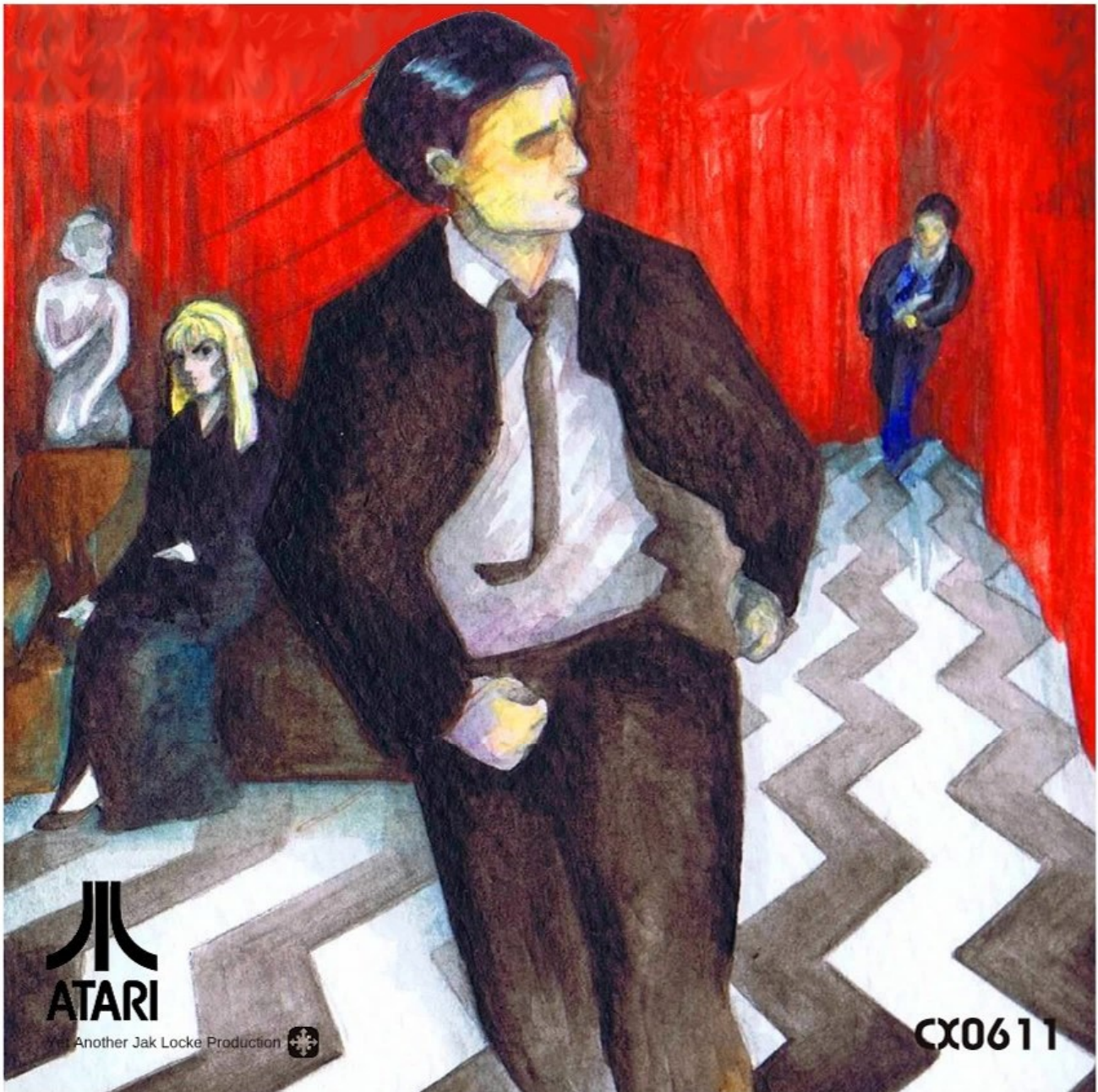


BLACK LODGE

ATARI GAME PROGRAM INSTRUCTIONS



COMPLETE
GAME PLAY
INSTRUCTIONS

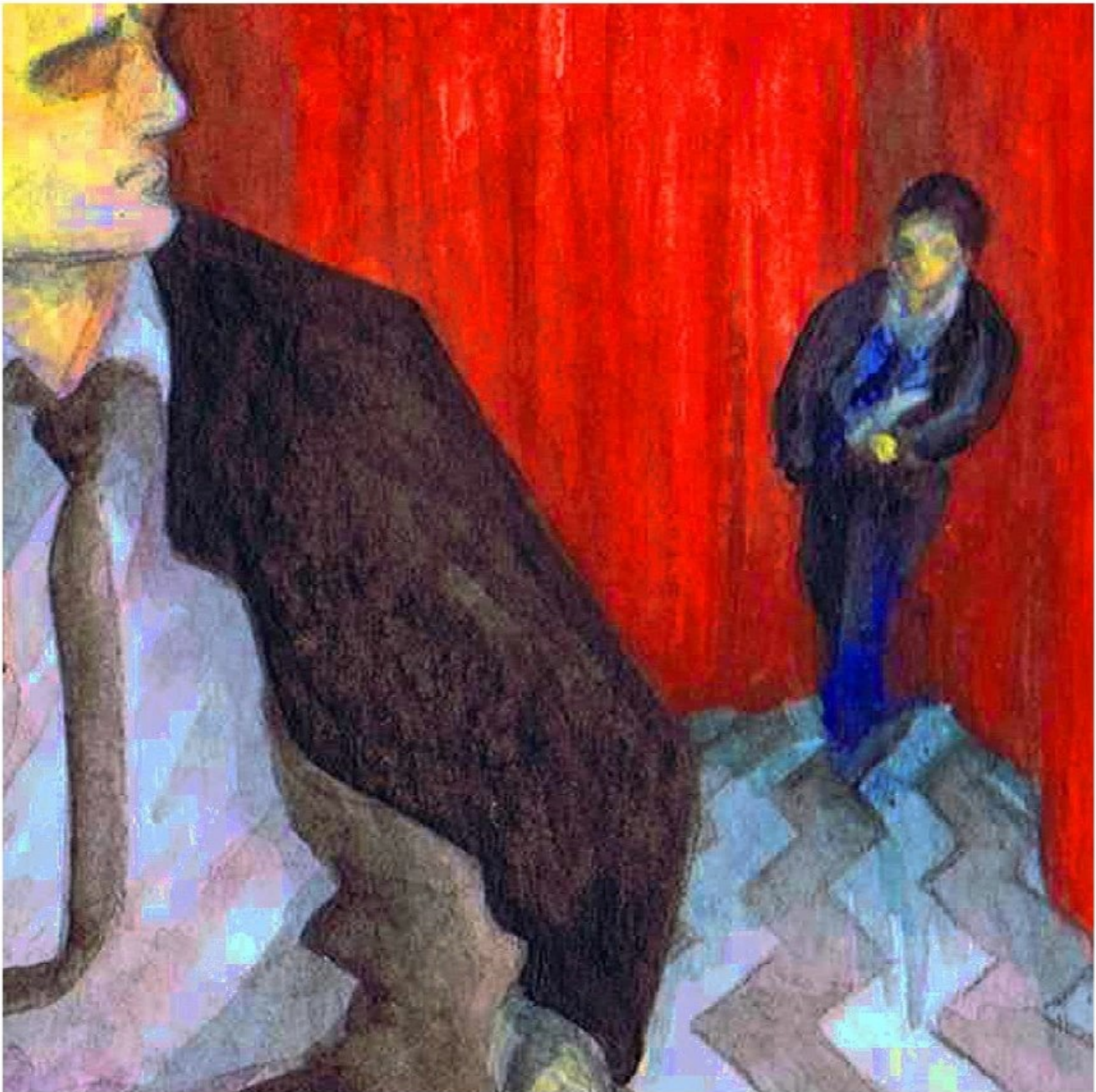
HELPFUL
HINTS
Section 7

FOR ONE
PLAYER ONLY

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1. TRAPPED IN THE BLACK LODGE!



