

CONTEST GUIDE FOR HOUSTON ARCADE EXPO 2023

“Paperboy”

© 1984, 1988 Atari Games Corporation

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CONTEST RULES

- * Entry is free. No purchase necessary.
- * You are allowed unlimited chances but must allow other contestants to play Paperboy.
- * Your turn ends under any of the following conditions:
 - You lose all of your chances.
 - You lose all of your subscribers (by not delivering newspapers correctly or by missing their houses).
 - You complete the Sunday run.
- * When your turn ends, take a snapshot of the High Score Registration screen after the Game Over screen.
- * Send your snapshot to (832) 276-5005. Be sure to include your name, phone number and snapshot or your entry will not be counted!
- * Use of turbo controllers and game enhancers such as Game Genie is strictly prohibited.
- * Contest ends at 11:00 PM. The top three winners will be announced at 11:15 PM. You may continue to play Paperboy, but no more entries will be accepted after that time.
- * If you are experiencing any difficulties with the game (graphic issues, controller problems, etc.), notify me by text or notify Brian, who handles the console area of the expo.

HOW TO PLAY

Hold Up: Accelerate
Left: Move Left
Right: Move Right
Hold Down: Brake

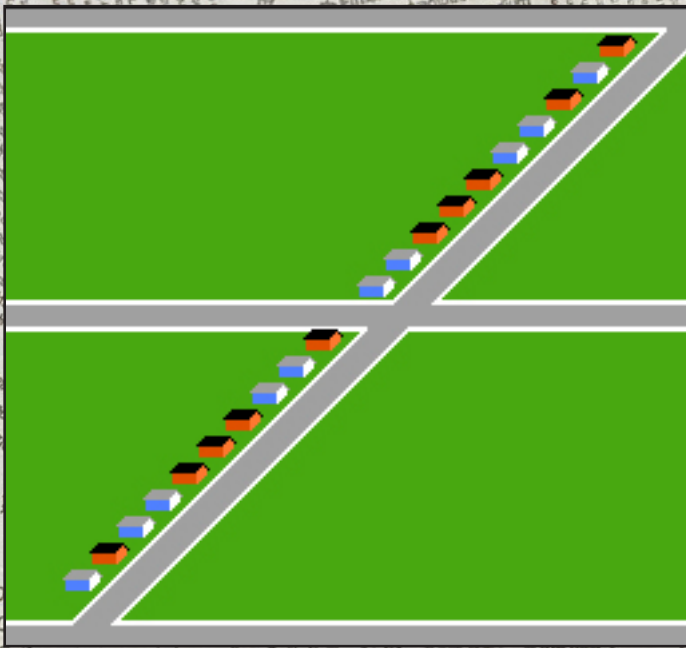
Pause Game*



Throw Newspaper

*Note: The game might not pause while a digitized sound plays. So wait until the sound finishes to pause the game when necessary.

HOW TO PLAY



This is your neighborhood. You must deliver a newspaper to every subscriber (represented by a blue house). You don't need to throw any newspapers to non-subscribers (the red houses), but you could throw a paper at a window for some extra points.

