

TECHNOVISION™

Super-sophisticated video game cartridges
for Atari® 2600 Video Computer System™



Save Our Ship

CARTRIDGE INSTRUCTIONS

TVS 1002



THE GAME MASTERS SALUTE YOU!

When you chose TECHNOVISION™, you chose more than a game cartridge. You chose an entirely new experience in excitement and entertainment. TECHNOVISION games will deliver the type of graphics, response and true-to-life action that you've never seen before on your ATARI® system. So congratulations on your choice, from the Game Masters of Video Tech.

GET READY!

- 1) Make sure your ATARI® system is plugged in.
- 2) Make sure your TV set is plugged in.
- 3) Make sure your ATARI® system is attached to your TV set.
- 4) Insert your TECHNOVISION™ game-ware cartridge.

GET SET!

- 1) Turn the power switch on your ATARI® system to ON.
- 2) When the TECHNOVISION™ graphic appears on-screen, choose the desired game variation by pressing the SELECT button until the game variation number you desire appears at the top of your screen.
- 3) Press the RESET button on your ATARI® system and game will start.

SAVE OUR SHIP

You're the captain of a clipper ship, sailing the Spanish Main. Suddenly you are attacked without warning by a horde of evil, cutthroat pirates. Your crew runs off to hide and only you are left to SAVE OUR SHIP.

CUT AND THRUST

You have only your trusty cutlass to defend yourself as dozens of pirate scoot up the 4 ladders around your ship. You have to dash all over the ship, using the JOYSTICK and chop down the evil pirates as they come aboard, using the FIRE button.

3 STRIKES AND YOU'RE OUT

Cats have 9 lives. But you only have 3. If 1 pirate gets on board the ship, you've lost 1 life. Because pirates are so sneaky, you can be sure they'll stab you in the back. Once 3 pirates have made it on board your ship, you're sunk. The game is over.

SCORING

Every time you chop one pirate, you get 10 points.
After 500 points you get 1 extra life.

DIRTY PIRATE TRICKS

If you are really good and chop a lot of pirates, they get mad and pull dirty tricks on you. After you get 100 points, they start moving faster, and more start climbing at once. After 200 points it's even worse. And after you get 500 points, it's nearly impossible to keep up with them.

4 WAYS TO SAVE OUR SHIP

There are four different ways to SAVE OUR SHIP. Press the SELECT button until the desired game number appears on-screen.

1) VERY DIFFICULT 1 PLAYER

Pirates swarm up 4 ladders on different parts of the ship and you have to run around like a crazy man trying to chop them all before they can get on board. It's hard enough just to count them, there are so many of them moving so fast. But you have to fight and beat all of them. Good luck!

2) VERY DIFFICULT 2 PLAYERS

You not only have to fight off the dozens of pirates and try to survive, but you also have to get more points than the other player. Most people can't survive this game even playing alone, but when you have to worry about getting a higher score than a second play, too, there's not much hope for you.

3) TOO HARD 1 PLAYER

Hundreds of pirates zip up the ladders at the same time, so fast you can hardly see them. So trying to get to all of them is not just difficult . . . it's impossible. Don't even try this level of play unless you like to lose.

4) TOO HARD 2 PLAYERS

The pirates move so fast and in such numbers that no human being can keep up and the game will be over in a few seconds. Your only chance here is that you may last a few micro-seconds longer than the other player and win the game on points.

MORE TECHNOVISION GAME-WARE!

There's a whole range of super-sophisticated TECHNOVISION games under development right now for your entertainment. Watch for these names:

MOTOR MOUTH

You have to gobble up everything you see as quickly as you can. The more you eat, the higher you score. But you may bite off more than you can chew. If you get indigestion or get too fat, it's game over for you.

FORMULA 1

Real Grand Prix thrills and chills with a twisting, turning road and all the hazards of high speed driving complete with sound effects, pile-ups and oil-slicks. Just keeping on the road will test all your skills in FORMULA 1!

SHOOT OUT

You're the only Marshall west of Pecos and you have to tame the horrible Lee brothers. Ug-Lee, Home-Lee and Smell-Lee. They fight dirty and will stop at no nasty trick to win, so you have to be on your toes every second, during the SHOOT-OUT!

MOONBASE

Evil aliens have built a firebase on the far side of the moon and only you, with your deadly ZAP fighter can save the Earth. But fast reflexes and great shooting aren't enough. You have to be cunning and devious, too; when you attack the MOON BASE!

FLIPPER

Super-arcade-quality pinball, right in your own living room with all the sound effects and excitement of a real pinball game. Fast-response flippers and even 'tilt' penalties will keep you alert every second as you play FLIPPER!

MOUSE HIGHWAY

Poor little mice have to cross the busy 8 lane expressway to get the food. But gigantic trucks and cars and buses whiz past 24 hours a day. Just getting one little mouse across safely could take you hours on the dangerous MOUSE HIGHWAY!

LASER RAID

Swoop in from null-space in your powerful LASERWHIP fighter and try to destroy the alien weapons factory. No one has ever succeeded because the aliens are always ready. Only super-human reflexes can help you survive the suicidal LASER RAID!

TACHYON BEAM

Aliens control the Earth and patrol the skies with invincible STARBUSTER ships. The only defense is the deadly TACHYON BEAM weapon, but it can only be uncovered for short moments, so every shot has to count. Free the Earth with the TACHYON BEAM!

STONE AGE

A time warp throws you millions of years into the past and you have to avoid the vicious dinosaurs and get through the twisting, turning network of caves. Your only defense are huge dinosaur eggs when you're in the STONE AGE!

PLANET AGGRO

A secret agent of the United Worlds Federation, you have to go to the worst trouble spots in the universe. And Planet Aggro is the worst. They shoot first and ask questions later. They attack without warning. And no-one ever returns from PLANET AGGRO!