

RAINBOW INVADERS

ATARIAGE GAME PROGRAM INSTRUCTIONS



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MOGNO

GAME NUMBER
SM2006.01



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.

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1. INTRODUCTION

It's the year 3006, and the evil "Rainbow Invaders" from the planet "Pacco" are headed to Earth! They look like the ridiculous aliens seen in 1980's arcade games, but these aliens

are extremely dangerous, and they want to exterminate all humans! You command a fleet of spaceships and you must defeat all the Invaders to save Earth! Good luck!

2. CONSOLE CONTROLS

Use the console switches to start a new game or to change the difficulty level:

- **Game Reset:** Start a new game. You can start a new game at any time by pressing the reset switch. You can also start a new game by pressing the joystick button when the game is over.
- **Game Select:** Select the starting level. There are five game variations, and the currently selected variation is displayed where the player's score normally is. Game 1 lets you start from level 1, game 2 from level 5, game 3 from level 9, game 4 from level 13 and game 5 from level 17.

- **Left Difficulty:** If set to "B", you can abort a shot and launch a new missile without waiting for it to hit an alien invader or disappear at the top of the screen. If set to "A", you can't abort a shot and must wait for it to hit an alien or reach the top of the screen before firing a new missile.
- **Right Difficulty:** If set to "B", you can become invulnerable to enemy shots for a few moments by pressing your stick down. If set to "A", this feature is disabled.

NOTE: This Game Program was designed to protect your TV screen from "phosphor memory" effects of the graphics. However, when you aren't playing the game, turn off your ATARI® 2600™.

3. USING THE CONTROLLERS



Use your left joystick controller with this Game Program. Plug it in the LEFT

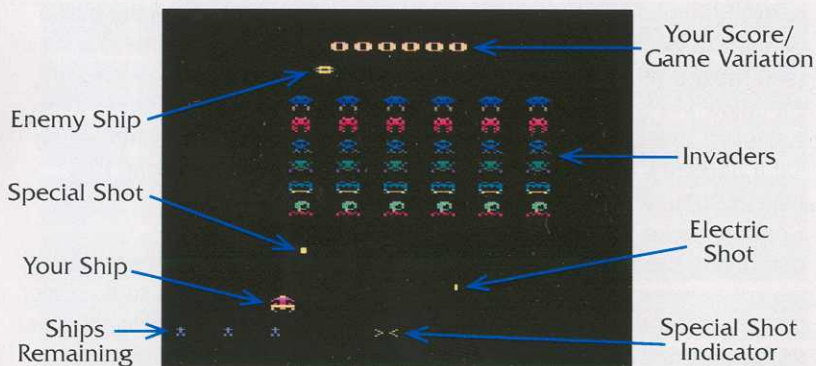
CONTROLLER jack and hold it with the red fire button to the upper left corner toward the TV screen.

4. GAME OBJECTIVE

Your objective is to destroy all Invaders with missiles fired from your ship. You must destroy all Invaders before they reach the bottom of the screen and avoid getting fried from their Electric Shots. After you destroy all 36 Invaders you'll proceed to the next level. As you complete levels, the game difficulty increases too (see the "Game Difficulty" section). You start with a fleet of four ships and the

game ends when you lose your entire fleet or when all the levels have been cleared. You win an extra ship at 20,000 points, and every 20,000 points you score thereafter. Sometimes an Invader fires a Special Shot that doesn't fry your ship but gives you a bonus or a handicap: avoid the handicap shots and pick the bonus shots to make your objective somewhat easier.

5. GAME SCREEN



Special Shots give your ship a special bonus or a handicap, depending on the bonus/handicap associated with the shot when you hit it (see the next section). Special Shots are distinguished from normal shots because they vary their width as they fall.

The Enemy Ship appears randomly during the game and crosses the top of screen without firing any bombs. Blast it to earn 500 points.



