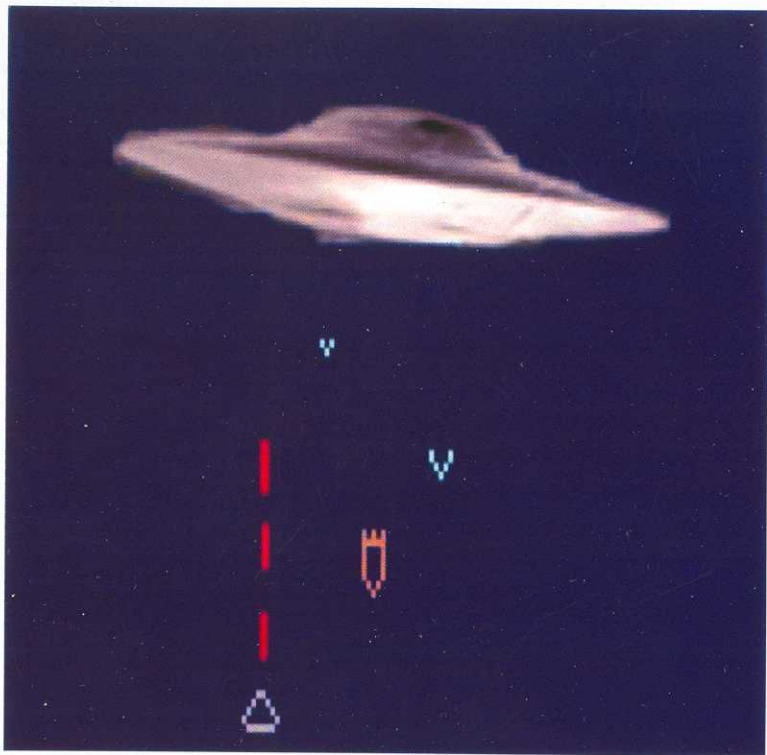


Laserman '88



Program and Audio/Visual by AVC Online © 2010
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.

After catching up with his arch enemy Doctor X in 2003, our hero Ace McCloud aka Laserman has been altered to the Kryzon invasion in the year 1988. In the year 1988 Earth was invaded by aliens from the distant future. These aliens, known as Kryzons, tried to take over in the distant future, but we had the technology to drive them off. They have come back to the past and they are waiting for the perfect time to take over.

By thorough research, we have found the base in the center of the Bermuda Triangle. The Secretary of Defense has called his best team to take on this challenge but they all have failed. So the Secretary of Defense called on the only person who can take on this challenge, a superhero from the distant future: Laserman.

The Kryzon ship will be cloaked at the start as you head to the Bermuda Triangle in search of their base. Only the bombs they fire at you will be seen.

If you're lucky enough to reach the base you will be face to face with the mother ship, which is also dropping bombs on you. If you succeed you will have saved the Earth by driving away the Kryzons!

Good Luck!!!

Laserman '88 Basics

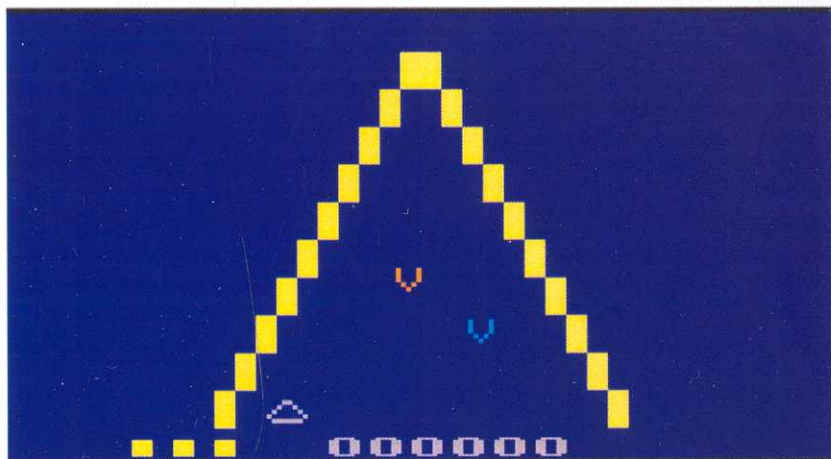
1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.

4. Plug in the left Joystick Controller (right Controller is not used).
5. Difficulty switch "b" turns off the sounds of the bombs dropping.
6. Difficulty switch "a" and game select switches are not used.
7. THE JOYSTICK CONTROLLER is held with the red button in the upper left position.

Laserman '88 controls

Here are the controls to move the Laser Blazer, the official ship of Laserman:

- To move the ship left, move the controller left
- To move the ship right, move the controller right
- Press Fire to shoot at the bombs



Scoring on Laserman'88

Bombs drop three at a time as seen above. As you get closer to the base the playfield (the Bermuda Triangle) will get smaller.

Each bomb is worth 10 points and come in the following waves according to each level:

- Level 1: 5 bombs
- Level 2: 10 bombs
- Level 3: 15 bombs
- Level 4: 20 bombs
- Level 5: 30 bombs

If you're lucky enough to get past level 5 and reach the monthership you have to shoot down 35 bombs which will lower the ship one level. Then you have to shoot down 40 bombs, and when you finish those off you have beaten the game and saved the Earth from certain doom!

Bonus Lives on Laserman '88

Your lives are the blocks on the left of the triangle (you start with 4). Since this game only has 5 basic levels you only get a bonus life when reach level 2 and level 4.

Laserman'88 Tips

The basic tip I can suggest to you is to shoot and dodge the bombs to get the most points. If you think you cannot get by, wait near the ends, as the bombs don't fall there and that's your only safety zone.

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 is the port of the TI game I did back in 1988. Due to limitations in programming there are a few changes from what the original version was on TI. On the TI bombs appeared at random, it only had 5 levels (this one has one bonus level), it had an option for speech, and it also had a super zapper button like on Tempest (the 2600 version doesn't).

His alter ego, Ace Mcloud, is actually my alter ego when I played 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.

Many thanks to Atarius Maximus for helping me with the playfield changing and the animation on the bombs.

As well thanks to Random Terrain for helping me with missile collision problem from the game before it was released.

Also thanks to Fred Quimby (batari) and Jeff Wiener for making programming the 2600 easy as basic if it wasn't batari Basic and Visual bB this game wouldn't be possible.

<p>How did the Kryzons travel from distant future to 1988 and what has become of Doctor X? Maybe we will find out in the next installment of Laserman coming soon.</p>
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