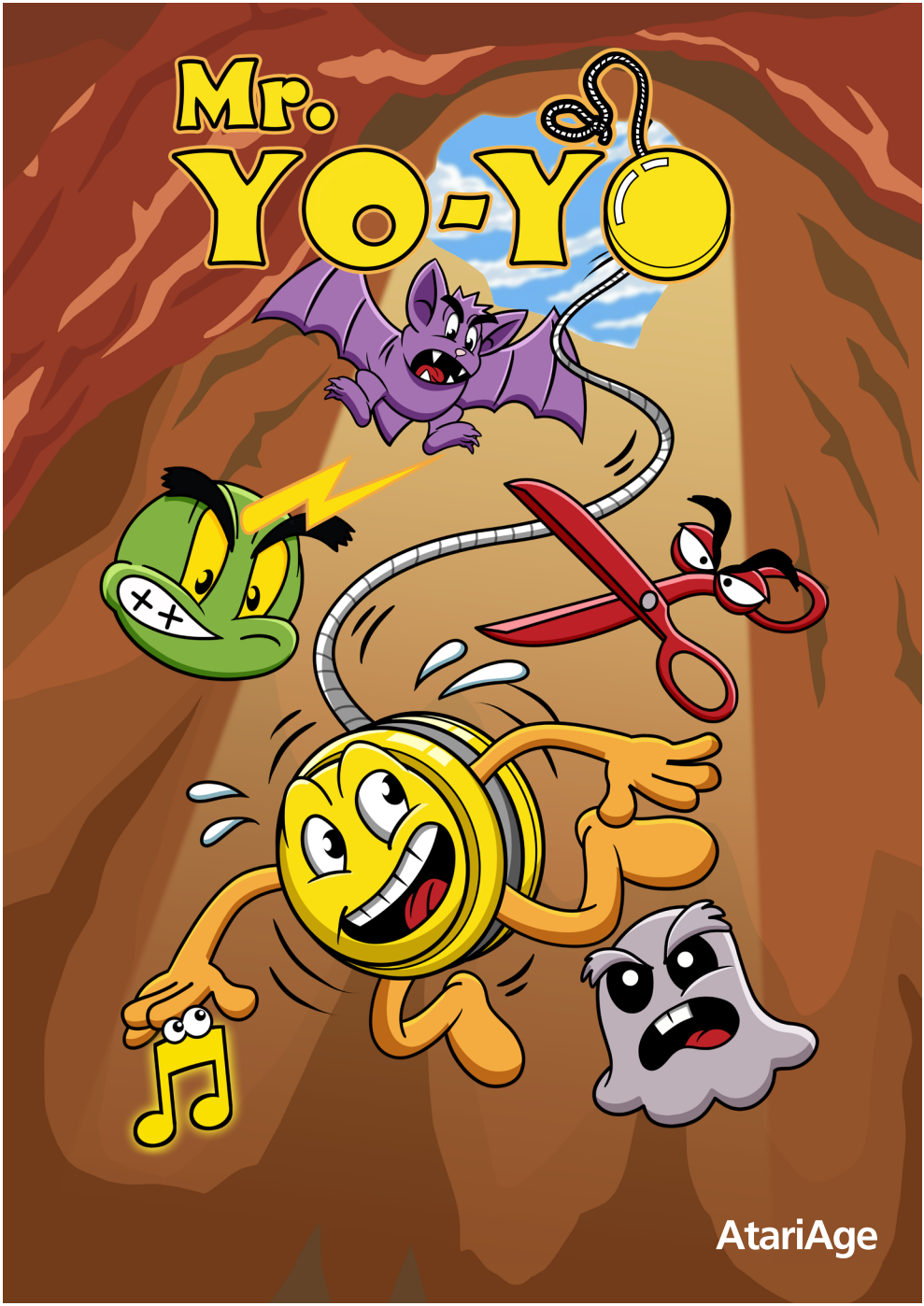

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Background

It should've been a good day for Mr. Yo-Yo. After spending years living in that dusty old toy box, Mr. Yo-Yo finally was able to move out and find a place of his own! He found a nice little townhouse on the outskirts of the Land Of Aitkay – just far enough from the downtown area so that it's nice and quiet, yet not so close to the farms so that he could smell the cows. It all seemed perfect.

