SpaceBattle

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.
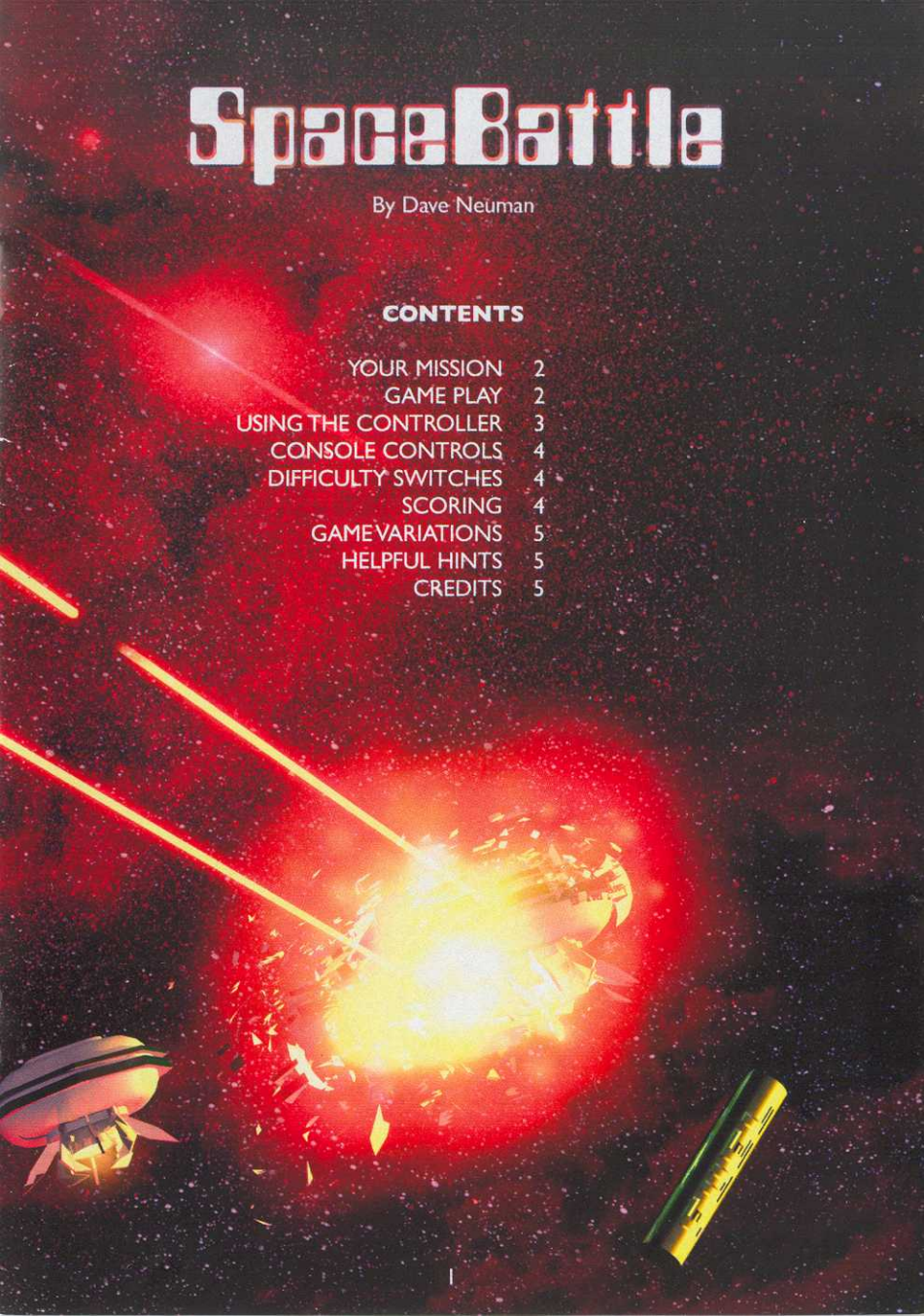
Cartridge and manual produced by:

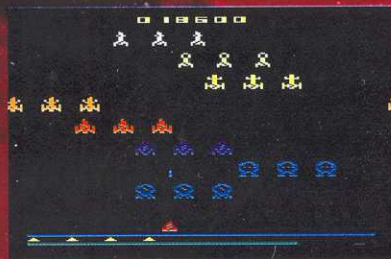AtariAge

SpaceBattle

By Dave Neuman

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YOUR MISSION

The intergalactic treaty of 2345 has been broken by a race known as the G'ohrn. You are on patrol in the Gamma Sector of the Dyni'bian Cluster when you receive a distress call from Earth Outpost #4. Your mission is to defend the remote Earth outpost.

If you miss the platform, your fuel tanks sustain damage and begin to leak at an alarming rate. You must quickly hit your thrusters and try again. You will not engage the enemy until you successfully land on the defense platform.

The enemies first appear in just two groups, but as you defeat more waves of them, they will attack in greater numbers. When you destroy one ship in a group, the remaining ships in that group raise their shields (signified by an "S") and that group is invulnerable until a different group is attacked.
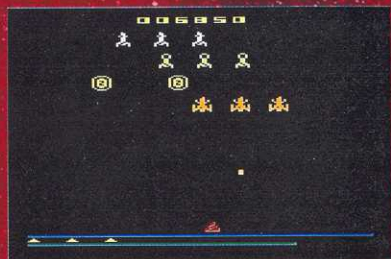
GAME PLAY

The object of the game is to destroy the enemy attackers. Your first task is to land your ship on the Outpost's defense platform while avoiding an enemy scout ship. The defense platform will change position until you are close enough to be identified as friendly. The platform will then lock into position and you may proceed with your landing.

