

Laserman 2K3



A graphical hack of Activision's Keystone Kapers
originally made in 1983.

Graphics Redesign done by AVC Online (Dan Iacovelli) © 2003

Cart Production done by AtariAge.com © 2010

For the Atari 2600 System



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 ATARI® Video Computer System™ game.

Use your Joystick Controllers to play this game. Make sure to plug the controller firmly into the left controller jack. Hold the controller so the red button is in the upper left corner.

ACE Mcloud (AKA Laserman) has been alerted to activities taken place in the year 2003 via his crime computer in the distant future. It seems that his arch enemy Doctor X is doing something sinister in his lab that could effect time and space.

Your objective as Laserman is to catch Doctor X before he escapes and causes a hectic change in history. Doctor X has planted many objects to slow you down, such as roaming skulls, robots and bombs. Also ,watch out for the missiles--if you get hit you get killed.

Good Luck!!!

Laserman 2k3 Basics

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
4. Plug in the left Joystick Controller (right Controller is not used).
5. The difficulty switches and game select switches are not used.
6. THE JOYSTICK CONTROLLER is held with the red button in the upper left position.

Laserman 2k3 controls

Here are the controls to move our hero:

- To run left or right push the controller left or right.
- To jump press fire (to do a running a jump move the controller in the direction you want to jump and press fire).

- To duck push down on the controller (this will also get you out the elevator--to get in to elevator push up on the controller in front of an open elevator).

Laserman 2k3 Scoring

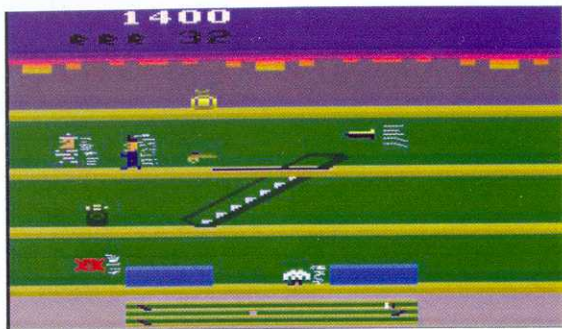
Doctor X has left two objects that you can collect for points:

1. Gold money bags (as pictured in the image bellow on the roof)
2. Laser guns (as pictured in the image below on the top floor next to Laserman (in blue with black hat) and near the escalator). Both items when picked up are worth 50 points.

Also every time you catch Doctor X (pictured in front of Laserman in the image bellow in black and white stripes) you earn the following points:

1. The first eight catches is worth 100 times of your bonus timer
2. Catches nine to sixteen is worth 200 times of your bonus timer
3. After catch sixteen you earn 300 times of your bonus timer
(The Bonus Timer is pictured in black below your score, which is white)

The Timer starts as soon as you begin the game by pressing the reset switch. Make sure you catch Doctor X before the timer runs out (when it reaches ten it starts flashing) or before he escapes or you lose one of lives. Your reserve lives are the black images of Laserman's head next to bonus timer bellow your score.



You can also lose nine seconds of time if you get hit by a roaming skull or one of Doctor X's robots (pictured on the bottom floor—the skull in red, robot in white) or if you fail to jump over the bombs (pictured on the middle floor). You can also lose a life if you get hit by one of Doctor X's missiles (pictured on the top floor to the right of escalator).

The game ends when you lose all your lives.

Laserman's Beta Vision

Besides being able to travel thru time and space via beta waves, you also have beta vision which is like radar vision. The beta vision can be seen below the bottom floor in the picture. What you see is inside Doctor X's lab and the location of the elevators (small grey squares going up and down) and escalators (the black slashes that are at the ends) as well as the location of Doctor X (white square) and where you are (black square).

Bonus Lives

Every time your score goes up by 10,000 points, you earn an extra life. Only three lives can be displayed on screen.

Elevators and Escalators

Elevators are located at the third screen of each floor and they only go up and down between floors. Escalators are at the ends of each screen and are the only way to reach the roof from the top floor. Escalators only go up.

Tips on Playing Laserman 2K3

While this game is similar in game play to Keystone Kapers, there are some aspects you should know about.

Missiles fly lower then the biplanes that are in the original game and Laserman's hat is also changed compared to Kelly's hat in the original game.

Besides those two changes, game play hasn't changed as compared to game play in the original game.

My best score is when I can reach the elevator with 30 seconds on the first floor. The way I do it especially on the first five screens is to jump all the way to elevator. There are not that many obstacles in the way and the roaming skulls are at a low bounce.

When you get to the harder levels you start coming across the bombs. This is when you must start timing your jumps, especially when they show up in threes. When you come to missiles the best way to get past them is to run duck and run after the missile passes you. Continue this until you get past that screen. When you get to the robots you can time your running jumps to get past them. Also, when waiting for the elevator and there are robots, time your jumps before going into the elevator.

Instead of walking on to the escalator try jumping on it and jumping off it. Basically use the same tips as mentioned in the Keystone Kapers instructions.

The Story of Laserman (in short)

Laserman was a game I made in 1988 for the TI-99/4a, loosely based on the Tempest game and a bit on Space Invaders. On the TI Laserman was the first game and Laserman 2 was supposed to be the second of the trilogy (Laserman 2 was produced but not finished).

On the 2600: this game was made before the port of the TI game which is Laserman '88 (it's called Laserman '88 because it's based on the year the original game was done).

His alter ego, Ace McCloud, is actually my alter ego when playing Microprose's Gunship on the PC. In later years, I used it for certain games I get high scores on. For the full back story on Laserman watch for the upcoming comic book that will have his secret origin coming soon.

News Alert: Aliens from the distant future have landed in the year 1988 the Laserman story continues in Laserman '88
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