

HAVOC



3D

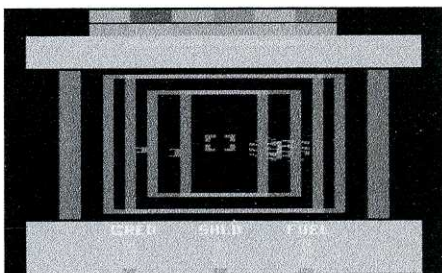
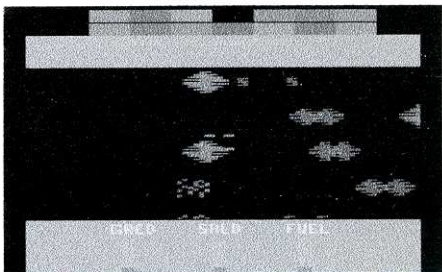
VIDEO SOFT

Your stellar cruiser begins to shudder as the hyperwarp drive suddenly cuts out. Slowing down, you realize you've entered an asteroid field. A BIG asteroid field. You bolt for the high-density laser-pulse inverter. Your only chance is to blast your way out. And you'd better start now...

This was originally planned to be a cassette game for Amiga's Power Module peripheral. It was later planned to be 1 of 3 "3-D" games on Power-Play Arcade cart #1. According to Jerry Lawson, who implemented the use of 3-D, Frank Ellis might have programmed this.

Havoc is nearly fully playable. The game will automatically start. Use the joystick to steer your ship through the asteroid field and press the fire button to shoot. The **Left Difficulty** switch operate your shield (**B** - up, **A** - down). After shooting about a dozen rocks, you'll switch to a 1st-person tunnel scene. After shooting a few more, you get a "HERO" screen, after which it switches back to the tunnel. You can still shoot, but you can't hit anything, and the game never ends. The fuel and gred(?) gauges don't work.

If you take too many hits, your shields will fail and your ship will eventually start to take on damage.



The Video Soft 3-D HAVOC cartridge is designed to operate with the ATARI® 2600™ Video Computer System™ console and all compatible machines.

NOTE: Always turn the console POWER switch OFF when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your cartridge and your ATARI® 2600™ VCS™.

The 3-D HAVOC team:

David Tryzenski, artwork
Randy Carihfield, cartridge pcbs
Joe Santulli, cartridge casings
Tim Duarte, marketing
Scott Stilphen, everything else

*Special thanks to Jerry Lawson,
for making this project possible.