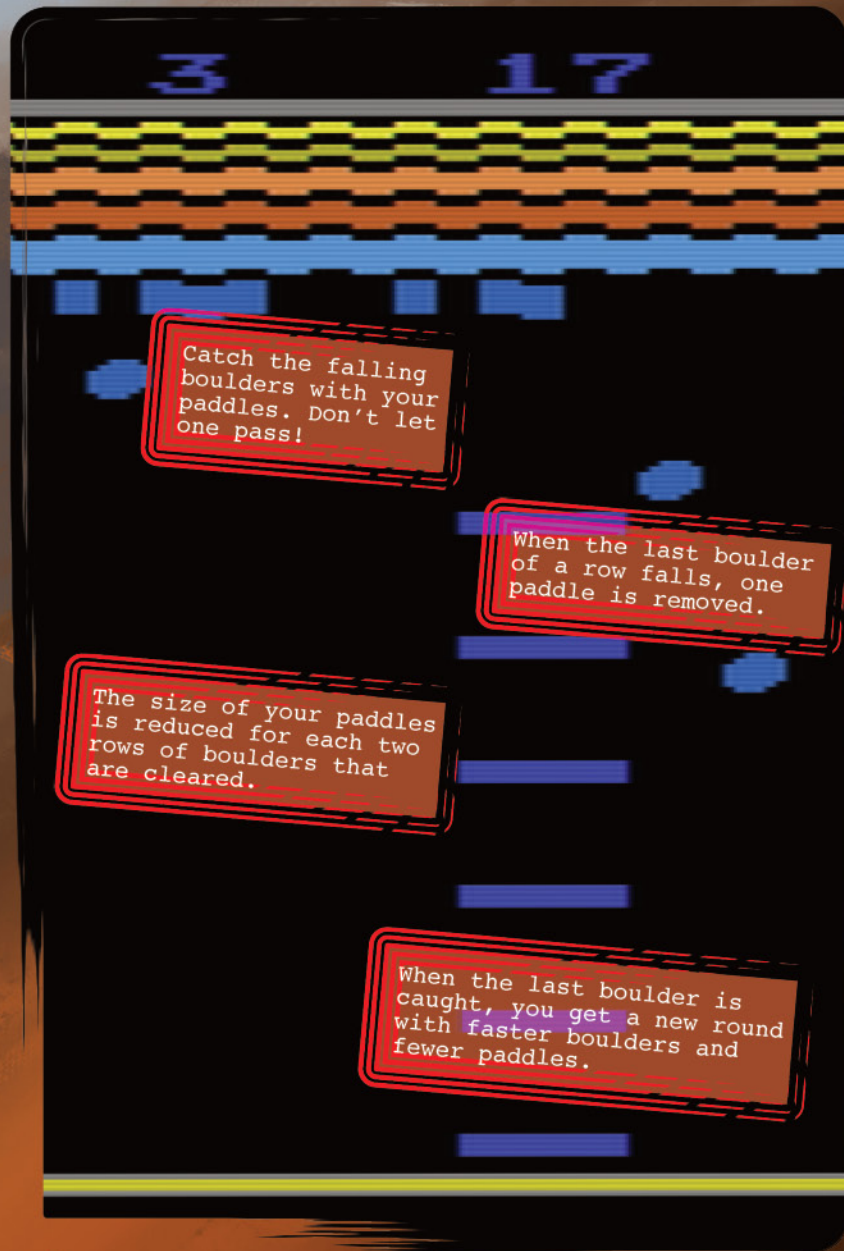# EMERGENCY!!!

There has been an avalanche reported on the north side of the mountain! Rush to the scene to stop the boulders from causing a roadblock and be the hero!

3   **17**

Catch the falling boulders with your paddles. Don't let one pass!

When the last boulder of a row falls, one paddle is removed.

The size of your paddles is reduced for each two rows of boulders that are cleared.

