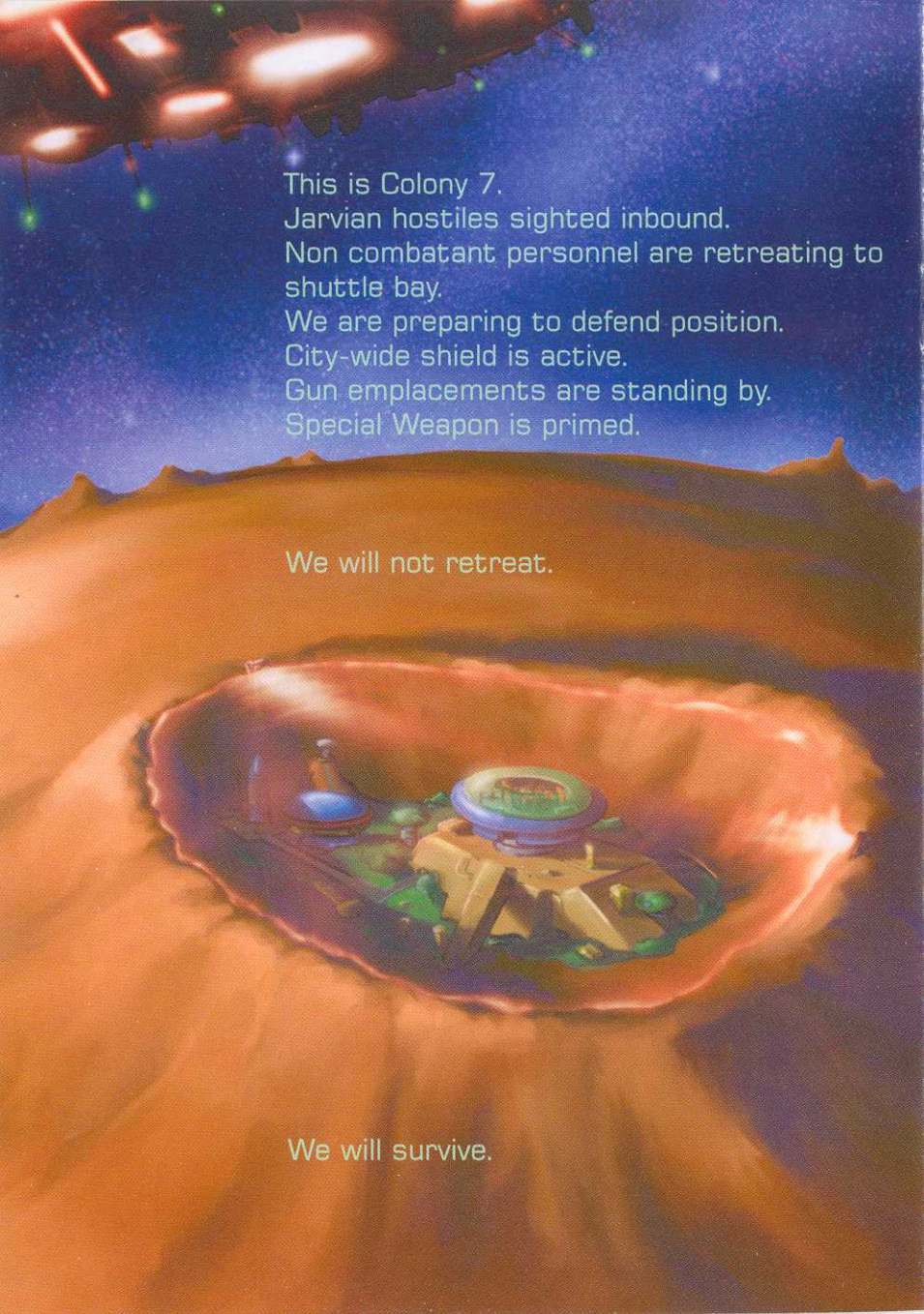
COLONY 7

by Manuel Rotschkar


This is Colony 7.
Jarvian hostiles sighted inbound.
Non combatant personnel are retreating to shuttle bay.
We are preparing to defend position.
City-wide shield is active.
Gun emplacements are standing by.
Special Weapon is primed.
We will not retreat.
We will survive.