So happy was he about his move that he decided to throw himself a housewarming party. He invited over all his musical friends, the Notelies. You know, the tiny little musical note guys that are responsible for all the music in the world. Mr. Yo-Yo and the Notelies were having quite a party in his yard, when the most terrible thing happened – they ran out of onion dip!

"No problem!" said Mr. Yo-Yo, "You Notelies stay here, while I go get some more!" And Mr. Yo-Yo rolled off down to the corner convenience store. He picked up some dip, and while he was there, he figured he'd load up on beverages as well. But as he rolled back to his new townhouse, something seemed wrong.

It was too quiet.

On his way out, he could hear the Notelies' music from a few blocks away. But now, on his way back, he couldn't hear a thing. Surely, the lack of onion dip wouldn't cause the Notelies to go silent! Something must be wrong!

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His Notely friends were nowhere to be seen! He found a note pinned to his front door, it read: "Hey you! Keep it down, will ya! Your party is far too loud! We tried calling the HOA, but it's a Saturday night and no one's answering, so we decided to abduct all your Notely friends. If you want them back, you'll find them at the bottom of the Caves of Blah. Sincerely, The Monsters From The Caves of Blah. P.S., Welcome to the Neighborhood! I'm sure you'll love it here! We've been here five years, and it's just the best!"

Mr. Yo-Yo knew what he had to do! First, put the dip and the drinks in the fridge so they wouldn't spoil. After all, he just went through all the trouble of going to the store to get some, it would be a real shame to let them sit on the counter and go bad. Then of course, he'd have to use the map app on his phone to find where the heck the Caves of Blah are. Then probably stop off and get some gas in his car on the way over, but then, he would go rescue the Notelies!

Game Play

You control Mr. Yo-Yo. You are given five lives at the start of the game – one in play, and another four in reserve. The object of the game is to descend to the bottom of the cave, and rescue the Notelies by returning them to the top of the cave. When a Notely is ready to be rescued, he will appear in the little bucket area at the bottom of the cave. To pick up the Notely, descend to the bottom of your string. Mr. Yo-Yo will begin flashing various colors to indicate you've picked up a Notely. Then, return to the top of the screen to release the Notely to freedom! Mr. Yo-Yo will then return to his normal color, and you can get ready to rescue the next Notely. Sometimes, you may have to shoot some enemies to get the Notelies to appear. The further you get into a level of caves, the more timid the Notelies become. You'll have to shoot more and more enemies for them to have enough courage to appear.

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The Cave Inhabitants

There are five different types of creatures inside the caves. If Mr. Yo-Yo comes in contact with any of them, he'll lose a life. Some of these creatures may also interact with Mr. Yo-Yo's string in various ways. So be sure to keep an eye out above you if you're spending a lot of time at the bottom of one of the caves!

Blobs – Boring, slow, and predictable, these grey creatures roam across the caves in a straight line. Rumor has it that despite their lack of... well.. anything, they're actually pretty good dancers. They don't care about your string, but if they come in contact with you, they'll bounce you out of there!

Flappers – Purple bat-like creatures that move quickly about the caves, bobbing up and down as they fly around. They're very happy-go-lucky types that'll just fly around your string without a care in the world.

Bouncers – You know that guy that you invite to your parties and he never leaves until you blast him in the face with a laser gun? That's this guy. These blue fish never leave until you shoot them. If they hit your string or the edge of the screen, they'll simply turn around and speed up. They'll continue to bounce off things until you get rid of them!

Stunners – A big ugly green head with a lightning bolt shaped horn sticking out of his forehead. If a Stunner touches Mr. Yo-Yo's string, he'll send an electrical charge down the string that will stun Mr. Yo-Yo for a couple seconds. During that time, Mr. Yo-Yo won't be able to move or shoot, and he'll be completely helpless against any attackers. They will show you just a little bit of mercy though – while you're stunned, no new Stunners will appear. They'll wait until you've regained full control before coming after you again.

