

# FLIES AND HUMMINGBIRDS 2 GAME MANUAL



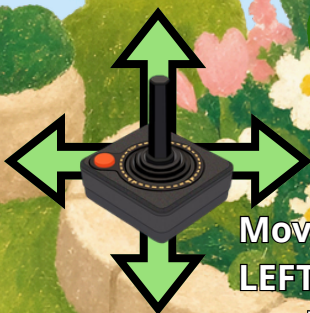
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PROGRAMMING: ALFREDO ARIAS

Flies and Hummingbirds 2 is compatible with your Atari 2600 (original) and Atari 2600+ video game systems.



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## CONTROLS



Use your Joystick Controller to guide the fly.

**Movement:** Push the joystick UP, DOWN, LEFT, and RIGHT to fly freely around the garden.

**Fire Button:** On the Title Screen (where the musical notes float), press the red button to silence the symphony and start the match.

**Reset Switch:** Press to restart the game after the melancholic Game Over screen.

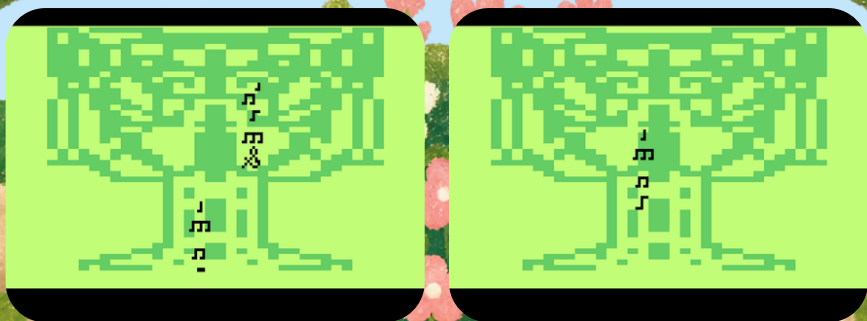
## THE GAME SCREEN

Keep an eye on the bottom display:

**Lives (Left):** You start with 4 blocks. Colliding with a predator's body removes one block.

**Energy (Right):** The yellow bar fills up as you collect apples.

**Score (Center):** Displays your current total points.



## ENEMIES AND OBSTACLES

**The Hummingbird (Aerial Threat):** Relentlessly patrols the skies. Touching it costs a life.

**The Lizard (Ground Threat):** Slinks across the ground and appears by surprise. Stay away from the floor!

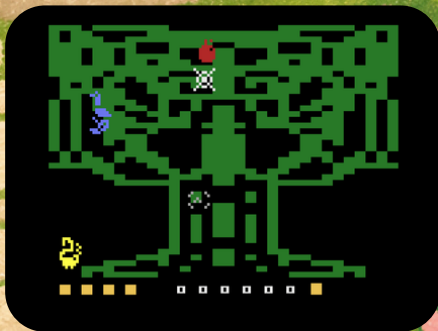
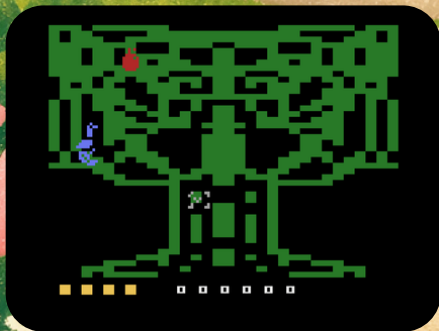
**Spider Webs:** Flying into them will temporarily paralyze you while you struggle to break free.

Screen Limits: Flying too high or hitting the ground turns the fly into "Smoke" (a state of shock where you are invulnerable but lose time and cannot eat apples).

## THE WILD CHALLENGE

The life of a fly in the wild garden just got even more dangerous in this highly anticipated sequel! Your only goal is to survive and feed on the juicy apples falling from the trees. But the ecosystem is ruthless: the skies are dominated by a territorial hummingbird, the ground is patrolled by a hungry lizard, and sticky spider webs sway in the wind. Show off your reflexes to the sound of a beautiful nature symphony and fight for your place in the food chain!

## SCORING AND PROGRESSION



Collection: Catch the apples in mid-air before they smash on the ground with a Splat!

Point Drain: When the Energy Bar is completely full, time freezes and the bar drains, converting the energy into points for your score.

Difficulty Scaling: For every 10 drained bars (cycles), the speed of the Hummingbird and the Lizard increases.

## SPECIAL ATTACKS (PROJECTILES)

In this sequel, the predators have learned new tricks. Being hit by projectiles doesn't take away a life, but sends you into a free fall and costs you 10 points:

Lizard Spit: Starting at Level 5, the lizard begins spitting venomous saliva balls upwards.

Bird Poop: Starting at Level 10, the hummingbird drops high-speed droppings as it flies over you.

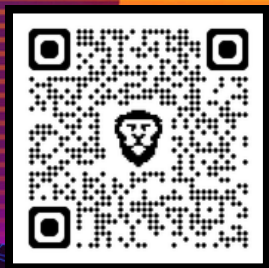
## CREDITS

Programming: Alfredo Arias  
Design: Alfredo Arias  
Distribution: Olioni Games  
Cover Art: João Pedro F. Olioni

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