

# PENGO™\*

Now, the Thrill of the Arcade Game at Home



# Welcome to the South Pole!

**H**ome of PENGGO the Penguin. Your mission is to help PENGGO in his one-bird battle against the killer SNO-BEES. Help him smash the nasty fellows as he races through a maze of ice blocks. He must freeze the deadly creatures before they send him to meet his maker with their deadly, chilling stingers. So bundle up. It's cold out there!

## STEP ONTO THE ICE FLOE— GETTING STARTED

Load the PENGGO cartridge into your ATARI Home Computer as explained in your computer owner's guide, and turn on your computer.

Plug a joystick controller into Controller Jack 1 for one player, and another into Controller Jack 2 for two players.

Press SELECT to choose a one- or two-player game.

Use your joystick to guide PENGGO through the ice block mazes. Press your red joystick button to help him move or crush ice blocks, crumble SNO-BEE eggs, and freeze SNO-BEES along the walls.

Press OPTION to choose the difficulty level where you want to begin (beginner, intermediate, or advanced).

Press START to begin the game.

Press SYSTEM RESET to return to the title screen and the beginning of the game.

Press the space bar to pause in the middle of a game; press it again to resume play.



## GAME PLAY IN THE DEEP-FREEZE ZONE

PENGO appears in a field of ice blocks. He must clear the screen of SNO-BEES before they put him out of commission. Each time he clears a screen, he enters a more difficult round and encounters a smarter group of SNO-BEES. PENGO has 3 to 5 lives, depending on the difficulty level. He faces 6 to 12 SNO-BEES, depending on the round. The number of lives remaining and the SNO-BEE eggs left in the round are shown at the top of your screen.

## HOW PENGO CLEARS THE MAZES

**PENGO Smashes the SNO-BEES with Ice Blocks: Zap 'em!** Use your joystick to position PENGO with a single ice block between himself and a SNO-BEE.

Then press your joystick button. PENGO shoves the ice block across the screen and crushes any SNO-BEE in its path.

**PENGO Freezes the SNO-BEES Along the Walls: Trap 'em!** Sometimes when PENGO runs along one of the four walls surrounding the maze, the SNO-BEES follow him.

Turn PENGO so that he faces the wall, then press your joystick button. Wham! He kicks the wall, and every SNO-BEE along that wall is instantly frozen.

Then, quick as a penguin, PENGO can destroy the stunned SNO-BEES by either running over them or smashing them with ice blocks. But he must act quickly or they start to flash and thaw out.

**PENGO Crumbles the SNO-BEE Eggs: Get 'em Before They Hatch!** PENGO must watch out for the SNO-BEE eggs hidden inside flashing ice blocks.

He should wipe out some of these eggs at the beginning of each round. If he waits too long, they'll turn into full-grown SNO-BEES.

To crumble the SNO-BEE eggs, trap one of the flashing ice blocks against another block, then press your joystick button. All it takes is a swift kick, and the eggs dissolve immediately.

**PENGO Freezes the SNO-BEES with Diamond Blocks: Line 'em Up!** Look for three diamond-patterned ice blocks scattered through the maze.

If PENGO lines up all three in a row, he freezes every full-grown SNO-BEE on the screen, and you earn bonus points!

# SCORING

You earn points every time PENGO crumbles an ice block, puts a SNO-BEE out of commission, or lines up three diamond blocks in a row.

**Crumble an ice block . . . . . 30**

**Crumble an ice block with a SNO-BEE egg inside . . . . . 500**

**Smash the SNO-BEES**

- One at a time . . . . . **400**
- Two at a time . . . . . **1600**
- Three at a time . . . . . **3200**
- Four at a time . . . . . **6400**

**Bump off a frozen SNO-BEE**

- by running over it . . . . . **100**
- by smashing it . . . . . **400**

**Line up three diamond blocks**

- Against the wall . . . . . **5000**
- Away from the wall . . . . . **10,000**

**The faster PENGO clears the screen, the more points you win.**

SECONDS TO CLEAR THE SCREEN	BONUS POINTS
0 to 19 . . . . .	<b>5000</b>
20 to 29 . . . . .	<b>2000</b>
30 to 39 . . . . .	<b>1000</b>
40 to 49 . . . . .	<b>500</b>
50 to 59 . . . . .	<b>10</b>
60 or over . . . . .	<b>0</b>

**Bonus Life**

At 30,000 points, PENGO earns an extra life.

## DON'T SLIP ON THE ICE—STRATEGY TIPS

As the SNO-BEES gain on him, PENGO needs to carve out escape routes for himself; that's why he crumbles and moves ice blocks.

It takes longer for PENGO to crumble ice blocks than to move them.

PENG0 can't move more than one ice block at a time. If PENG0 tries to kick an ice block through another, he'll crush it.

SNO-BEES also crumble ice blocks (except for those with eggs in them) by running over them.

Diamond ice blocks won't crumble, so they're excellent weapons for smashing SNO-BEES.



ATARI®  
A Warner Communications Company

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because we are constantly improving and updating our computer software and hardware, Atari, Inc. is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors or omissions.

No reproduction of this document or any portion of its contents is allowed without specific written permission of Atari, Inc., Sunnyvale, CA 94086.

©1983 Atari, Inc. All rights reserved. Printed in U.S.A. C014189-45 Rev. A