MISSION BRIEFING

Your mission is to defend Colony 7 from the evil Jarvians.
Wave after wave of enemy fighters strafe the Colony's defensive shield, attempting to break through.
You're in command of the Colony's defensive guns, unleashing a converging stream of laser fire at the attacking hordes.
You must wipe out the invading craft before either the cannons or the entire Colony are destroyed.

USING THE CONTROLLER

Colony 7 uses the left joystick controller. Be sure it is plugged firmly into the controller jack at the back of your Atari Video Computer System.

Hold the joystick with the red button to your upper left, toward the television screen.

THE TITLE SCREEN

The Colony 7 title screen displays the score from your last game as well as a breakdown of enemy scoring.
From here, you can start a new game by pressing the fire button.

GAMEPLAY

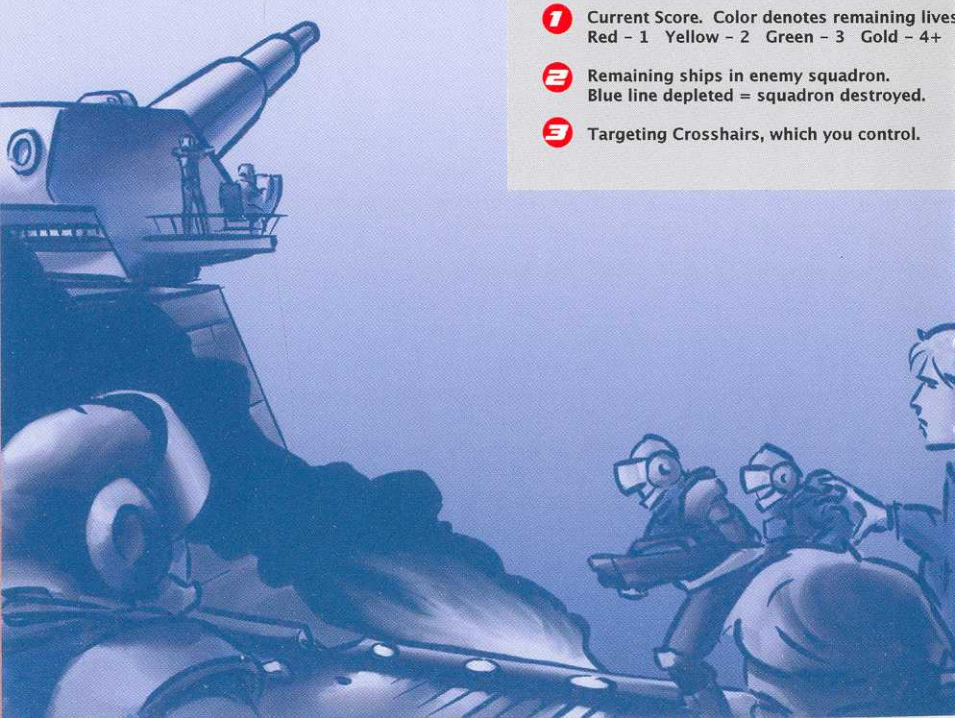
Use your joystick to steer the crosshair around the screen, it'll move in whichever direction the joystick is pushed.

The defensive cannons will automatically fire salvo after salvo towards the current crosshair position.

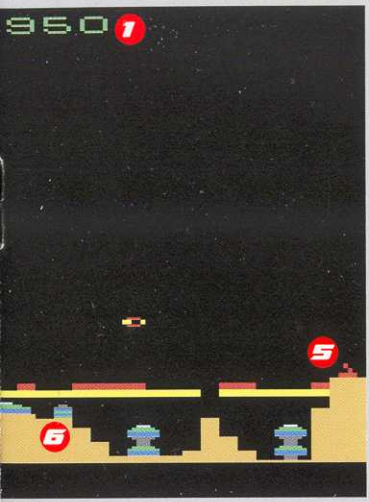
Your goal is to completely annihilate each attacking squadron, since even a single attacker breaking through can destroy your colony.

GAME

1. Current Score. Color denotes remaining lives
   Red - 1 Yellow - 2 Green - 3 Gold - 4+
2. Remaining ships in enemy squadron.
   Blue line depleted = squadron destroyed.
3. Targeting Crosshairs, which you control.



