

PHANTOM II

DAVE DRIES '06

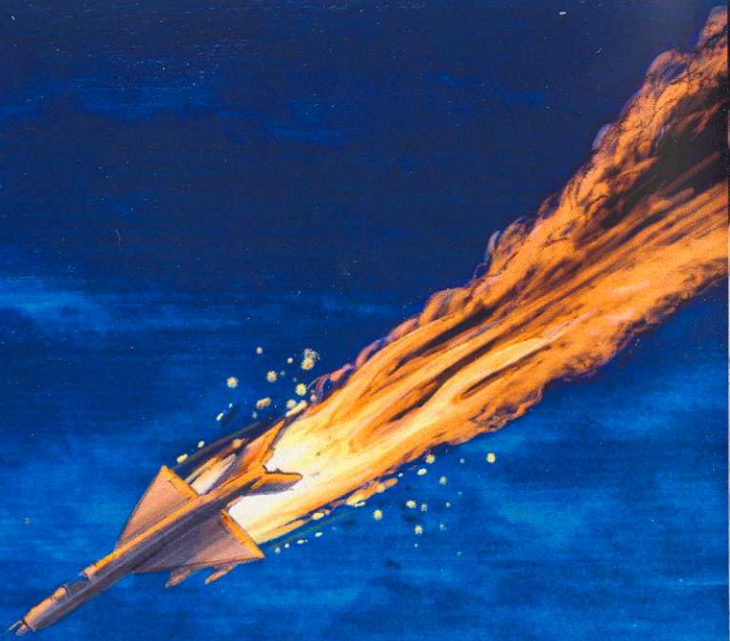
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Includes
Bonus Game!

Pirate

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NOTE: Always turn the console power switch off when inserting or removing an ATARIAGE Game Program cartridge. This will protect the electronic components and prolong the life of your ATARI® Video Computer System™ game.

Cartridge and Manual
produced by:

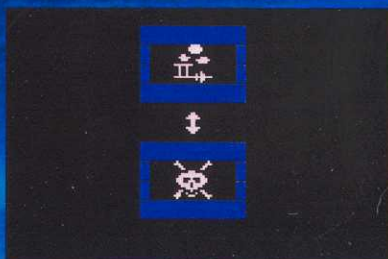


PHANTOM II

and

Pirate

Push the joystick up to play Phantom II, down to play Pirate.



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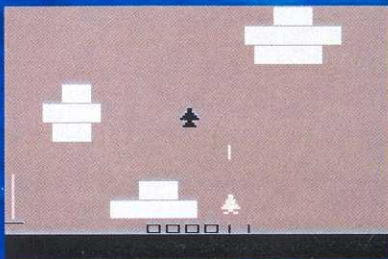
PHANTOM II

FIGHTER PILOTS NEEDED...

I - OVERVIEW

Fight your way through day and night zones and shoot down the enemy planes!

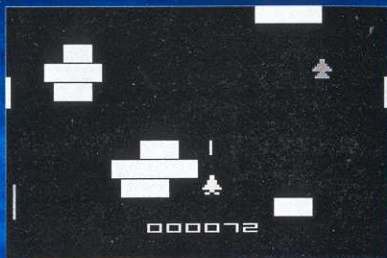
Use the left joystick to control your fighter. Use the fire button to fire a missile. The fire button will also start a new game.



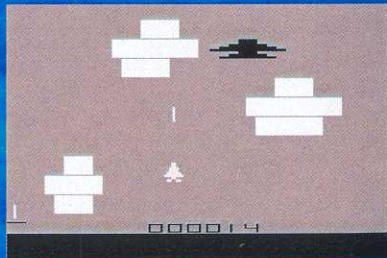
In the 2-player game, player 2 uses the right joystick to control the enemy jet. The special stages (radar, UFO, & tanker) are not present in the 2-player game. Take turns playing as the enemy jet and see who can get the highest score.

