

ATARI® 7800™ Game Manual



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## Kidnapped Canine!

Louie, the junkyard guy, was just settling down to his regular Sunday afternoon lunch: a foot long head-cheese sandwich with tons of mustard, six garlic pickles, a two-pound bag of potato chips and a diet soft drink. (The diet soft drink was because Louie was watching his weight—nobody likes a fat junkyard guy.) The phone rang and Louie picked it up, even though his mouth was full. He listened a few moments, and then sprayed crumbs of bread and head cheese all over the office. A dastardly dognapper gang kidnapped his best pal Scraps, the infamous Scrapyard Dog! If Louie doesn't hand over the deed to the junkyard, Scraps is dog-gone!

Louie played along, and told the kidnappers he would bring the deed to the first checkpoint to receive further instructions. But it's unAmerican to knuckle under to kidnappers and terrorists, and Louie won't do it! He's going to go to the checkpoint and find out the location of the gang's headquarters, then he's going to rescue Scraps and rid the town of the puppy purloiners.

With a few useful items for weapons (mostly old cans), Louie sets out to save his buddy Scraps. Can Louie save his cruelly captured canine, or will little Scraps end up dog meat? Find out, and help Louie save his Scrapyard Dog!

## Getting Started

Scrapyard Dog is seventeen levels of constant jumping, running, and throwing action. Follow the steps listed below to start the game:

1. With your 7800 game system switched off, insert the Scrapyard Dog cartridge into the cartridge slot as described in your owner's manual.
2. Connect a controller to the left controller port.
3. Press the **POWER** button on your console and switch on your TV. The Scrapyard Dog title screen displays.
4. Press the right fire button to display the first set of instructions from Mr. Big. Press the button again to begin play.

## Optional Game Controls

The following optional game controls allow you to pause and restart the game:

- To pause the game press **PAUSE**. Repeat to resume play
- To begin a new game, press **SELECT**.

## Playing the Game

The object of the game is to defeat the gang of criminal kidnappers and rescue Scraps. The kidnappers leave instructions for Louie at each of sixteen checkpoints. Louie has a specific period of time to reach each checkpoint. Along the way he must dodge rats and other annoying obstacles like rolling tires. Louie must also collect as many weapons and other useful items as possible. Weapons prepare Louie for the more difficult higher levels of Scrapyard Dog, and will ensure his success when he comes face to face with the leader of the evil dog-nappers. Items such as shields will protect Louie from harm. Louie begins his quest with a single shield and five cans.

There are six rounds in Scrapyard Dog. Each of the first five rounds contain three levels, Junkyard, City, and Sewer. There is no sewer in the final round, but the city and junkyard are more hazardous than ever. Louie must scrap his way through each round to answer the phone at the end of the round. That's where Louie receives his instructions on how to progress to the next level. The last round of the game takes place in Mr. Big's warehouse. There Louie receives a special challenge that he must overcome before he can rescue his pitiful pooch.

## Joystick Controls

Use the following joystick controls to move Louie around:

**Left Joystick** moves Louie to the left.

**Right Joystick** moves Louie to the right.

**Up Joystick** allows Louie to knock on doors, activate the tune in Piano Rooms, pick up the phone at the end of each round, and enter sewer pipes.

**Down Joystick** plus the right fire button activates the special weapon.

**Left Fire Button** makes Louie jump. Hold the button down for a longer period of time to make Louie jump higher.

**Right Fire Button** throws a can. When combined with the Down Joystick, throws a special weapon.

## Bonus Rooms

Bonus Rooms contain special items which Louie will find invaluable in his quest to rescue poor Scraps. Doors in the city only open when Louie completes a special knocking sequence. If Louie stops knocking for any reason—such as to avoid rats and other dangerous obstacles—he must start the

knocking sequence again. Needless to say, finding out what goes on behind closed doors is a hazardous maneuver at best.

**PIANO ROOM** Piano rooms are found in the dumpsters on Junkyard levels. (Musicians never care where they play, do they?) Louie must play a tune by pushing up on the joystick while standing atop a "P" icon. The tune plays. Then Louie must jump down to the piano keys and reproduce the tune that was played. (Louie plays one note each time he jumps on a key.) If Louie plays the tune correctly, a large bonus is awarded. Smaller bonuses are awarded for a nearly correct tune, and no bonus is awarded if Louie has a tin ear and makes too many mistakes. If this happens, he can exit the room or try again.

**OFFICE ROOM** This room is only found in the City. Three bonus items will appear among the chairs and filing cabinets. These items appear one at a time. Louie must hustle to get to each item before it disappears and quickly move to the next bonus item. Louie can get all three if he moves fast enough. This is where the diet sodas pay off!