SCREEN



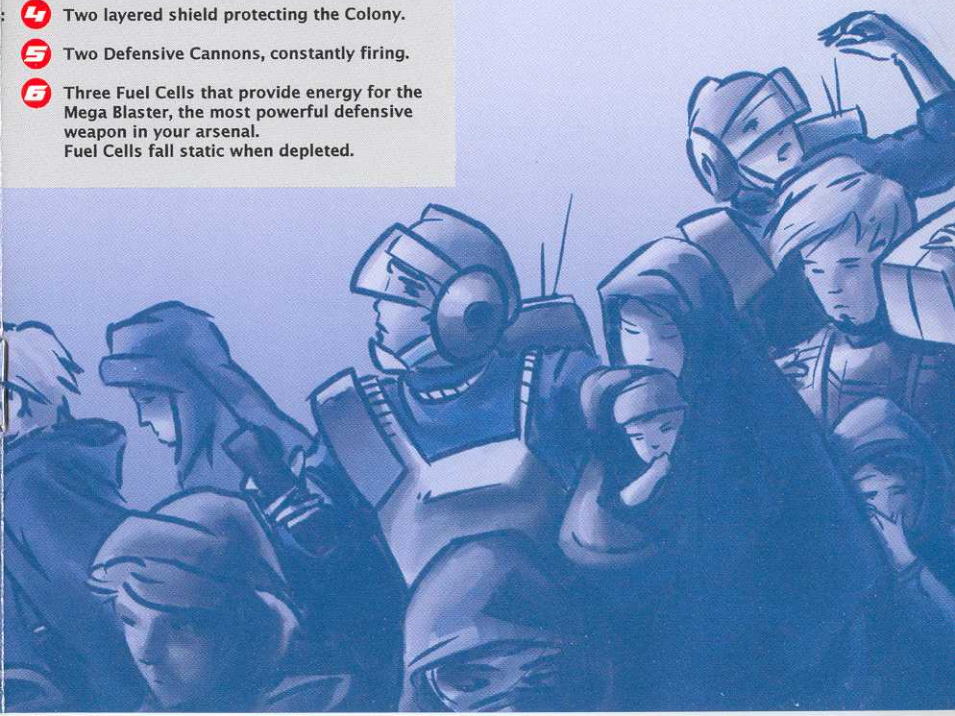
4 Two layered shield protecting the Colony.

5 Two Defensive Cannons, constantly firing.

6 Three Fuel Cells that provide energy for the Mega Blaster, the most powerful defensive weapon in your arsenal.
Fuel Cells fall static when depleted.

If the situation seems desperate, hit the fire button to activate the Mega Blaster, your special weapon that, in one blast, will empty the sky.
Use it sparingly. Each shot drains an entire Fuel Cell, of which the Colony has only three. If you succeed in destroying a squadron, it will soon be replaced a new, even more dangerous one.

If you fail in your task, you are granted another try, up to three times. Scoring over 30,000 and 100,000 will earn you a fourth and fifth try.



ENEMIES AND SCORING

Your enemies are varied and intelligent. Each unit has it's own role. The score for shooting down most types of craft is multiplied by the current squadron number, as indicated here:

The Fighter

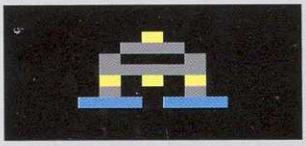
The most common element of the Jarvian fleet

25 Points x Squadron No.

The Advisor

It'll guide the fighters faster to their targets

100 Points



The Bomber

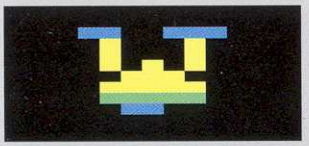
It's guided payload will wipe out the cannons

100 Points x Squadron No.

The Scout

Watch out! It's calling in replacement ships!

500 Points x Squadron No.



In between squadron waves, a bonus for remaining buildings is accumulated. Each building will earn 100 Points multiplied by the squadron number.

CREDITS

Colony 7 was written by Manuel Rotschkar, based on the 1981 Taito arcade game of the same name.

David Exton created the label artwork and this manual.

Nathan Strum did most graphics, including the title screen, all enemies, animations and explosions.

Many other people supported the project with feedback, encouragement, ideas, bug-reports etc.
It wouldn't be the same without:

Albert Yarusso, Eric Boghos, John Payson, Bob Montgomery, Chris Walton & Thomas Jentzsch

I'd really like to read comments, reviews, love or hate mails regarding Colony 7. Send your mail to:

cybergoth@arcor.de

Colony 7 © 2007 by Manuel Rotschkar