

Revenge of the Apes

Games of the Century



Game Instructions

Retrodesign

Revenge of the Apes

TO SETUP AND BEGIN:

Setup your video computer system and left joystick controller as instructed in your manufacturer owner's manual. Move the Color/B-W switch to the correct setting. Turn the power OFF and insert the REVENGE OF THE APES game cartridge. Turn the power ON. Use the Game Select Switch and Difficulty Switches to choose a play level. Press the Game Reset Switch to begin an action-packed adventure from start to finish. The game uses the left Joystick Controller.

THE OBJECTIVE:

The last thing you remember was a terrible solar storm which caused your spaceship to crash land on the planet. You desperately tried to contact your home base but received no response. After scouting the area you have noticed that there are apes everywhere. And to your surprise they are armed and hunting down all the humans they can find! Your task is to locate the last human stronghold before you are captured by the apes and then turned into a slave for the remainder of your life!

SCREEN DISPLAY:

All game information is displayed in a bar at the top of the screen. The first line displays the current score. The second line shows two counters, L and E. L is your Life counter, you start with 60 life points and if you lose them all your character will die and the game ends. The E is your Escape counter, this is the number of times you can escape from the cage or pit. If you run out of escapes you have failed and your character will be trapped forever (effectively ending the game).

PLAY LEVELS/DIFFICULTY SWITCHES:

Each game of REVENGE OF THE APES is made up of several, increasingly difficult, "rounds". A round ends when the Human Stronghold has been reached. You must use the Game Select switch to advance to another play level.

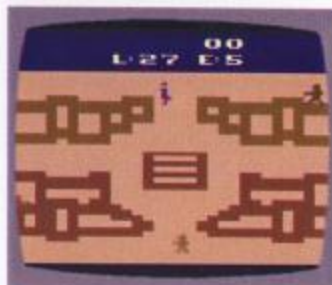
LEVEL 1	EASY PRACTICE MODE	You begin with 99 life points and 9 escapes
LEVEL 2	NORMAL GAME PLAY	You begin with 60 life points and 6 escapes
LEVEL 3	ADVANCED GAME PLAY	You begin with 50 life points and 4 escapes
LEVEL 4	EXPERT GAME PLAY	You begin with 40 life points and 3 escapes

LEFT DIFFICULTY SWITCH A	Apes are coming from left and right sides
LEFT DIFFICULTY SWITCH B	Apes are coming only from one side
RIGHT DIFFICULTY SWITCH A	Additional graphics off
RIGHT DIFFICULTY SWITCH B	Additional graphics on



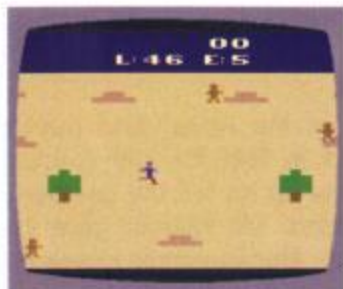
THE FOREST:

You start out in a forest with several apes after you. You can shoot at the apes by pressing the fire button, but since they just keep on coming it's best to run for it. There are also pits scattered throughout the forest, falling into one of these pits will cause your life to deplete rapidly. Thankfully you can press the fire button to get out, but it will cost you one of your Escapes. Your goal is to cross the river in the south.



THE VILLAGE/PRISON:

If touched an Orangutan or a Gorilla you end up here. Escape by pressing the fire button, but it will cost you one of your Escapes. Be extra careful in the village since the area is cramped, and there are lots of apes roaming around. It's very easy to escape and be captured again right away. Escape from the cage quickly to avoid being hit by apes while in the cage. Exit south to enter the desert.



THE DESERT:

After the village you'll encounter a large desert. There are more apes here than in any other zone, so you'll have to be on your guard. It's also easy to get lost in the desert because each screen is similar in appearance.



THE CAVERNS:

The caverns are the last obstacles on your way to the human stronghold. There are no apes to worry about in the caverns, but unfortunately the caverns are a giant maze. You'll also slowly lose life points as you traverse the caves. There are several ways out of the caves but not every exit will lead you to the stronghold. Hurry, you are close reaching your goal!

ENEMIES/SCORING:



CHIMPANZEES: These little guys are harmless and can be touched without fear. Shooting them is worth 3 points.



ORANGUTANS: Orangutans are a bit bigger and a lot more dangerous than the Chimpanzees. Touching them will get you captured and cost you 1 life unit. Shooting a Orangutan is worth 200 points.



GORILLAS: Gorillas are the most dangerous of all the apes. Not only can they capture you, but they can shoot at you as well. Being shot will cost you 2 life units and shooting them is worth only 42 points!

The apes will do an extra point of damage when they shoot you. As the game advances the apes move faster, more apes appear on the screen at once and they appear more frequently. The bonus points for reaching the Stronghold increase by 100 for each round.

CONTRIBUTORS:

John Marvin

Mr. Marvin wrote this game (originally called "Planet of the Apes" and due to copyright issues renamed to "Revenge of the Apes") back in 1983 for 20th Century Fox. Late in development Fox lost its interest in the game so he left the company. Three months later the game division of Fox was folded. Mr. Marvin gave his permission for this release. For more information about Mr. Marvin please check the CyberRoach web site at <http://www.cyberroach.com/cyromag/five/default.htm>. Hans Reutter posted a lengthy interview with Mr. Marvin back in 1999.

Paul Slocum

Paul is a master of the Atari VCS sound chip. Inspired by John Carpenter's "Assault on Precinct 13" he made two great songs for this project using his "Sequencer_Kit" development kit. For more information visit his web site at <http://qotile.net/>.

Thomas Jentsch

Best known for his awesome port of "Thrust" to the Atari VCS, Thomas added several enhancements to the original "Planet of the Apes" code. He implemented several pictures, the sound routine, modified difficulty settings and several other things. Check the AtariAge web site for more information about Thomas and his work.

Celal Kandemiroglu

Celal has been working in the video game business for more than 15 years now. His artwork has appeared in 30+ video and computer games. The soldier on the cover of Revenge of the Apes and the additional graphics in the game were created by him. Visit his temple at http://www.nemmelheim.de/celal/index_hauptseite.html to see more of his work.

Matt Reichert

Matt (aka Tempest) is an expert in Atari prototypes. This manual is based on his Planet of the Apes review on his web site at <http://www.atariprotos.com/>.

Many thanks also go to Marco Kerstens, Albert Yarusso, Hans Reutter, Ben Liashenko and everyone else who helped me during this project.

Marc Oberhäuser.

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A Game by John Marvin

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