The enemies will drop plasma bombs, which you must avoid. Activating your shields will deflect the plasma bombs, but the shields will overheat and cause a massive core breach if left on too long.

If you disengage your shields they will cool quickly and be ready to sustain another attack.

You have a limited supply of fuel and if you exhaust it, you will lose core containment and your ship will explode.

It is possible to replenish some of your fuel by catching green fuel pods released by the enemy fleet as it breaks up. The enemy will try to disguise these fuel pods as plasma bombs until the last

second when they'll change color from red to green.

Your ship includes sensors that indicate when a fuel pod is detected.

The display will indicate "Refuel" and your ship will turn from red to green when it is safe to collect fuel.

The remaining fuel is displayed at the bottom of the screen and changes color from green to yellow to red as your fuel is depleted. A "low fuel" alarm is activated when your fuel becomes critically low.

When all of the enemies in the main fleet are defeated, two morphing Kh'rylian Destroyers appear which you must eliminate before moving onto the next level. The Destroyers must be hit several times before they will overheat and finally explode.

The Destroyers have the ability to warp space during their attack, causing your base to become twice as wide as normal, so be careful!

The Destroyers do not drop any fuel pods, only plasma bombs, so you must eliminate them quickly.

The enemy attacks in a series of waves and each consecutive wave moves in a different pattern. Within each wave as more enemies are destroyed, the remaining enemies increase their speed. As you increase levels the fuel consumption rate increases and you have less time to destroy the enemies.

USING THE CONTROLLER

Use your Joystick Controller with this ATARI Game Program. Be sure to plug the controller cable firmly into the jacks of your Video Computer System. Hold the controller with the red button to your upper left toward the television screen. Use the Left Controller jack.

Use the Joystick Controller to move your ship left or right. If you are landing your craft, press up on the joystick to fire the thrusters. If you are in battle, pressing up or down activates your shields.

Push the controller button to fire your laser cannon or to start game action.

THRUST/
SHIELD

RIGHT

LEFT

SHIELD

FIRE/
START
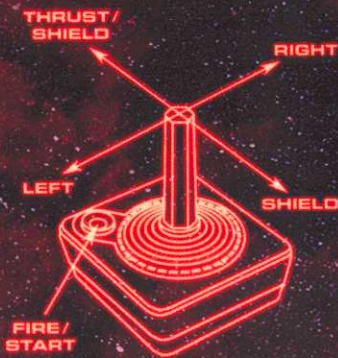
CONSOLE CONTROLS

To select a SPACE BATTLE game option, press the Game Select switch. The game number and icon for each game is displayed. When you have selected the game you wish to play, press the controller button or Game Reset switch to start the action. When the battle begins, your score will appear at the top of the screen.

Pressing Game Select or Game Reset during a game will clear your score and return you to the title screen, so you can begin a new game or choose a different game option to play.

When "Game Over" appears, after a four second delay, you will automatically be returned to the title screen where your final score is displayed.
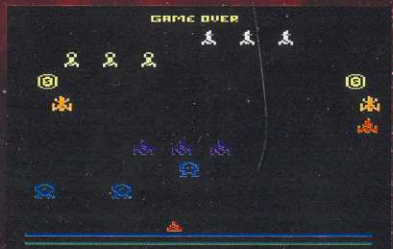
DIFFICULTY SWITCHES

SPACE BATTLE has two difficulty levels: A and B. The B level is for normal game play. Level A is for the skilled SPACE BATTLE player.

The left difficulty switch controls whether or not the enemy ships drop fuel pods. If A is selected, the enemies will not drop any fuel for you to collect.

The right difficulty switch controls the bomb speed. The bombs fall at full speed when the switch is set to A.

SCORING

Score points by destroying enemy ships. You can also score points if you destroy incoming plasma bombs or fuel pods. Earn extra points for catching fuel pods. Bonus points are given for each Destroyer wave completed.

Points are scored as follows:

Successful Landing	1450
Destroy Enemy Ships	50-100
Destroy Enemy Plasma Bomb	50
Destroy Enemy Fuel Pod	50
Catch Enemy Fuel Pod	50-850
Destroy Kh'rylian Ships	50
Destroy Kh'rylian Bomb	50
Complete Level	1450

A bonus ship is awarded after every completed level to a maximum of six. A musical tune is played as each new level begins.

GAME VARIATIONS

There are four variations available from the main menu:

Option 1   Standard Play
Option 2   Steerable Laser Fire
Option 3   No Shields
Option 4   Disappearing Enemies

HELPFUL HINTS

1) You can only have one laser missile on the screen at once so make every shot count.
2) You can "refire" your laser canon at any time to disable the existing laser missile and fire a new one.
3) Catching fuel pods adds to your fuel supply and increases your points.
4) Listen to the sounds… plasma bombs make a distinctive sound when dropping.

CREDITS

Programmed by: Dave Neuman

Manual text: Dave Neuman
Label and manual artwork:
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Manual design: Nathan Strum

Thanks to my wife Cheryl, son Josh and daughter Cortney for putting up with me and my obsessive hobby.

Thanks also to Albert, Nathan and other members of the AtariAge forums for all of their input.

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