6. SPECIAL ENEMY SHOTS

Sometimes, a randomly chosen Invader fires a Special Shot instead of a normal Electric Shot. You can spot the Special Shots because they vary in width as they fall, and they fall more slowly than normal shots. If hit, it doesn't fry your ship but gives you a bonus or a handicap, depending on the type of Special Shot it is. As it falls, its associated bonus/handicap varies randomly: the current bonus/handicap is shown by the Special Shot indicator (see table on the following page). Sit below the Special Shot to capture it, but be sure to dodge it if it becomes bad! You can take advantage of these Special Shots to make your objective of destroying the Invaders easier.

When you hit a Special Shot you receive a bonus or a handicap. If a bonus, you'll hear a nice bell

sound, otherwise you'll hear a bad sound. Depending on the bonus/handicap type, it can have finite time duration or infinite duration

In the first case, the background color changes from black to the color associated with the active bonus/handicap (it's the same color as the Special Shot Indicator is when you catch the shot). As the bonus/handicap time passes, the color surrounding the score area flashes with increasing frequency until the time expires, and the entire background becomes black again, reflecting that the bonus/handicap has expired

In the second case, the entire background changes to the color associated with the active bonus/handicap and there's no time expiration.

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In both cases the bonus/handicap ceases either when you clear a level, lose a ship or capture another Special Shot, which then becomes the active one.

There are 16 bonus/handicaps associated to Special Shots. The following table shows you a complete explanation of every one.

Graphic	Duration	Description
	10 seconds	Your ship movements and shots become faster. Shoot as many Invaders as you can!
	infinite	Your ship left/right movements are inverted. Don't be confused when moving your ship!
	infinite	Your ship movements and shots become slower. Avoid Electric Shots!
	10 seconds	Enemies can no longer launch their Electric Shots. Shoot as many Invaders as you can!
	infinite	Invaders' Electric Shots descend at maximum speed. Avoid Electric Shots!
	infinite	Invaders' Electric Shots follow your ship. Move your ship constantly to dodge Electric Shots!
	5 seconds	Invaders stop moving. Shoot as many Invaders as you can!
	1 second	Invaders move very fast. Prepare to resume shooting them when this handicap expires!
	10 seconds	All shots become invisible (your shots too!) Don't stay below the Invaders, you could be fried!
	30 seconds	If you miss when shooting at an Invader or the Enemy Ship, a randomly generated Invader could appear! And your "Shot Abort" option is disabled! Don't fire a shot if you aren't sure to hit an enemy!
	1 second	Your ship freezes momentarily. Dodge this malicious handicap!
	infinite	Invaders' Electric Shots follow a random path. Stay far away from Electric Shots!
	infinite	Your shots follow a random path. Good luck!
	5 seconds	Your shots don't stop when they hit an enemy. Blast an entire Invader column with only one shot!
	30 seconds	A randomly chosen Invader blinks. If you don't blast it immediately, every few moments a new Invader is randomly generated! Blast the blinking Invader as soon as you can!
	10 seconds	A randomly chosen Invader blinks. If you don't blast it in 10 seconds your ship will explode. Blast the blinking Invader or die!


7. GAME DIFFICULTY

As the game proceeds, its difficulty increases. New difficulty features are introduced with new levels. Game difficulties are summarized below:


Levels 1 to 4

- Every successive level, Invaders start moving from a lower horizontal position.
- Invaders' Electric Shots follow a straight path.
- Invaders' Electric Shots descend at random speed.
- Special shot type changes about every 2 seconds.


Levels 5 to 8

- Every successive level, Invaders start moving from a lower horizontal position, starting in level 5 at the same horizontal position of level 1.
- Invaders' Electric Shots follow a random path, like when the  handicap is active.
- Invaders' Electric Shots descend at random speed.
- Special shot type changes about every 1 second.

Levels 9 to 12

- Every successive level, Invaders start moving from a lower horizontal position, starting in level 9 at the same horizontal position of level 1.
- Invaders' Electric Shots follow a random path, like when the  handicap is active.
- Invaders' Electric Shots descend faster.
- Special shot type changes about every 0.5 seconds.


