfectly normal... until the apprentice, Mickey Mouse, began daydreaming about the Sorcerer's magic hat!

"If only I had that magic hat," said Mickey, "I'd never have to work again!"

But, alas, Mickey did not have the hat—and there was still much to do. He already swept the cavern floor, made the beds, and was about to begin his most difficult job.

Mickey picked up two empty buckets and stared wearily up the dimly-lit staircase. It was time to fill the Sorcerer's big tub with water.

It seemed like such a shame to work so hard with all that magic in a hat! After all, if the Sorcerer got his magic powers from the hat, why couldn't Mickey? All he would have to do is point his fingers like the Sorcerer

always did and... POOF! He could turn dust into butterflies and winter into spring.

Just then, a huge shadow with two glaring eyes appeared over Mickey. It was the Sorcerer. "Mickey Mouse," he said, "if you don't stop daydreaming and get back to work, you'll never be fit to wear a magician's hat! Now get going!"

Mickey trudged up the stairs to the well outside. When he returned to the cavern, the Sorcerer was gone. But there, glowing softly in the middle of the table, was the Sorcerer's magic hat!

"Now I can be a great magician," said Mickey as he dropped the buckets on the floor. He glanced around the room to make sure he was alone. Then he put the magic hat on his head. It was a perfect fit!

"Hmmm, I've got an idea!" said Mickey as he stared wide-eyed at his old broom leaning against the wall.

Mickey pointed his fingers at the broom.

The broom quivered.

Mickey imagined the broom with two

arms and two legs. Instantly, the broom sprouted arms and legs and began sweeping around the room.

"Broom!" ordered Mickey. "Fill buckets with water from the well and pour them into the Sorcerer's tub."

The broom did exactly what Mickey commanded. Picking up the nearest bucket with both hands, the broom swept up the stairs and out the door to the well.

Mickey was so delighted, he sang and danced around the room.

"Tra-la-la, tra-la-li, oh how happy life can be!"

"No more work for me!" Mickey cried as he fell into the Sorcerer's chair. The candlelight flickered in Mickey's tired eyes. He thought how wonderful it would be to have a whole army of brooms to do all his work....

"Work, broom, work..." he muttered, nodding his weary head, and drifted off to sleep.

Mickey dreamed he was the greatest sorcerer in the world. He dreamed of steep mountains surrounded by bright meteors and shining stars that danced at his every command.

Yes, Mickey was a magnificent magician indeed! His magic had completely changed everything! Stars no longer blinked politely from a distant galaxy but exploded and fell like fireworks. It was all great fun until suddenly... something wet and cold woke Mickey up!

The broom was flooding the room with water and Mickey was floating up the stairs.

"Stop broom!" cried Mickey. "Stop right now!"

But the broom did not stop.

Mickey tried everything! He even tried grabbing the buckets away. But the broom pushed Mickey down and kept right on going.

When Mickey stood up, a whole army of brooms, buckets in hand, were charging down the staircase, ready to dump more water on the cavern floor.

Poor Mickey! What a magical mess! Help him stop the brooms before the Sorcerer's cavern turns into a subterranean sea!

