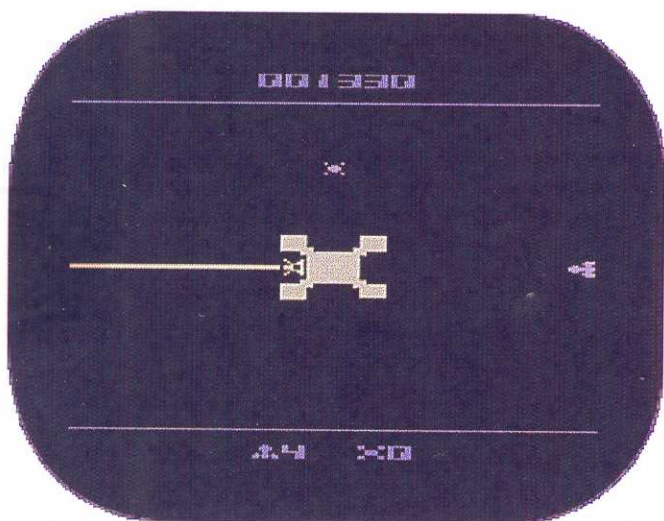


# VAULT ASSAULT

## GAME PROGRAM INSTRUCTIONS

Written in 2001 by Brian Prescott  
For the Atari® 2600™ Video Computer System™.



**USE LEFT JOYSTICK CONTROLLER  
FOR ONE PLAYER**

## THE BACKGROUND STORY

The trade has just been completed. Finally, the elusive Crazy Valet cartridge is yours, and it will take its place among the elite games in your collection, right next to the Eli's Ladder, Music Machine, and Save Mary prototype cartridges. Of any human on the face of the Earth, you now possess the ultimate Atari 2600 game collection.

Unfortunately for you, Prince Zarzee of some backwater planet in the M-47 galaxy has also accumulated a collection of 2600 games, and he has heard of your latest acquisition. Since he feels that his collection is now second best, he is bent on returning to the position of "Supreme Stella Collector In The Universe", a title that he himself conveniently invented. Prince Zarzee has decided that his best course of action is to charge across the universe at a billion times the speed of light, while escorted by a brigade of fighter ships, to destroy your collection in a sneak attack.

Fortunately, you have caught a break. Palace guards frustrated with Prince Zarzee's inability to get through level 6 on Kaboom! have come to Earth ahead of him to warn you of his evil doings. In an attempt to safeguard your collection, you have placed all of your cartridges in a reasonably impenetrable vault, and launched it into Earth orbit. The orbit is close enough for you to monitor its condition and control the defenses of the vault.

Prince Zarzee has learned the location of the vault by scanning our solar system for bad soldering work (he couldn't have detected the Crazy Valet cartridge, could he have???), and is planning an all-out assault to wear down the defenses of the vault and take the cartridges for himself.

## OBJECT OF THE GAME

The objective of Vault Assault is to keep the vault from being destroyed for as long as possible. Fighter ships appearing from four different directions (the top of the screen, left side, right side, and bottom) will appear. Once a fighter appears, it will delay for a short time before firing a bomb at the vault.

Your defenses consist of a laser cannon that can be positioned in these same four directions. You must destroy any fighter or bomb that appears. As the game goes on, the fighters appear for a shorter period of time and fire their bombs toward the vault faster.

## PLAYING THE GAME

Use your Joystick Controller with this cartridge. Be sure to plug the controller cables firmly into the jack at the back of the Video Computer System. Hold the controller with the red fire button to your upper left toward the television screen. Use the left controller jack for this game.

Use the Joystick Controller to move the cannon to one of the four firing positions. When the fire button is pressed, a laser blast will be fired in the current direction of the cannon. There is a slight delay after the cannon is fired before it can be moved and fired again.

For each fighter that you destroy, you will receive 100 points, and for each bomb that you destroy, you will receive 10 points. The game starts at level 1, and once you destroy a certain number of fighters, you will automatically advance to the next level, up to a maximum of level 9. A bonus vault is awarded for every 10,000 points that you score, up to a maximum of 9 vaults in reserve.

## CONSOLE CONTROLS

To start a game, press down and release game reset switch. The level number (from 1 to 9) and number of reserve vaults remaining (maximum of 9) appears at the bottom of the screen.

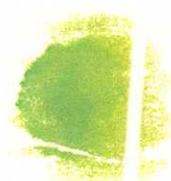
The left difficulty switch can be used for a more challenging game. Set the switch to B (amateur) for an easier game, or set it to A (pro) for a real fast paced fight, especially on level 9. (Note: On a Coleco Gemini console, the difficulty switches are reversed, the A position is for the amateur game and the B position is for the pro game.)

The select switch and TV type (color/black and white) switch are not used for this game.

## HELPFUL HINTS

The fighters on the left and right side of the vault are further away from the vault, so their bombs take slightly longer to reach the vault than those fired from the top or bottom. However, once you reach level 9, this difference is negligible, so the best bet is to pick off the fighters in the order that they appear.

E-mail me (e-mail address is listed on the web page) if you happen to find the Easter egg hidden in the game.



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Vault Assault web page:  
<http://home.tampabay.rr.com/bprescot/vaultassault/index.htm>