

ZIMMAG™ GAME INSTRUCTIONS

DISHASTER®





SETTING UP

- 1. Connect your video game system to the television according to the manufacturer's instructions.*
- 2. Make sure the console is off, then firmly push in your ZiMAG video game cartridge.*
- 3. Now you can turn on the console. A clear image should appear on the screen. If not, check to see that the console is properly set up.*
- 4. Next, plug the joystick into the left controller jack. If you are playing a two player game, you will need to plug the other joystick into the right controller jack.*
- 5. If all of the above has been properly completed, you're ready to play. Good Luck!*

To protect the electronic components of your Atari® Video Game System, be sure to switch to off when inserting or removing a cartridge for the Atari® System.

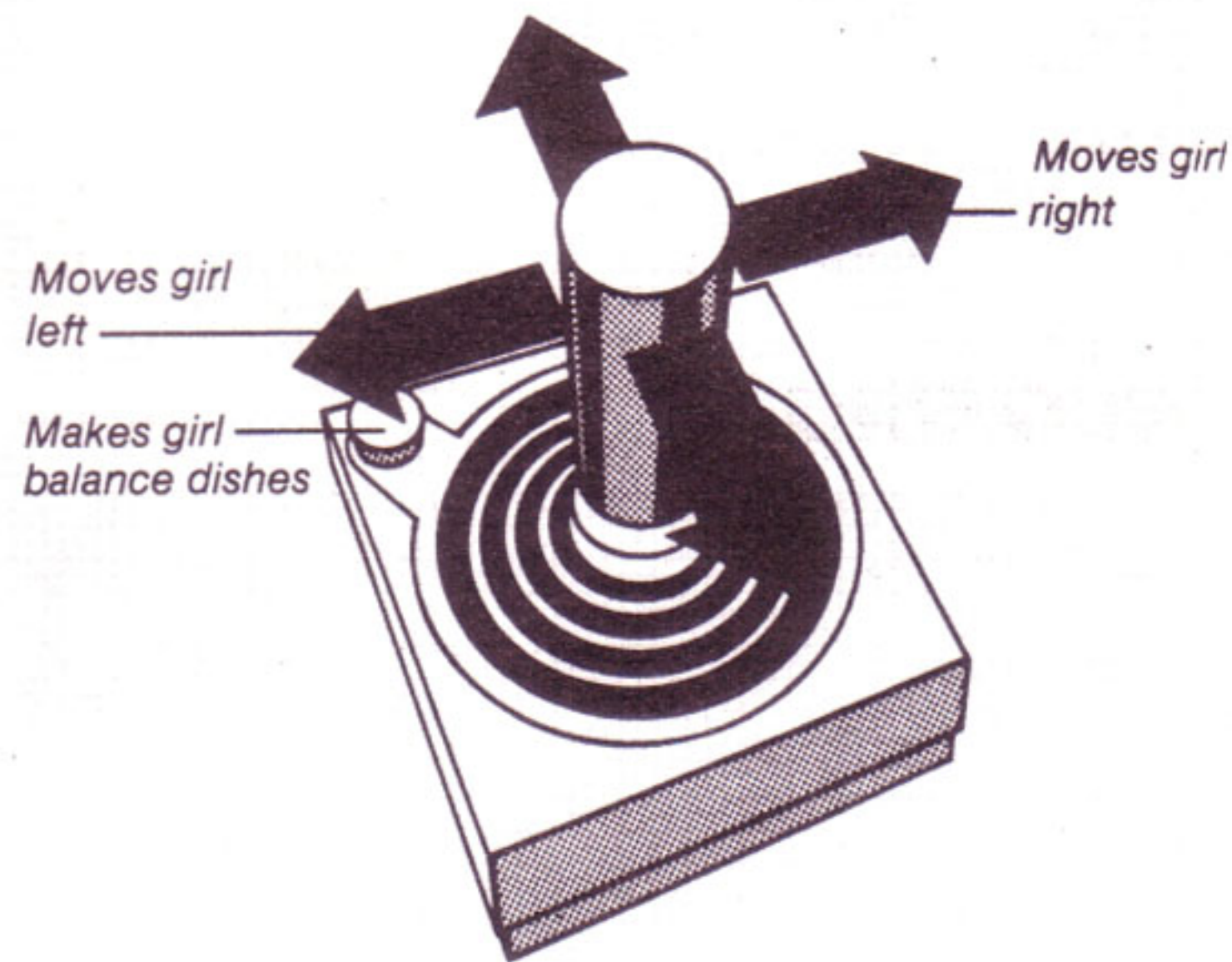
YOU AND THOSE DISHES

You've seen them do it at the circus, but can you keep the plates spinning on top of those tall skinny sticks? The action never stops in this video version of the big top. All you have to do is keep running back and forth as you try to balance the plates that just never seem to stop coming. And, if you're lucky, when they all seem to come crashing down you'll be able to catch them. After this game doing the dinner dishes will seem like child's play.