HOW TO PLAY



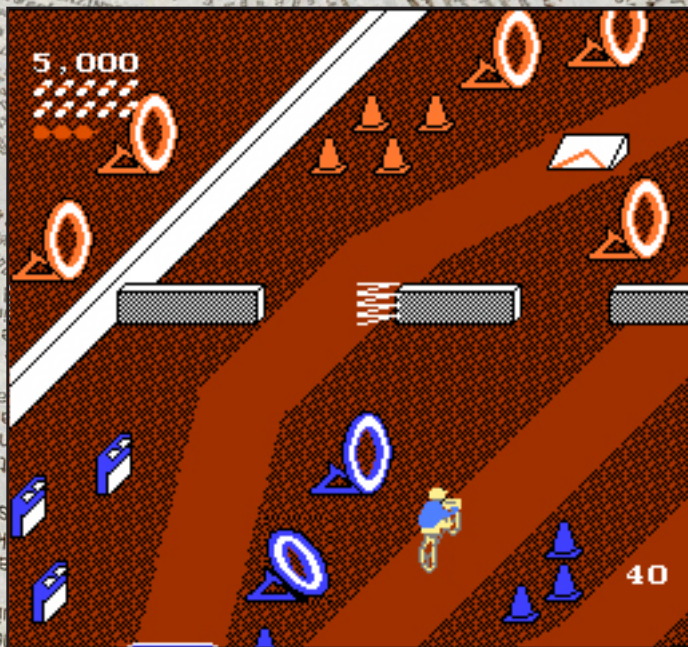
If you fail to properly deliver any newspapers to subscribers, they will cancel their subscriptions. If you lose them all, the game is over. Throw newspapers at a doorstep or at a mailbox to deliver correctly.

HOW TO PLAY



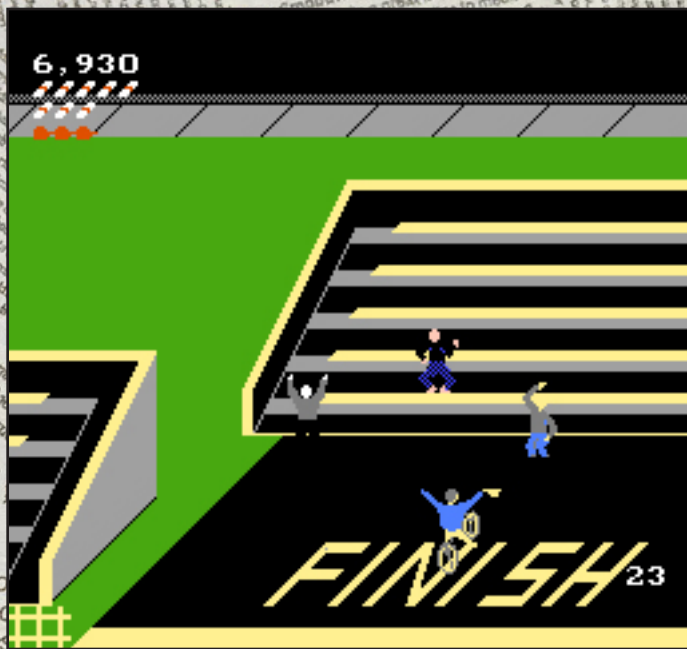
If all of your subscribers have received a newspaper, you will get an extra subscriber the next day. Make sure those new subscribers receive their papers, too!

HOW TO PLAY



When you pass both halves of the neighborhood, you will enter the Training Course. This is your chance to build up more points! Throw newspapers at as many targets as you can while trying not to crash. For each target you hit, your paper supply is replenished. If you crash, you won't lose a chance. But, if you reach the finish line, you'll win more bonus points.

HOW TO PLAY



Can you run a perfect delivery and reach the finish line on every day of the week?

GAMEPLAY TIPS



Throw your newspaper at the right time, aiming for either the doorstep or the mailbox. (Remember that not all houses have mailboxes.)



Throw a newspaper at a subscriber's window or miss their house. You'll lose that subscriber if either happens!

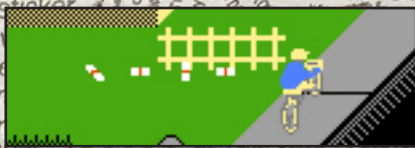
GAMEPLAY TIPS

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Use your newspapers wisely. You can break windows, trees and the like for points, but you must save your papers.

OOOH! T



Throw a rapid barrage of newspapers. You only have ten papers, so don't waste them!

GAMEPLAY TIPS



Stay on the sidewalk. To dodge obstacles, swerve left.
Go into the grass, if you need to.



Go out into the street. Streets are more dangerous, after
all. There's little room and you're more likely to crash.