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Snippers – The most dangerous and most intelligent of the cave monsters, Snippers are large red scissors that fly around the caves. Naturally, if they can reach Mr. Yo-Yo's string, they'll cut it, sending Mr. Yo-Yo falling to the depths of the caves, and costing you a life. The Snippers start out moving slow, but if you manage to shoot a couple of them, they'll speed up their attack, making them extra dangerous! But the Snippers also know when they're beaten. If you can shoot a third Snipper, they'll stop coming after you. They'll leave you alone until you move on to another cave, or you lose a life. During that time, as a bonus, more coins and power pods will appear than normal!

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Other Objects You'll Find in the Caves

Coins – The silly tourists to the Caves of Blah toss coins into the caves for good luck. Of course, it doesn't work, and it just causes the coins to pile up at the bottom of the caves. But with all the monsters flying around, it stirs up these coins, and you'll sometimes see coins fly across the screen. Just like in real life, you can collect coins, or you can shoot them. And just like in real life, they're worth much more if you collect them. Sure, you get a few points for shooting them, but you'll get much more if you collect them. Collecting coins will also automatically trigger the next Notely to appear at the bottom of the cave (unless you're already carrying a Notely), and it also doubles the point value for each Notely you rescue. At the start of the game, this value is set at 200 points for each Notely rescued, and by collecting coins, you can run it up to 3,200 points for each Notely rescued (and Mr. Yo-Yo absolutely loves a 3,200 point rescue)! Each time you lose a life, however, the amount of points you receive for each Notely rescued is reset to 200.

Power Pods – Round, white, flashing pods with a "P" on the side. Just like the coins, you can shoot them or collect them, and like the coins, it's better to collect them. Shooting a Power Pod will score you a few points, and also clear the screen of enemies, much like a smart bomb effect. You'll also get points for the enemies you clear in this manner. If you collect a Power Pod, it triggers a Coin Frenzy! All enemies on the screen at the time turn into coins (which may or may not contravene several articles of the Geneva Convention, but more importantly, do not happen to contravene any articles in the Land of Aitkey HOA Charter, so it's perfectly ok to transform living tissue into metal currency), the walls of the caves will flash, and nothing but coins will fly around the caves for roughly four seconds. Fun Fact – the "P" on the side of

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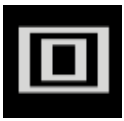
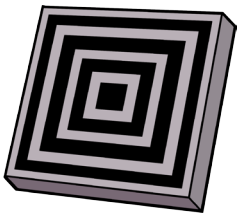
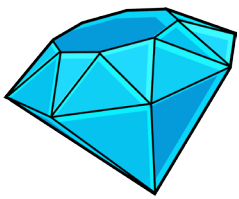
the Power Pods doesn't stand for "Power", nor "Pods." It stands for "Pete", who owns "Pete's Power Pods," the company that manufactures the Power Pods.





Bonus Targets – Square targets that fly around in the Bonus Caves. They won't harm you if you run into them, but that doesn't do you any good, either. You have to shoot 10 targets to get the Bonus Gem to appear.



Bonus Gem – After you shoot 10 targets in the Bonus Cave, the Bonus Gem appears. Collect the gem and bring it to the top of the cave before time expires to successfully complete the Bonus Cave for a large point bonus and an extra life! Mr. Yo-Yo can then take the gem to the local pawn shop where he can trade it for party favors (mainly hats), so he and his Notely friends can start the party up again!

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Levels and Caves

There are nine levels of difficulty in the game. Each level consists of a series of three caves, followed by a Bonus Cave. In the first level, you'll find a blue, purple, and green cave, followed by the Bonus Cave. All other levels in the game feature a purple, green, and orange cave, followed by the Bonus Cave. The color of the cave walls tells you how many Notelies you need to rescue, and how many objects you'll need to shoot to get them to appear:

Blue Caves – The only blue cave you'll find is right at the start of Level 1. To complete the cave, you need to rescue five Notelies. A new Notely will appear immediately after you rescue one.

Purple Caves – You must rescue six Notelies to advance. To get a Notely to appear, you need to shoot one object, or collect one coin.

Green Caves – You must rescue seven Notelies to advance. To get a Notely to appear, you need to shoot two objects, or collect one coin.