A day in the FBI was never like this before! You are Special Agent Dale Cooper and you've found yourself trapped inside of the Black Lodge, a surreal and dangerous place between worlds. Try as you might, you can't seem to find anything but the same room and hallway no matter which

way you turn. Worse yet, your doppelganger is in hot pursuit! You have no choice but to keep running through the room and hallway (or is it more than one?) and above all else, don't let your doppelganger touch you! Your extensive physical training in the

FBI will provide you a seemingly limitless supply of energy to run as long as necessary, but running out of breath is the least of your worries!

You'll find quickly that you're not alone in the Black Lodge, though your friends are few and far between. Not only that, the Lodge itself seems to be actively trying

to trip you up at all times! You'll be dodging chairs and crazed Lodge residents all while trying to keep your own sanity. How long can this go on?

No time to think of that now -- here comes that doppelganger again. Just keep on running through the curtains or it will surely be curtains for you!

2. GAME PLAY

NOTE: BLACK LODGE is for one player only.

Your challenge in BLACK LODGE is to score as many points as you can by successfully evading your pursuing doppelganger and the various obstacles from room to room.

You'll start the game inside the Red Room, where the singer will mournfully croon "Sycamore Trees" to you and the Little Man From Another Place. Moving your Joystick Controller in any direction will stop the song and begin the game.

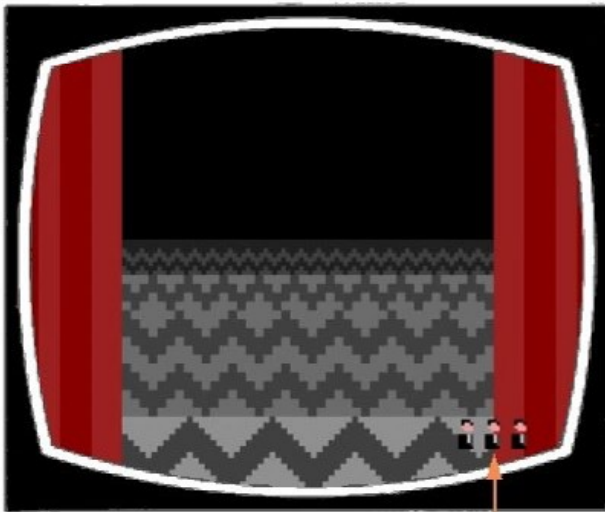
Use your Joystick Controller to maneuver Dale Cooper through the rooms and hallways of the Black Lodge. For the first few rooms, you will not be pursued by your

doppelganger as the Lodge allows you to become familiar with its intricacies, but that will change quickly--once he appears, he'll dog you until either the game is over or you escape (if that is even possible!)

Your journey through the Lodge is a dangerous one and you are given three lives to play the game. Your remaining lives will flash at the bottom of the screen each time you enter the curtains to proceed to a hall or room (see **Figure 1**). Each time your doppelganger catches you, you lose a life and will be taken to the Den of Souls where Killer BOB will attempt to merge with your doppelganger--if they reach each other, the game is over! Owls fly constantly here--by using your Lodge Ring, you can send a beam to knock them out of the sky. This is the

ATARI GAME PROGRAM INSTRUCTIONS

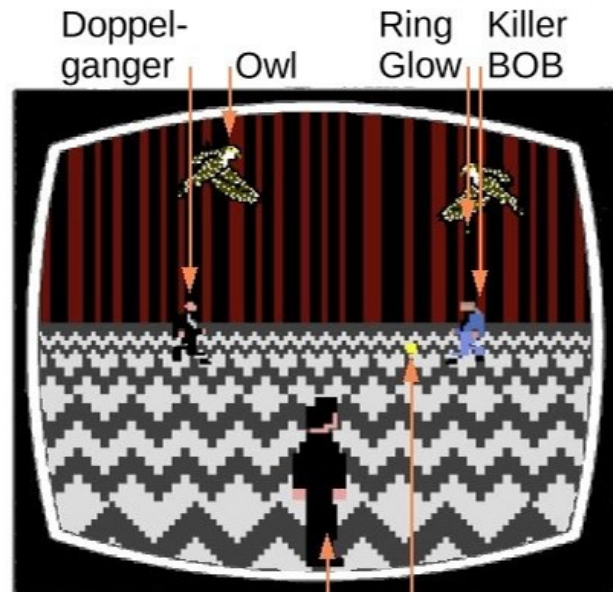
only way you can interrupt the merging, by sending an owl onto either Killer BOB or your doppelganger, after which you will return to the room you were captured in. Be warned--if you are out of lives when you are captured, your ring will be powerless and there will be nothing to do but witness the merging.