Player 1 is free to move anywhere in the lower half of the screen. You are safe from collisions at the lowest level. Playing aggressively you can clear a level much quicker, but you run the risk of collision. You only get one life per game. Scoring increases with each round. In the night zone, enemy jets are

only visible when the radar wave on the sides of the screen passes over them.



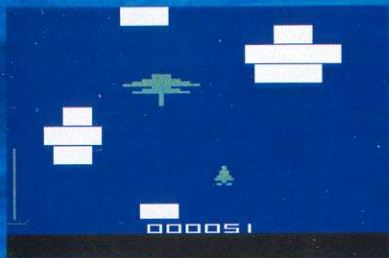
You start with a set amount of time (see GAME OPTIONS). If you can reach and shoot down the bomber (which requires three hits), you'll get additional time.



Remaining time is represented by a thin line on the left side of the screen. The enemy jets get more evasive and you get less time back each round.

II - UNLOCKING COLOR MODE

The game starts in black & white (b&w). If you manage to make it past the UFO stage you will unlock the color version of the game (which won't kick in until you finish the current game). In the color game there is a different bonus stage where you try to dock with a refueling tanker.



This gives you even more time back. You dock by touching the refueling nozzle sticking out of the rear of the tanker. Be careful not to collide with the tanker itself. You can also shoot down the tanker, but you won't get any points for it. HINT: The first tanker will appear right after the second bomber. Then it will show up at certain rounds after that. The UFO stage is not present in the color game. You can continue to play the color game in b&w by setting the color/b&w switch to b&w.

III - GAME OPTIONS

Left difficulty switch settings:

- A - Regular missile (goes in a straight line)
- B - Guided missile (moves in relation to your jet)

Game Matrix (selectable from title screen - hit RESET to return to title screen)

- 1 - Regular game (45 seconds, b&w - unlockable color)
- 2 - Easy game (60 seconds, b&w - unlockable color)
- 3 - Regular game (45 seconds, color unlocked)
- 4 - Young children's game (90 seconds, b&w - unlockable color, no collisions)
- 5 - Young children's game (90 seconds, color unlocked, no collisions)
- 6 - 2-player game (60 seconds, color unlocked, no radar or bonus stages)



Pirate

ARRRR MATEY...
X MARKS THE SPOT!

I - BACKSTORY

Once there was an evil pirate named "Up" Chuck LeDuc. He raided many ships and coastal settlements, amassing a large fortune.

Immediately after burying it on a small island, he was betrayed by his crew. Stabbed from behind, with his dying breath he cursed all those who coveted his treasure.

Stepping from shadows of the jungle, the Voodoo priestess who lived on the island smiled and cast a spell on LeDuc's corpse and his evil parrot.

Faced with the sight of LeDuc suddenly rising up and staring at them with unnatural eyes, the crew fled in terror to their ship. As they attempted to sail away, a mysterious storm appeared out of nowhere and sank the ship.

Years later, upon hearing the tale from the sole survivor of LeDuc's crew who managed to swim to another island, you resolve to claim the treasure for yourself.

As your ship enters the waters near the island, bizarre looking clouds appear on the horizon. The crew takes this to be an ill omen and refuses to set foot on the island.



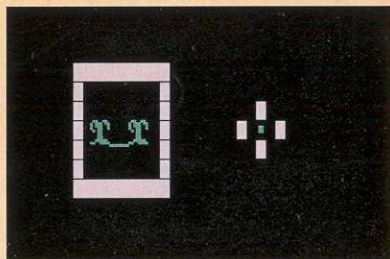
You set forth in a longboat with a handful of the bravest of your crew, the rest remaining anchored a safe distance away. As you draw near the island, a strong gale rolls in. The longboat sinks and your companions are sucked down into Davy Jones' Locker. Your ship is pushed far out to sea.

You wash ashore with nothing but the clothes on your back. Can you find the treasure?

Beware! The bony corpse of LeDuc still roams the island looking to protect his treasure!

II - THE ISLAND

The island is a 7x7 grid. Your starting location and the location of everything else is randomly generated at the start of every game.