Orange Caves – You must rescue eight Notelies to advance. To get a Notely to appear, you need to shoot three objects, or collect one coin.

Bonus Caves – If you complete all three caves in a level before the timer runs out, you'll be rewarded with a Bonus Cave. Shoot ten targets to get the Bonus Gem to appear. Bring the gem to the top of the cave before time runs out for a 9,900 point bonus and an extra life!

Once all caves are complete, you'll automatically advance to the next level! The enemies speed up starting at level 5. Starting on level 8, all enemies will start floating up and down just like the Flappers do. On level 9, the enemies speed up again. If you make it to the end and complete level 9, you'll repeat level 9 for the rest of the game.

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The Status Bar

The grey bar at the bottom of the screen is your Status Bar. The red marker on the bar is your timer. The timer starts at the right side of the bar and slowly moves to the left. You must complete the cave before time runs out in order to qualify for the Bonus Cave at the end of the level. You'll receive bonus points for time remaining each time you complete a cave.

If the timer expires, you'll continue playing your current cave, however, you can no longer score any points in that cave. You'll also no longer be eligible to play the Bonus Cave at the end of that level. If the timer expires in the Bonus Cave, Mr. Yo-Yo will automatically zip up his string, and roll off the screen, ending the Bonus Cave with no bonus awarded.

The green marker shows your progress. This marker starts at the left side of the progress bar, and each time you rescue a Notely, the green marker will move to the right. When only one Notely remains to be rescued, the marker will flash. When the marker reaches the right side of the Status Bar, the cave is complete.

While in the Bonus Cave, the green marker tracks how many targets you've shot. After you shoot nine targets, the marker will begin to flash, signifying that there's only one more target that you need to shoot. Once you shoot the tenth target, the Bonus Gem will appear, and the marker will shift to the right and continue to flash. The marker will remain in this position until you bring the Bonus Gem to the top of the screen. The progress marker will then move all the way to the right, and you'll complete the Bonus Cave and be awarded 9,900 points and an extra life!

The Scoreboard

The current score of the active player is displayed in the lower left corner of the screen. The number of lives in reserve is displayed in the lower right, next to a Mr. Yo-Yo icon. You can have up to nine lives in reserve at any given time. While Mr. Yo-Yo is rolling onto

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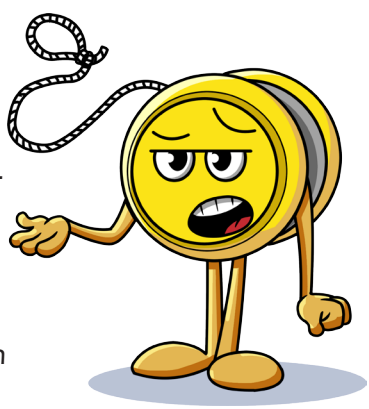
the screen at the start of a cave or at the start of a new life, the current level number is displayed instead of the lives remaining. You'll see an "Lv" icon instead of the Mr. Yo-Yo icon while the current level is displayed. The level number is also displayed at the end of the game.

When a two-player game ends, the scores and level numbers of the two players will switch every few seconds. The color of the Mr. Yo-Yo at the top of the screen indicates whose score is being displayed. Player one will have a yellow character, while Player two will have a purple character.

Using the Controller

Mr. Yo-Yo uses a standard joystick controller. For a one-player game, plug the controller cable firmly into the LEFT CONTROLLER jack at the back of your 2600 Video Computer System console. For a two-player game, plug an additional controller into the RIGHT CONTROLLER jack at the back of your 2600 Video Computer System console.

Unlike most games, where the joystick controls your movement, and you push the button to fire, Mr. Yo-Yo changes that! In Mr. Yo-Yo, the button controls your movement, and you use the joystick to fire!



Press and hold the joystick button down to cause Mr. Yo-Yo to roll down his string. When you release the button, Mr. Yo-Yo will zip back up his string. Mr. Yo-Yo will automatically stop when he's reached the bottom or the top of this string.

To fire your lasers, push the joystick controller left or right to fire the lasers in

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that direction. You can hold the joystick in one direction for continuous fire. You have an unlimited supply of lasers, and your gun will never overheat, but Mr. Yo-Yo can only have two lasers on the screen at once.

