

U.S. games™

VC2001

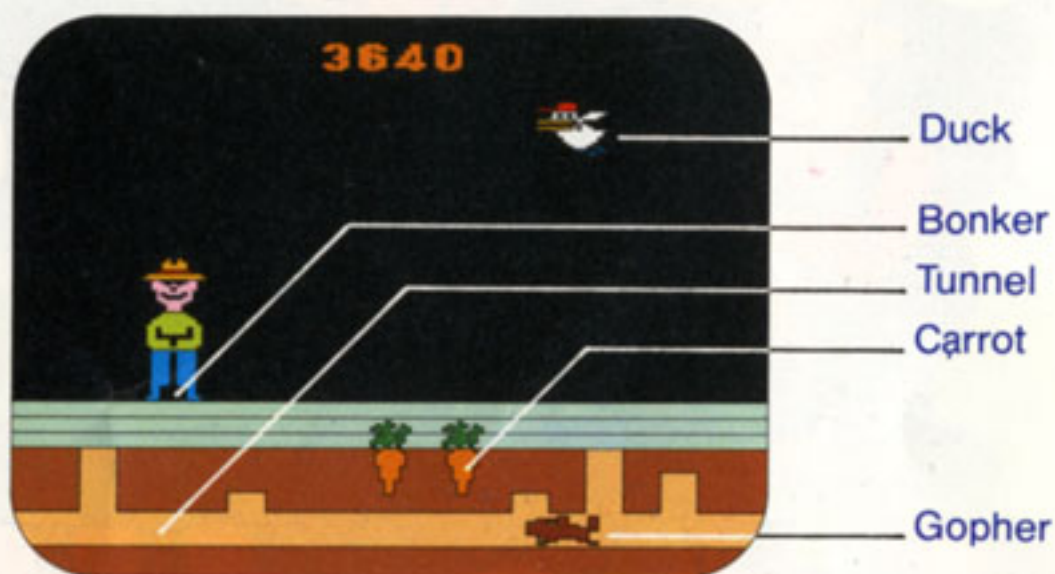


**U.S. Games Corporation**  
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## Gopher

Gopher is a one or two player, full color game designed to be played on the Atari® Video Computer System™ or the Sears Video Arcade®.

Gophers have launched a merciless assault on your carrot patch. Grab your shovel and fill those holes before they tunnel out and eat your choice carrots. With no time to run back to the barn for more seeds to plant, it's a good thing that crazy duck keeps flying by dropping them. But it's awfully tricky to catch a seed, plant it, and still keep those persistent Gophers away. Just when you think everything's under control, they get faster and hungrier! Take a deep breath, and let the battle begin.



### Set-Up Instructions:

1. Connect the Atari® Video Computer System™ or Sears Video Arcade® following the manufacturer's instructions.
2. Install left joystick control for single player, or both for two player game.
3. Insert the cartridge making certain that the power is **OFF**.
4. Move the POWER switch to **ON**.
5. Select the game of your choice.
6. Press the red fire button on the joystick to start the game.
7. Push the RESET switch anytime to start a new game.
8. After the game is over, a new game may be started by pressing the fire button on the joystick.

## 9. LEFT DIFFICULTY SWITCH — Player 1

Position A — Very Smart Gopher

Position B — Smart Gopher

## RIGHT DIFFICULTY SWITCH — Player 2

Position A — Very Smart Gopher

Position B — Smart Gopher

### Controls:

- Use left joystick for single player; both joysticks for two player.
- Move farmer by moving joystick left and right.
- Fill the holes and bonk the Gophers by positioning the farmer above hole and depressing the fire button.

### Game Variations:

**Game 1** Single player with duck.

**Game 2** Two player with duck.

**Game 3** Single player; no seed planting.

**Game 4** Two player; no seed planting.

### Scoring:

Each Gopher bonked = **100 points**

Each section of tunnel filled = **20 points**

### Playing Hints:

- Stay somewhat centered in the carrot patch, and slightly move back and forth with movement of the Gopher — but *don't follow him*. He can move much quicker than you and also will appear on one side and then the other. Move out cautiously but quickly, and fill the nearest hole that is up to the surface — maybe only partially because you have to get back to protecting your carrots.
- **Bonking:** This very strategic and satisfying game-play technique could be the answer to that multidigit score! You can Bonk the Gopher on the head as he emerges from his hole or anywhere above ground as he runs for a carrot. This is a most rewarding accomplishment as you receive 100 points for bonking and can manage enough time for a chuckle before your next bonk! *Timing and accurate positioning* is the key to bonking.

- **Planting:** This can be tricky but the best approach is — stay cool! Don't panic when the seed is dropped. Keep one eye on the Gopher; and, meanwhile, position the farmer approximately under the falling seed. Then, make your last fine tuned adjustments by tapping the joystick the appropriate direction to catch the seed.
- **IMPORTANT:** If only one carrot remains and you have a choice between bonking or planting, by all means BONK; if you lose that last carrot, it's back to shoveling out the barn.

By the way, it is possible to catch a seed, bonk a Gopher, and *then* plant the seed. If you manage to do this, you can probably also pat your head and rub your tummy while hanging by your knees. Anyway — HAPPY BONKING!!

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