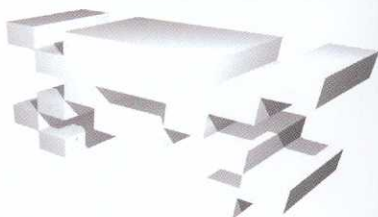


ATARI 2600 game program



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.ENEMY CLASS (CANNON FODDER)



ARMOR : CLASS THREE

WEAPONRY : CLASS ONE COLLISION DEFLECTORS

MANUEVERABILITY : MARGINAL

SUMMARY : NEGLIGIBLE THREAT, ATTACK AND DESTROY

.ENEMY CLASS (ATTACK SAUCER)



ARMOR : CLASS FIVE

WEAPONRY : CLASS SIX ATTACK SCREENS

MANUEVERABILITY : AVERAGE

SUMMARY : MEDIUM THREAT, APPROACH WITH CAUTION

.ENEMY CLASS (WARBIRD)



ARMOR : CLASS TWELVE

WEAPONRY : CLASS EIGHT RAMMING SHIELDS

MANUEVERABILITY : EXCEPTIONAL

SUMMARY : EXTREMELY DANGEROUS, ENGAGE AT OWN RISK

Lead

A videogame for the Atari 2600
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Before turning the Console on

Set the (TV TYPE) switch to COLOR for NTSC televisions or B-W for PAL 60Hz televisions.

Plug a Joystick into the Left Controller jack for gameplay and menu navigation. Lead is for one player only.

Plug an optional AtariVox or SaveKey into the Right Controller jack for saving high scores and audio options (see below).

AtariVox/SaveKey

If an AtariVox or SaveKey is plugged into the Right Controller jack, the following 'Save' features are enabled:

High score

Whenever a new high score is achieved, it is automatically saved on the AtariVox or SaveKey.

Each Lead variation (the main game, Lead 1K and Lead 4K) can have one score saved for it.

When the 2600 is turned on, Lead will load the previously saved high scores.

The (SELECT) switch can be used to erase the previously saved scores: hold (SELECT) while turning on the Console to reset the high score of the main game; hold (SELECT) when choosing either Lead 1K or Lead 4K from the Options Menu to reset the high score for the chosen game.

Audio options

Audio options for the main game are saved on the AtariVox or SaveKey whenever 'Back' is selected on the Options Menu.

Audio options are loaded when the console is turned on, or when returning from Lead 1K/Lead 4K to the Main Title Screen. (See "Main Game: Options Menu" for details.)

Console Controls

(LEFT DIFFICULTY) switches between "Pro" (A/EXPERT) and "Amateur" (B/NOVICE) mode (main game only).

See Main Game: Setting the Difficulty for more information.

(RIGHT DIFFICULTY) turns on/off the Smart Bomb safe activation mode.

See Gameplay Controls for more information.

The (SELECT) switch is used for clearing high scores from an attached AtariVox or SaveKey.

See the AtariVox/SaveKey section for more information.

Press (RESET) to:

- return to the Main Title Screen while you are playing the main game, Lead 1K or Lead 4K.
- return to the Main Title Screen while you are on the Options Menu.
- start a new game while you are on the Main Title Screen.

Gameplay Controls

Ship movement

Move your ship with LEFT/RIGHT.

You can also use the diagonal directions to move the ship.



Missiles

During 'Fire' stages, press FIRE to shoot missiles.

The ship will auto-fire if you hold the button down.

Smart bomb activation

You can activate a smart bomb as follows:

- on 'Fire' stages, by pressing DOWN.
- on 'Dodge', 'Scramble' or 'Catch' stages, either by pressing DOWN or FIRE.

A safe activation mode can be selected to prevent smart bombs from being accidentally activated. Move the [RIGHT DIFFICULTY] switch to A/EXPERT, and the smart bomb is activated as follows:

- on 'Fire' stages: release FIRE and press DOWN.
- on 'Dodge', 'Scramble' and 'Catch' stages: press FIRE (pressing DOWN has no effect).

Please see the "Smart Bombs" section for each game for more information about smart bombs.

Main Game

Setting the Difficulty

Before starting a new game, you can use the [LEFT DIFFICULTY] switch to select between "Pro" (A/EXPERT) and "Amateur" (B/NOVICE) mode.