Remaining Lives

Figure 1

NOTE: BLACK LODGE contains special chips designed to enhance your audiovisual experience beyond the Video Computer System's typical capabilities. So don't be alarmed if you think you hear your game talking to you, because it is!



Agent Cooper

Beam

Figure 2 - The Den of Souls

3. USING THE CONTROLLERS



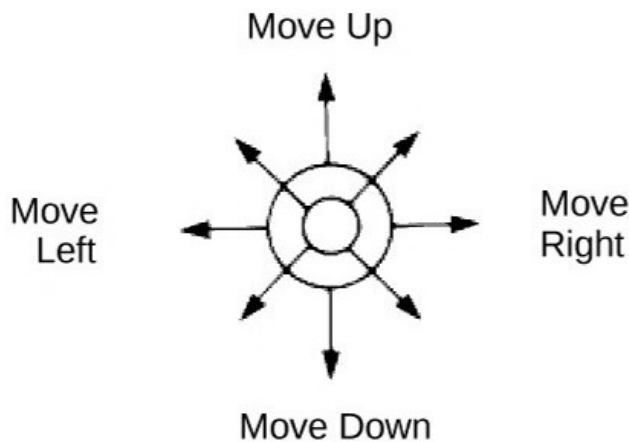
Use your Joystick Controller with this ATARI Game Program cartridge. Be sure to plug the controller cables firmly into the jacks at the back of your Video Computer System game. Hold the controller with the red fire button to your upper left toward the television screen. Use the LEFT CONTROLLER jack for this one-player game. *See Section 3 of your owner's manual for further details.*

ATARI GAME PROGRAM INSTRUCTIONS

Use the Joystick Controller to:

- Begin a game
- Move Dale Cooper around the rooms and hallways
- Aim the Lodge Ring in the Den of Souls

The controller button is used to toggle your score display on and off in the rooms and hallways, and to fire your Lodge Ring's beam in the Den of Souls.



Push the Joystick forward to move Dale Cooper up and pull it back to move Dale Cooper down the screen. To move Dale Cooper left, push the Joystick to the left. Push the Joystick to the right to move Dale Cooper right. You can also make him move diagonally by moving the Joystick diagonally forward or back.

*USE THE ARROW KEYS,
WASD,
THE D-PAD,
OR THE LEFT ANALOG STICK
JOYSTICK BUTTON IS SPACEBAR
OR THE "A" BUTTON ON A GAMEPAD*

4. CONSOLE CONTROLS

GAME SELECT SWITCH = *SPACEBAR OR "A" BUTTON*

In certain special rooms you have the ability to reverse time to the point that you entered. This cannot be done in most locations, but if you feel you may have backed yourself into a corner where you cannot proceed, press down the **GAME SELECT** switch and see if you are in one of those special rooms.

GAME RESET SWITCH = *ESC OR "SELECT"*

Each time **GAME RESET** is pressed, the game starts over.

TV TYPE SWITCH = *F5 AND F6 OR "L1" AND "R1"*

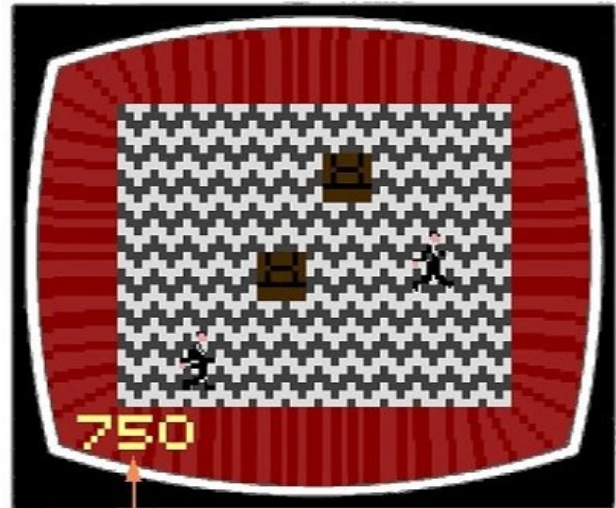
The **TV TYPE SWITCH** toggles the CRT television display on and off.