BALANCING THOSE PLATES

To move the girl right or left, merely push the joystick controller right or left. If you see a plate that needs balancing, position the girl so that her arm is holding the pole, then hold down the action button on your joystick until the plate stops wobbling.

If you need to catch a falling plate, just move the girl under it and let it touch her. It will automatically be replaced by another plate at the top of the pole.



GAME SELECTION

Dishaster has four skill level variations.

GAME 1: *In this game you only have to contend with six dishes. This is a good level for young beginners.*

GAME 2: *In this game you're faced with eight plates to balance. This is a good level for most players.*

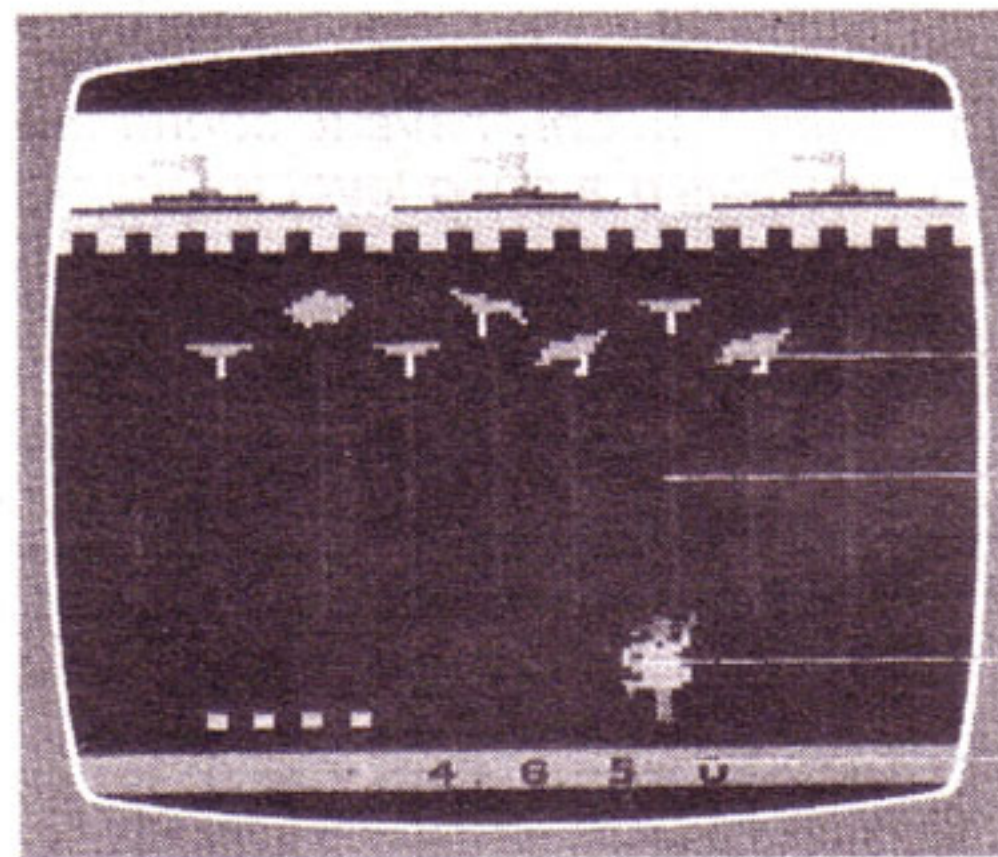
GAME 3: *Now you're faced with ten plates to balance. Only the very skillful will want to begin on this level.*

GAME 4: *Watch out! This time it's ten plates and non-stop action. A full scale challenge only for those with superior agility and dexterity.*

SCORING

The longer you're able to keep your balance, the more you score. Play ends when four dishes have broken.

GAME FEATURES



Plates

Poles

Girl

Your Score

FACING THE DISH DILEMMA

Let's say you've managed to get all or most of your plates wobbling. So far so good. But now what? Go for the ones that have been wobbling the longest first. (Going for the closest or most recently wobbling plates can make for a lot of dashed dishes.) And don't worry about having the girl's hand positioned directly on the pole—it will straighten out even if the hand is just slightly beside it.

SCORES

| | AVERAGE | EXCELLENT |
|----------------|----------------|------------------|
| Level 1 | 20,000 | 100,000+ |
| Level 2 | 20,000 | 100,000+ |
| Level 3 | 7,500 | 25,000+ |
| Level 4 | 6,000 | 10,000+ |

LIMITED WARRANTY: *ZiMAG™ warrants the original consumer purchase of any cartridge to be free of defects in workmanship for 90 days from date of original retail purchase. Magnetic Tape International will replace any defective product with identical product, provided it has not been damaged through misuse or handling. For replacement send the defective product, along with proof of purchase, to Magnetic Tape International, Gardena, CA 90248.*



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