The topography of the island however, remains constant. This should help you get your bearings at the outset after playing a few times.

III - THE DISPLAY

The game display is divided into a window on the left and an overview on the right.

The window on the left shows you what your character sees.

The color of the window itself and the display on the right are used to indicate which items you are carrying.

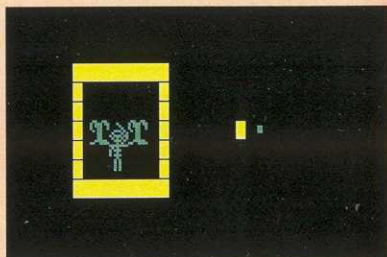
The color scheme is as follows:

Gray - Nothing

Blue - Shovel

Yellow - Sword

Green - Both the sword and shovel



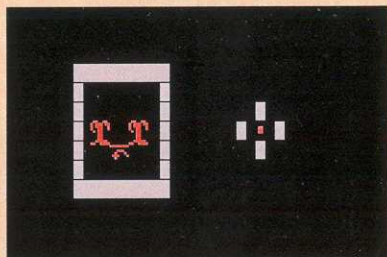
The color of the display inside the window reflects your health. You start the game with 3 hit points.

The color scheme is as follows:

Green - 3 hit points

Yellow - 2 hit points

Red - 1 hit point (you die on the next hit)



The overview on the right indicates which directions you are allowed to move. These are in relation to the small dot in the middle. They translate out to the equivalent compass directions in the game world (N,E,S,W).

IV - GAME PLAY

Use the left joystick to control your character. Tap the joystick in the direction you want to move. The fire button on the joystick is used to pick up, use items, and fight. The fire button will also start a new game.

You can fight by hitting the fire button when an enemy is on the screen. You always have the option of retreating (by moving away in a valid direction - although there may be consequences).

Snakes have 1 hit point each. They are also the easiest of the enemies to land a hit on.

The Voodoo priestess has between 2 - 4 hit points. LeDuc has between 2 - 5 hit points. These are randomly generated each game.

You may fight with your fists, the shovel, or the sword (the game automatically uses the best item in your current inventory). Each improves your odds of landing a hit.



V - THINGS YOU WILL ENCOUNTER

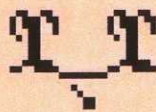
THE "X"

X marks the spot. This is where the treasure is buried. You must have the shovel to dig it up.



THE SHOVEL

Left over from another adventurer who met his fate on the island. You must have it to dig up the treasure. When you pick it up, LeDuc will sense the danger to his treasure and rush to protect it. There is a possibility that the shovel will be in the hut.



THE SWORD

This is the sword that was used to kill LeDuc in the first place. It was dropped by the first mate as he fled the island.



THE FLOWER

There is a flower growing on the island that has medicinal properties. If you are wounded, it will restore you to full strength. If you're already at full health, don't waste the healing powers of this plant by plucking it unnecessarily.



SNAKES

There are three snakes on the island. Like most real snakes, they won't bother you if you don't bother them. However, they may or may not be on top of something you need.



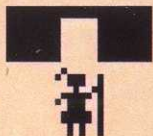
THE HUT

Hit the fire button to enter/exit.



THE VOODOO PRIESTESS

She lives in the tiny hut on the island. If you enter her hut, you will be trapped. Your only option will be to fight your way out. If you manage to kill her, all the snakes on the island will return to their holes.



LEDUC

His animated corpse roams the island with only one purpose - protect the treasure! He will not attack you unless attacked, but he will hinder your movement. Upon encountering him, you will only have the option of going back the way you came or fighting.



If you are carrying the shovel and run away from him, he will steal the shovel (he is a pirate after all) and give it to his equally undead parrot. The parrot will deposit it somewhere else on the island.

PHANTOM II / PIRATE CREDITS

Game program: David Weavil

Manual text: David Weavil

Phantom II artwork and label design: Dave Dries

Pirate artwork and manual design: Nathan Strum



www.bataribasic.com

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