DIFFICULTY SWITCHES

DIFFICULTY switches are not used in this game.

5. SCORING

You acquire points by successfully passing through rooms and hallways. Colliding with an obstacle or Black Lodge resident will actually deduct points from your score, so watch out! Your score will appear at the bottom left corner of the screen, as shown in Figure 3. If you find the score distracting, you can turn the display on and off by pressing your controller button.



AGAIN, THE SPACE BAR
IS THE JOYSTICK BUTTON

Score

Figure 3

SCORE TABLE

Exiting a Room or Hallway	100 Points
Colliding with an Obstacle or Resident	-50 Points Each



6. BLACK LODGE RESIDENTS



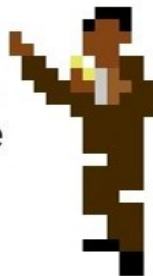
THE DOPPELGANGER

The spitting image of you, Dale Cooper, your doppelganger will relentlessly hound you through the halls and rooms (or hall and room?) of the Black Lodge. If he so much as touches you, you'll find yourself in the Den of Souls where you will have a limited time to prevent him from merging with Killer BOB, after which you can continue evading him from the last room you were in (provided you have any lives remaining, that is). Avoid contact with your doppelganger at all costs!



THE LITTLE MAN FROM ANOTHER PLACE

He sits across from you as you enter the Black Lodge. Is he merely watching you, will he help you...or is he actually working against you?



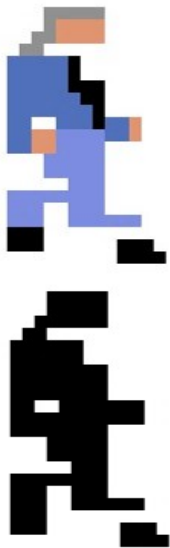
THE SINGER

He'll see you in the sycamore trees, according to his song.



LAURA PALMER

Laura seems harmless at first glance--that is, until she begins shrieking and all illusions of innocence are shattered! She'll gravitate toward you steadily while screaming all the while. If you're caught in the wake of her screams, you'll become so stricken with terror that you'll begin to panic and you may find it difficult to even walk properly for a time! You may be able to avoid angering her by not crossing her line of sight. If her eyes begin to glow, you will know that you are dangerously close to where she is looking!



KILLER BOB

The entity responsible for some of the worst tragedies in the surrounding area, Killer BOB is a rogue presence native to the Black Lodge who craves pain, fear and suffering. He can appear in a shadow form at will to make himself much harder to detect. Any direct confrontation with him is extremely dangerous and could very likely end with the loss of your soul (and the game!)



LELAND PALMER

Leland will appear out of nowhere in the hall of the Black Lodge. He will gleefully bounce you back if he touches you, usually into the approaching clutches of your doppelganger! Later when he begins walking back and forth in the hall, you'll have to execute some precise timing to pass by him.



THE WHITE HORSE

While certainly a beautiful sight to behold, the appearance of the White Horse signifies that a death is imminent and unavoidable. If you see this majestic creature inside the Black Lodge, know that it is likely the final thing you will witness!



OWL

Countless of these birds reside in the Den of Souls. Your Lodge Ring has the ability to take them out of the sky with a beam.



OTHERS?

There may well be other residents of the Black Lodge that remain to be discovered. Keep your eyes peeled!

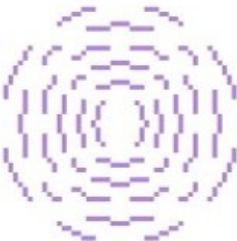
THE LODGE ITSELF



Some of the chairs in the Black Lodge seem to have a mind of their own as they fly all about, bouncing off of walls and sometimes right into you! If you're struck by a chair, you'll be knocked to the ground momentarily until you regain your bearings and stand up. It would be terrible for your doppelganger to catch up with you before you can even stand up to get away! Stationary chairs can sometimes be pushed. Some won't budge regardless of how much you shove them though.