When the last boulder is caught, you get a new round with faster boulders and fewer paddles.

Avalanche is a game for one or two players (alternating) using the paddle controllers. The game also supports AtariVox and SaveKey functionality to save high scores.

To play, plug a pair of paddle controllers into the left controller port and optionally plug an AtariVox or SaveKey into the right controller port to enable high score saving.

ATARIVOX+

Avalanche features three skill levels, available in both one and two player modes.

NOVICE

ATTEMPTS **5**
BOULDER SPEED **SLOWER**
MAXIMUM BOULDERS **3**
FIRST BONUS ATTEMPT AT **250 POINTS** THEN EVERY 1000 POINTS
PADDLE COUNT

ROUND 1	ROUND 2	ROUND 3	ROUND 4+
6	5	4	3

STANDARD

ATTEMPTS **4**
BOULDER SPEED **NORMAL**
MAXIMUM BOULDERS **4**
FIRST BONUS ATTEMPT AT **450 POINTS** THEN EVERY 1000 POINTS
PADDLE COUNT

ROUND 1	ROUND 2	ROUND 3	ROUND 4+
6	3	2	1

ADVANCED

ATTEMPTS **3**
BOULDER SPEED **FASTER**
MAXIMUM BOULDERS **5**
FIRST BONUS ATTEMPT AT **750 POINTS** THEN EVERY 1000 POINTS
PADDLE COUNT

ROUND 1	ROUND 2	ROUND 3	ROUND 4+
5	2	1	1

Press SELECT to cycle through all of the available game options.

game select

1 Player NOVICE	2 Players NOVICE	1 Player STANDARD
2 Players ADVANCED	1 Player ADVANCED	2 Players STANDARD

The color of the bottom border will match the skill color.

left difficulty — Player 1
a Smaller paddle
b Larger paddle

right difficulty — Player 2
a Smaller paddle
b Larger paddle

game reset

Press RESET (or the paddle button) to start a new game. RESET will also cycle through game sound effect styles. There are several to choose from.
Avalanche features a demo mode that auto plays after sixteen seconds. Exit demo mode by starting the game.

The number of attempts and your score are displayed at the top of the screen.

4   22

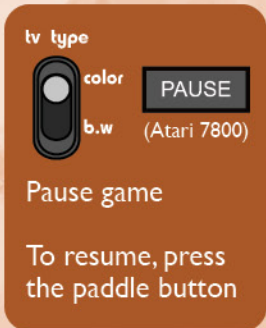Each round starts with six rows of 32 boulders each. Catching a falling boulder will earn points based on the size and color.
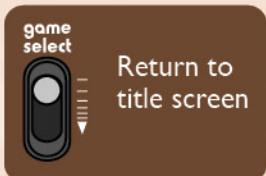
BOULDER SIZE	PADDLE SIZE	POINTS
Small	Small	6
Small	Small	5
Medium	Medium	4
Medium	Medium	3
Large	Large	2
Large	Large	1

Paddle sizes are smaller when difficulty switches are in the 'A' position.

When the last boulder is caught, the game will proceed to the next round with a new set of faster boulders and fewer paddles to start.

The game ends when a boulder is missed, there are no more attempts left or you have earned the maximum 9999 points.
Are you skilled enough to achieve the high score and earn the title of **Awesome Avalancher**?

IN-GAME CONTROLS

game select — Return to title screen

game reset — Restart game with current options

tv type — color / b.w

PAUSE (Atari 7800)

Pause game

To resume, press the paddle button

HIGH SCORES

If a high score is achieved for a skill level at the end of the game, the score will be displayed with the word "HI" along with the last score. The high score is displayed for the current skill level.

HI   390

With AtariVox or SaveKey, the top score for each skill level is saved, as well as the current skill level and number of players. To reset all high scores and settings, hold down the RESET switch while powering on the game.

Without AtariVox or SaveKey, high scores and settings are reset when the game is powered off.