When a laser makes contact with an enemy, it doesn't kill them. Instead, it makes a loud bang and causes a bright flash of light that scares the begeezus out of them, and causes them to scurry off screen as fast as possible!

Console Controls

Game Reset Switch

Press the Game Reset Switch at any time to end the current game and bring you back to the main menu. There, you can select the type of game you want to play (one-player, two-player versus, or two-player co-op), and which level you'd like to start at (level numbers one through nine). When your game is over, Player One can also press the button on his or her controller to bring you back to the main menu.

Game Select Switch

The Game Select Switch is not used in this game.

Difficulty Switches

You can use the difficulty switches to adjust the speed of the enemies in the game. The left difficulty switch controls the enemy speed for Player One, and the right difficulty switch controls the enemy speed for Player Two. Set the switch to the "B" position for normal enemy speed, and set the switch to the "A" position for fast enemy speed. In the Two-player co-op mode, the left difficulty switch will control the enemy speed while Player One is in control of Mr. Yo-Yo's movement, and the right difficulty switch will control the enemy speed while Player Two is in control of Mr. Yo-Yo's movement. Set the two switches to the same setting for constant enemy speed throughout the game.

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TV Type Switch

The TV Type Switch can be used to pause the game. Set the switch to COLOR to play the game, and when you need to pause the game, flip the switch to B&W. The cave walls will flash to indicate the game is paused. When you're ready to resume play, flip the switch back to COLOR, and the game will pick up right where you left off.

Scoring

Blob	100 points
Flapper	150 points
Bouncer	200 points
Stunner	250 points
Snipper	300 points
Bonus Round Target	500 points
Shoot a Coin	100 points
Collect a Coin	1,000 points, also Doubles Notely Rescue Value (up to 3,200)
Shoot a Power Pod	300 points
Collect a Power Pod	3,000 points
Rescue a Notely	200 to 3,200 points
Rescue the Bonus Gem	9,900 points + Extra Life
Timer Bonus	10 points x Level Number x Ticks Remaining

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Game Variations

On the game's Main Menu, you can select from three different game variations, and also select your starting level.

To choose how many players, highlight the Players option, and push the joystick right or left to select the number of players:

One-Player – Denoted by the single, yellow, happy Mr. Yo-Yo.

Two-Player vs. – Denoted by the yellow and purple Mr. Yo-Yo's staring suspiciously at each other. This is your typical two player game, alternating turns with each life. Player One starts and continues until he or she loses a life, then Player Two goes. Each player has their own score and progresses through the game separately. Player One controls a yellow Mr. Yo-Yo, while Player Two controls a purple Mr. Yo-Yo.

Two-Player Co-Op – This option is denoted on the menu by the single Mr. Yo-Yo with alternating yellow and purple vertical stripes. In this variation, one player controls Mr. Yo-Yo's movement, and the other controls his laser gun. These jobs switch each time a Notely is rescued. Mr. Yo-Yo's color denotes who does what. When Mr. Yo-Yo is yellow, Player One controls the movement, while Player Two fires. When Mr. Yo-Yo is purple, Player Two controls the movement, while Player One fires. Both players share a common score and lives in reserve.

To change your starting level, move the joystick down to highlight the Level option and push the joystick right and left to adjust your starting level number. In a two-player game, both players start at the same level. There are nine levels of play in Mr. Yo-Yo. If you complete Level 9, you'll repeat Level 9.

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Tips from The Programmer

First off, thanks for trying out my first game, Mr. Yo-Yo! If you've been around AtariAge a long time, you may remember a number of hacks that I did quite a few years ago, most notably, the original Fat Albert hack of Fast Food. I also did Invaders From Space, Muncher, Slot Invaders, and a couple others you can find if you look hard enough, but this is my first-ever actual original game. Over the course of my life, I've been a Phoenix Suns ballboy, an Australian rules football player, a particpant in the World Series of Poker, and while not occupied with my boring daytime job, I'm currently a paranormal investigator and player/manager of the Phoenix Senators Vintage Base Ball Club (check us out on Facebook!) I'm thrilled to finally add "Atari 2600 programmer" to that list!

