

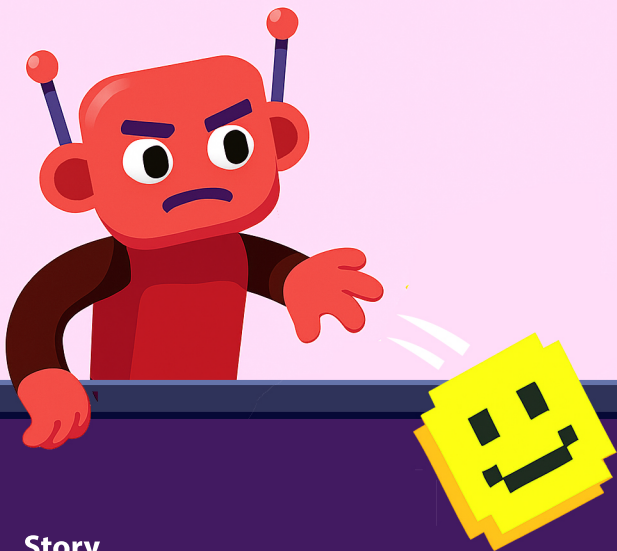


BOOMOJI

FOR THE ATARI 2600



GAME MANUAL



Story

The red robot Emotron throws smileys of various colors, unaware of how dangerous it really is. You are Cachbot, a container with legs that collects them, but only if you're the same color. If a smiley hits the ground, or you pick it up while you're the wrong color, everything explodes and ceases to exist: you, the robot, and all the smileys.

Controls

Fire – Starts the game

Fire – Changes Cachbot's color during gameplay

Joystick Left – Moves Cachbot to the left

Joystick Right – Moves Cachbot to the right

Reset Switch – Restarts the game at any time

Gameplay

You start with 3 lives. Each successfully collected smiley gives you +50 points to your score. As the game progresses, difficulty increases gradually. At first, you play with 3 colors, but in the hardest phase, you'll face 4 colors, requiring faster reactions and sharper focus.





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