Even some of the statues scattered about the Lodge will shine a sinister light on you from their eyes if you pass in front of them which will throw you clear across the room to where you entered. If your doppelganger happens to be around when this happens, this will surely end in your capture! The only way to avoid the statue's glare is to make sure that there is something solid between you and the statue when you pass it.



In certain areas of the Lodge you'll find that intense and terrifying screams are coming from behind the curtained walls. Just like Laura Palmer's screams, getting too close to the wake of these will throw you into a panic and turn your controls against you. Stay away!



Some rooms of the Lodge will flicker and flash between light and complete darkness, making it difficult to keep a bearing on moving obstacles. Be very careful in these rooms!

7. STRATEGY AND HELPFUL HINTS

There is always an exit in the top right corner of the rooms and halls of the Black Lodge. Before your doppelganger begins chasing you, you can return to places you have previously explored by entering the curtains at the bottom left corner. Once he is in pursuit, however, you will not be able to return to rooms you have previously visited.

Learn to keep moving toward the exit while getting an idea of your surroundings, as this will be a vital skill in later rooms when the action is extremely fast and furious.

Your doppelganger will start out slow but as the game progresses, he will eventually speed up periodically until he even begins moving slightly faster than you! Your only hope at that point of the game is to take advantage of the brief head start you get in each room before he appears.

Pay attention to the statues. If you see a statue in a large room that you typically would only see in the hallway, it is a good sign that the statue may be one of the dangerous ones. Approach with caution!

In the Den of Souls, your ring casts a green glare that can be very helpful in determining where your beam shot will go when you fire it. Utilize this ring glow to be as accurate as possible!

If your final score is more than 5000, something special will happen.

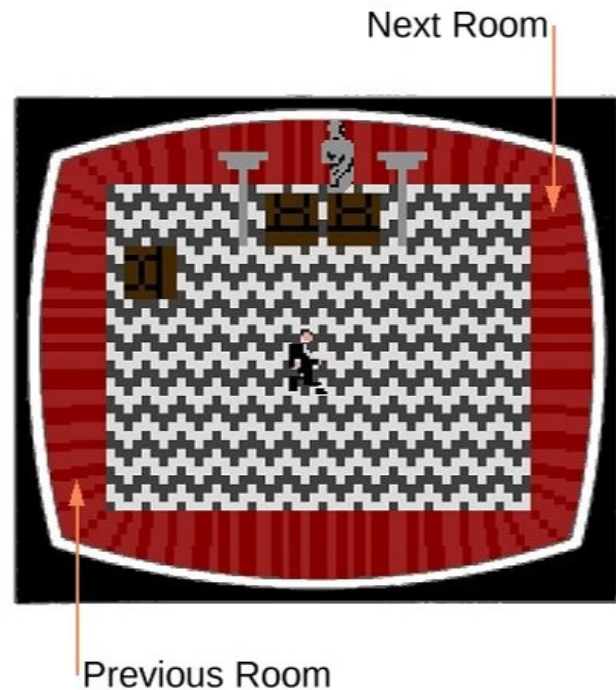


Figure 4 - Exit Locations

If there are a chain of chairs moving in unison with each other, be VERY cautious. If you are hit by one, you will very likely be caught in a pattern of continually getting knocked down by the others, becoming extremely easy prey for your doppelganger.

A few of the Black Lodge residents will speak to you. Many will be lying to you.

There are a series of rooms that some of the Black Lodge residents have gone to great lengths to keep hidden from you. Can you find them?

The Lodge natives (including Killer BOB) take the form of owls when not in the Lodge.

That is all I am permitted to say.

Everything by Jak Locke, except for the drawing/watercolor image which was done by Sarah Gramelspacher and was used on the manual, box, and cartridge images. See more stuff from her at www.thepishposh.com.

This game is hosted at www.jaklocke.com/blacklodge2600. To see everything else I do, go to www.jaklocke.com when you have some time. Thanks for checking this out.