Levels 13 to 16

- Every successive level, Invaders start moving from a lower horizontal position, starting in level 13 at the same horizontal position of level 1.
- Invaders' Electric Shots follow your ship, like when the  handicap is active.
- Invaders' Electric Shots descend at random speed.
- Special shot type changes about every 0.5 seconds.



7. GAME DIFFICULTY (continued)

Levels 17 to 20

- Every successive level, Invaders start moving from a lower horizontal position, starting in level 17 at the same horizontal position of level 1.
- Invaders' Electric Shots follow your ship, like when the  handicap is active.
- Invaders' Electric Shots descend faster.
- Special shot type changes about every 0.5 seconds.

Levels 21 to 23

- Invaders start moving from a random horizontal position.
- Invaders move horizontally at a larger step.
- The "Shoot Abort" option is disabled.
- If you fail to shoot an enemy a random bonus/handicap will start.
- Invaders' Electric Shots follow a straight path.
- Invaders' Electric Shots descend at random speed.
- Special shot type changes about every 0.5 seconds.

Levels 24 to 27








- Invaders start moving from a random horizontal position.
- Invaders move horizontally at a larger step.
- Invaders' movement blocks for less time.
- The "Shot Abort" option is disabled.
- If you fail to shoot an enemy a random bonus/handicap will start.
- Invaders' Electric Shots follow a straight path.
- Invaders' Electric Shots descend at random speed.
- Special shot type changes about every 0.5 seconds.

At level 1, the last Invader will move faster than the others. At level 2, the last 2 Invaders will move faster than the others and so on. As a final note, you'll clear a level only upon blasting all 36 Invaders above you. If they will reach the bottom of the screen you'll lose a ship and restart the game with 36 Invaders from the same level.



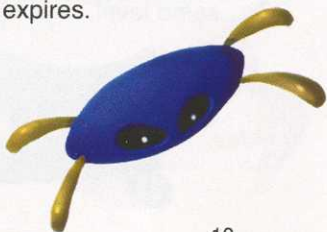
8. SCORING

Every target gives you a different score when hit. The following table lists the points you receive for destroying each type of Invader:

	50 points		200 points
	100 points		250 points
	150 points		300 points
	500 points		

9. HELPFUL HINTS

- Memorize all of the bonus/handicap types and their associated symbols. Also memorize the symbol colors, to know what is the active bonus/handicap.
- Try to hit a Special Shot only when you are sure that it will give you a bonus and it's not about to change.
- Remember, you have a temporary invulnerability if you pull down your joystick: use it only when necessary. But remember your ship will be frozen for briefly after the invulnerability expires.
- If you hit a handicap, try immediately to hit another Special Shot: if you are lucky the handicap will turn into a bonus.
- If you hit a handicap and still have to blast a few Invaders, try to die by being hit by an Electric Shot. You'll lose a ship but you'll restart where you left off without the handicap, and it will be easier to clear the level (remember: if the Invaders reach the bottom of the screen you'll lose a ship and have to restart at the beginning of the level.)



10. CREDITS

Game Development

- Silvio Mogno: Game design and programming.
- AtariAge: Game production and distribution.
- Nathan Strum: In-game graphics, label & manual design.
- Tony Morse: Manual design.
- Zach (member of AtariAge forum): for game testing and moral support.
- John Dullea: for PCAE, the first tool used to develop this game.
- John Saeger: for Z26, a nearly perfect 2600 emulator.
- The Stella Emulator programming team: for their emulator and the powerful built-in debugger.

Special thanks

- Albert Yarusso: for game production, game testing, suggestions and support. Also for his great site: www.atariage.com.
- Nathan Strum: for improved graphics design, game testing, and game design suggestions.
- Dennis Debroy: for discovering a serious bug and for game testing.
- All people that collect 2600 tech info that were indispensable in helping develop this game.
- Skeptical people in 2600 forum for giving me the moral trigger that made me restart and finish this so long WIP.

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