**SEWER ROOM** Only found on sewer levels, this room contains multiple sewer pipes. Louie must choose the correct combination of pipes to reach the special sewer room

bonus. If he fails to guess the right combination, he falls into icky sludge and is booted out of the room. Louie loses no lives if this occurs, just a lot of self respect!

## Shops

Shops are found in all levels and rounds. In the Junkyard, shops are found in dumpsters (low rent, what the heck). In the City, shops are located behind some of the doors. In the sewer, shops can be found at the end of certain pipes.

Once Louie enters a shop he can either buy an offered item (if he has the money of course ... just like real life!), or he can recycle collected cans for money. If Louie wishes to buy the item offered, he can rudely say "Yeah" (left joystick) or "Nah" (right joystick). If he says Nah he exits the shop. If he says Yeah, then he must push the left fire button once for every item he wishes to buy. (For example, press the button once to buy one bomb, twice for two bombs, etc.)

**EXTRA MAN SHOP** Extra lives can be purchased here ... for BIG bucks!

**SHIELD SHOP** Shields protect Louie from dying. Each shield protects Louie against one hit, after which the shield disappears.

**CAN RECYCLE SHOP** Louie can do his civic duty (and earn much

needed bucks!) by exchanging his extra cans for money. But the word 'extra' is the key here. Louie has to keep some cans to ward off foes, so he shouldn't sell them all.

**SUPER CANS SHOP** Super cans seek out enemies and destroy them, and Louie doesn't even have to aim! These cans are very valuable and are worth the price Louie must pay for them.

**BOMB SHOP** Bombs destroy everything that appears on the screen when Louie throws them. Oh, almost everything ... they don't destroy Louie!

**EXTRA TIME SHOP** Extra time will give Louie a better chance at rescuing his pitiful puppy, Scraps. And each second Louie has to spare at the end of each round is worth fifty points! Extra time is very important when going for higher scores.

## Items

Throughout every level Louie encounters different items. Some items are useful and Louie can pick them up to help him in his quest. Other items Louie will want to avoid ... like enemies and obstacles.

## Bonus Items

Bonus items appear when Louie jumps on top of and destroys an enemy, or in the Bonus Rooms as

described in the Bonus Rooms section.

Money Bag ..... One dollar  
Gold Money Bag ..... Ten dollars  
Can ..... Gives Louie one can  
Clock ... Adds thirty seconds of time  
Heart ..... Gives Louie an extra life

## Weapons and Shields

Louie must collect weapons and shields to survive the dog-eat-dog world and save his poor pup. The following items are found in Scrapyard Dog:

**Shield** protects Louie from one hit from an enemy or obstacle. After the shield saves Louie it disappears. Louie begins the game with one shield. Shields will not protect Louie from dying if the cause of death is a fall.

**Cans** are Louie's basic weapon. He begins the game with five cans and must collect more on his travels through each level. When Louie throws a can it will bounce a few times before hitting and destroying the enemy target.

**Super Cans** are great because they seek out enemies and destroy them ... Louie doesn't need to aim! They keep on destroying enemy after enemy until they run out of energy. These puppies are especially effective against birds.

**Bombs** are the most powerful special weapon. When tossed, a

bomb destroys everything on the screen except Louie.

## Enemies and Obstacles

There are different ways to handle each of the many enemies and obstacles Louie will encounter.

**Mice, Rats, Birds, and Gangsters** can be overcome with weapons. Toss a can or supercan or bomb and watch the fur fly! If all else fails, Louie can jump on his enemies. Even the diet drinks can't save flattened foes from Louie's fattened belly.

**Tires** must be avoided. They can't be destroyed by anything but a bomb.

**Basketballs** Only bombs can flatten these dangerous hazards.

**Fire Hydrants** Out of respect for Scraps, Louie tries not to destroy fire hydrants. However, sometimes things get too dangerous and Louie must blast the hydrant with a well thrown bomb.

## Strategy

Super cans are for the birds. Flying foes are hard to hit with anything else.

Exchange cans for cash whenever possible, but always keep a few on hand.

Watch tires and basketballs carefully. Learn to time their bounces. Running under these hazards is much easier than jumping over them.

When there are too many tires and basketballs to avoid, use a bomb.

It pays to squash the bad guys.

## Scoring

You earn points for collecting items, overpowering enemies, and overcoming obstacles:

Cans .....	25 points
Clock .....	25 points
Gold Money Bag .....	25 points
Money Bag .....	25 points
Timer .....	50 points per second
Gangsters .....	200 points
Mice .....	100 points
Rats .....	100 points
Basketballs .....	500 points
Birds .....	500 points
Hydrant .....	500 points
Tires .....	500 points
Heart .....	1 extra life



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