On "Pro" mode:

- your score will be displayed in blue.
- if you choose to continue when the game is over, you will be sent two levels back from the one you died in.
- you will see the full ending if you reach the end of the game.

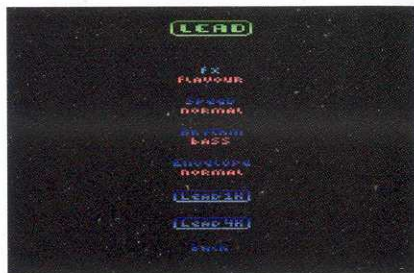
On "Amateur" mode:

- your score will be displayed in red.
- if you choose to continue when the game is over, you will restart playing from the level you died in.
- you will see a shorter ending if you reach the end of the game.

Options Menu

To access the Options Menu, select 'Options' at the Main Title Screen, and press FIRE.

Press UP/DOWN to select an audio option, and press FIRE to change the value of the selected option.



You can also choose to play Lead 1K or Lead 4K, which are variations of Lead with different stage types.

Audio Options (main game only)

Fx: sets the sound effect for scoring points

- normal: a sound effect is played.
- none: no sound effect is produced.
- flavour: a note is played.
- seq: a sequence of notes is played.

Speed: sets the music speed

- normal: normal speed.
- fast: speed is increased.

Rhythm: defines the music for the rhythm track

- stage: the rhythm track of each stage is played.
- bass: the rhythm track of the first level (the 'bass only' sequence) is played.
- alea: rhythm track sequences are played randomly.

Envelope: varies the music volume effect

- normal: normal volume.
- tick: ticking volume effect.
- full: fixed volume.

Lead 1K/Lead 4K options

Select either 'Lead 1K' or 'Lead 4K' and press FIRE to start the selected game.

See the Lead 1K and Lead 4K sections for instructions for each of those games.

Back

Select this option and press FIRE to return to the Main Title Screen.

Starting a new game

To start a new game while at the Main Title Screen, select 'Start' and then press FIRE.



The introductory sequence can be skipped by pressing FIRE.

Stage Types

There are four stage types:

- in 'Fire' stages you must shoot enemies down.

The color of each enemy shows how many hits it will take before being eliminated.

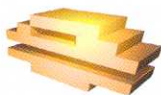


- in 'Dodge' stages you must dodge asteroids.

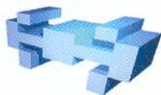


- in 'Scramble' stages you must avoid sentinels.

When your ship is within a sentinel's range, the sentinel flashes – warning you to move out of its way.



- in 'Catch' stages you must catch satellites.



When a satellite is within your ship's range, it flashes.

The stage ends as soon as you fail to catch a satellite.

Each 'Catch' stage is composed of 60 elements.

Each 'Fire', 'Dodge' and 'Scramble' stage is composed of 100 elements.

The music will change when the 80th element of the stage is reached.

Score

You get three points:

- for every enemy you eliminate on 'Fire' stages.
- for every asteroid you avoid on 'Dodge' stages.
- for every sentinel you avoid on 'Scramble' stages.

You get five points:

- for every satellite you catch on 'Catch' stages.

You get 700 bonus points for every perfect 'Catch' stage you complete (i.e. 60 satellites caught).

You get 945 bonus points if you catch the sixteenth or twentieth smart bomb power-ups (see below).

Smart Bombs/Power-ups

During each stage, you will encounter a smart bomb:

To pick it up, move your ship below it, and your ship will catch it.



There's a smart bomb counter beneath the score that shows how many smart bombs you are currently carrying.

Once activated, a smart bomb removes all enemies currently on the screen.

A maximum of three smart bombs can be carried at once: if you are already carrying three smart bombs, a power-up will appear instead (see table below).

- Fourth smart bomb power-up - the missiles of your ship are upgraded (your ship turns red).



- Eighth smart bomb power-up - you can safely touch the tunnel walls without them narrowing or widening (your ship turns green).
- Twelfth smart bomb power-up - your ship gains a shield that allows you to survive a game-over condition once (your ship turns golden).
- Sixteenth and twentieth smart bomb power-ups - 945 points are added to your score.