A HUGE thanks to Dennis Debro for his work on the game's kernel! Without him and his efforts, the game wouldn't have gotten this far in development. Thank you Dennis! Also, a big thanks to my fiancée, BJ Myers! BJ wrote the tune you hear during the game's intermission. I only wish I had enough room to include the entire tune!

The game takes some practice. It controls like no other game, so controlling Mr. Yo-Yo going up and down will take a few games to get used to. Mr. Yo-Yo moves up faster than he moves down, so you may find it easier to shoot things as you descend, rather than as you ascend.

I find it's better to try to snipe your enemies one at a time, rather than use the continuous fire. You have much more control over where you're firing from, rather than relying on the auto-reload of continuous fire. Plus, with continuous fire, you also run the danger of shooting coins and power-ups, where it's much better to collect them. You also don't want to get in the habit of quickly bobbing up and down in one location too much. It's difficult to control Mr. Yo-Yo that way, and he can quickly slam into an enemy just below or above him as he's trying to shoot an enemy off to his side.

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Oh, and if you pick up a Power Pod and start a Coin Frenzy, lay off the joystick for heaven's sake! You've got nothing but coins flying at you! Why are you shooting at them?!?!?

Keep an eye on your progress meter. If you have only one rescue to go, and you've picked up that last Notely, it's better to ignore the enemies and just get to the top, rather than trying to shoot them.

During the Bonus Cave, if you're able to quickly shoot down ten targets and have lots of time remaining, hold off on returning the gem to the top of the screen, and keep shooting targets! They're 500 points each, which is usually much more than the bonus for time remaining, especially in the early levels. But make sure you keep an eye on that timer and don't let it run out on you!

Bouncers. Everyone hates Bouncers. But here's the thing... they're actually quite easy to get around! If you're stuck at the bottom, and you've got a Bouncer going back and forth above you, just wait until right after he bounces off your string. If the rest of your path is clear, release the button, and you'll fly right by that Bouncer all the way to the top unharmed! Once you know that, they're much easier to deal with!

On higher levels, I even use Bouncers to my advantage sometimes. When you get those Snippers flying around, sometimes, it's better for you to have a Bouncer or two on the screen! If you've got their timing down pat, keeping a Bouncer around prevents a Snipper from flying across that part of the screen. So sometimes I like keeping a Bouncer going across up top so I don't have to worry about a Snipper coming along way up there and cutting my string!

Thanks again for trying out my game! If you have any questions, feel free to post to the Mr. Yo-Yo thread in the AtariAge forums, or send me a message through the forums.

Sincerely,

David Marli

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Credits

Programmed by David Marli

Additional Programming by Dennis Debro

Original Music by BJ Myers

Artwork by John Calcano (Atariboy2600)

Manual, box, and label layouts by G. Tony Morse

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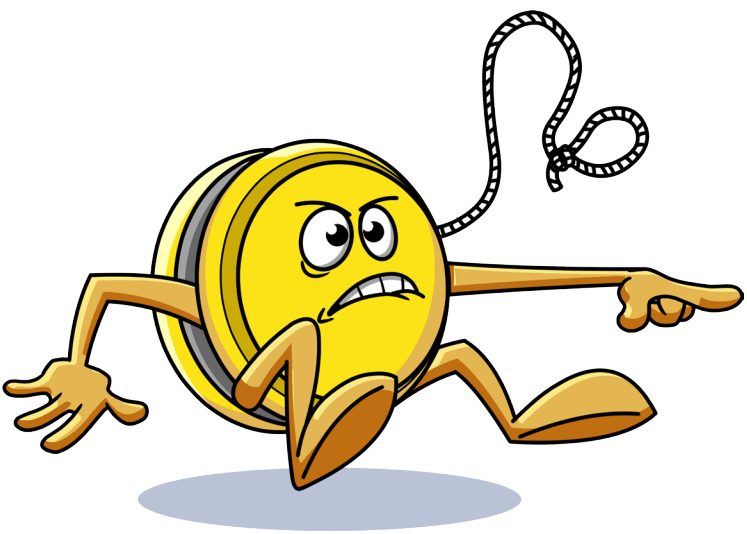

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