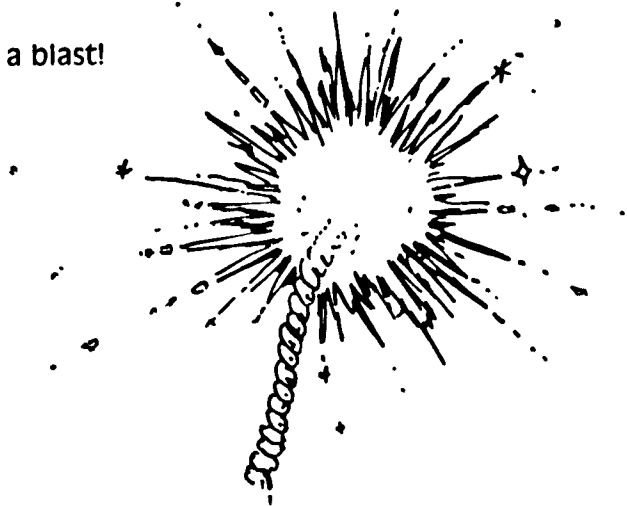


# MR. TNT

MR. TNT is an explosive arcade action game. Burning fuses track MR. TNT as he races along the grid attempting to pick up sixteen stockpiles of dynamite. Moving up, down and sideways, MR. TNT maneuvers his way to the caches, but if hit by a burning fuse, MR. TNT is blasted off the screen. For every dynamite dump contacted, MR. TNT earns points.

Advances to higher and more difficult levels of action are yours as you move MR. TNT successfully through the five initial playfields. Subsequent playing areas challenge you, for they are faster and more difficult. The burning fuses never stop chasing MR. TNT—they get faster and faster—the play gets more frantic, and you need every bit of maneuverability to keep from getting blown up.

Try it—it's a blast!



**HesWare.**

## ATTENTION ATARI USERS:

**This page replaces the two center pages of the MR. TNT manual. The rest of the manual remains unchanged.**

## GETTING STARTED

1. Turn on your Atari (TM) Home Computer.
2. Pull the release lever toward you to open the cartridge door (whenever you do this, the computer automatically turns itself off).
3. Insert the MR. TNT cartridge into the cartridge slot (the left slot in the Atari 800) with the label facing you. Press down carefully and firmly.
4. Close the cartridge door and the computer turns on again.
5. Plug a joystick into port 1.

## GAME OPTIONS

OPTION Choose 1 or 2 players.

SELECT Choose level of difficulty:

Level 1:	Beginner
Level 2:	Advanced
Level 3:	Expert
Level 4:	Almost Impossible

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## SCREENS

1. Introduction and Game Options
- 2-6 Playing fields
7. High Game Score

## SCORING

For crossing grid junctions successfully                      10 points

For successful acquisition of dynamite cache   1000 points

Maximum number per player                                      999,999 points

The five highest scores can be retained and displayed at the end of each game. Use the joystick to select player initials. Lock them in with the fire button.

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