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, and in THE PASSAGE scene because they let you know what is happening in the Cavern.

When the Cavern is flooded, the prolong the life of your ATARI Video Computer System cartridge. This will protect the electronic components and

When you hear a "swoosh" sound, that means a star has fallen safely in the Sorcerer's magic hat. (See USING THE CONTROLLER for more details about sounds.)

When you hit a meteor, Mickey only has to climb halfway up the passageway. However, your quickest route is through the doorway; this way, Mickey has to climb only 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. (See your owner's manual for further details.)

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.

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 fireballs continuously when the red button is held down.

When you hit or catch a star.

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 paint value of a star varies with its different stages. A bursting star may be worth 50 to 60 points, depending on exactly when it is hit.

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.

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 SOUNDS 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

<table>
<thead>
<tr>
<th>Sound Type</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>Bell tone</td>
<td>When you hit or catch a star</td>
</tr>
<tr>
<td>Four rising notes</td>
<td>When you hit a meteor, creating two empty buckets</td>
</tr>
<tr>
<td>&quot;Swoosh&quot; sound</td>
<td>When a broom is created or stopped</td>
</tr>
<tr>
<td>Sorcerer's Apprentice tune</td>
<td>When the water level changes</td>
</tr>
</tbody>
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- Young children should start with Game 4 in the Mountains. Try your best to be at the right time.
- 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.
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!