When you acquire a power-up, you lose all the smart bombs you were carrying, but each power-up you acquire can be 'sacrificed' and used as a single smart bomb.

Game Over

The game ends on 'Fire' stages when an enemy reaches the bottom of the screen, on 'Dodge' stages when an asteroid hits the ship, and on 'Scramble' stages when a sentinel hits the ship. The game will not end on a 'Catch' stage if you miss, but the stage will end early and you'll score fewer points.

Continue

When the 'Game Over' message appears on the screen, you can press FIRE to continue your game (see 'Setting the Difficulty' for details). Your score will always begin again at zero.

If you don't press FIRE, after a limited amount of time the game will return to the Main Title Screen and you won't be able to continue your game.



Lead 1K

Starting a new game

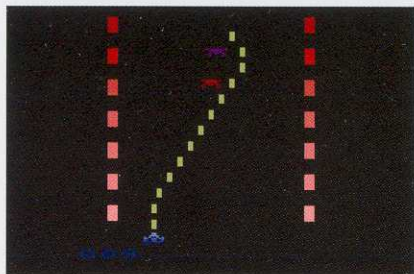
To start a new game, press FIRE.

Stage Type

There is one stage type in Lead 1K:

- fire and shoot all enemies down. The color of each enemy shows how many hits it will take before being eliminated.

Each stage is composed of 100 enemies. There are no breaks between stages.



Score

You get one point for each enemy you eliminate.

Smart bombs

You can use a smart bomb to remove all the enemies on the screen, but doing this will also reduce your score to the nearest multiple of 100 points (or to zero, if your score is less than 100).

You have an unlimited amount of smart bombs.

Game Over

The game ends when an enemy reaches the bottom of the screen.

Returning to the main game

To return to Main Title Screen, either press the [RESET] switch, or press UP for three seconds while the game is over.

Lead 4K

Starting a new game

To start a new game, press FIRE while at the title screen.



Stage Types

There are two stage types in Lead 4K:

- in 'Fire' stages you must shoot enemies down. The color of each enemy shows how many hits it will take before being eliminated.
- in 'Dodge' stages you must dodge asteroids.

Each stage is composed of 100 elements.

Score

You get one point for each enemy you eliminate on 'Fire' stages, and one point for each asteroid you avoid on 'Dodge' stages.

Smart Bombs

Every time a stage is cleared, the player is awarded a Smart Bomb that can be used to remove all the enemies/asteroids on the screen.

The number of smart bombs is shown to the right of the score.

Game Over

The game ends on 'Fire' stages when an enemy reaches the bottom of the screen and on 'Dodge' stages when an asteroid hits the ship.

Returning to the main game

To return to the main game, either press the [RESET] switch, or press UP for three seconds while at the title screen.

Credits

Lead Feature and Gameplay Development Team

alex_79, Atari-Jess, Bob Montgomery "vdub_bobby", Eric "r_type2600", Impaler_26, lost child, Nathan Strum, Rom Hunter, Ron "moonshot22", thegoldenband, Thomas Jentzsch.

Special Thanks

Hernán Callo for his amazing label.

Nathan Strum for his great job on the game manual.

Adam Fox Luna "tidegear": For his support and play-testing, and for featuring Lead in his beautiful and loyal 'retro-homebrew' blog at www.retrothing.com/2008/10/retrospective-l.html

James Monkman "Heavy Stylus": For being the mastermind behind www.rgcd.co.uk, a competent and inspiring magazine about classic homebrew videogames.

Jess Ragan: For his impressive video review of Lead at www.youtube.com/watch?v=iUtvBRRCDLU

Miscellaneous Credits

AtariAge.com, Albert Yarusso, Andrew Davie, RTK, Kirk Israel, Eckhard Stolberg, Richard Hutchinson, Paul Slocum, Alex Herbert, Erik Mooney, B. Watson, Matthew Dillon, Olaf 'Rhialto' Seibert, Ingyu Kang, John Saeger, Bradford W. Mott and the Stella Team, Steve Wright, Charles Sinnett, John Picken, Ron Corcoran, Cropsy, and all of the talented artists who participated in the label contest - www.atariage.com/features/contests/Lead/





AtariAge