

# ATARI<sup>®</sup> 2600<sup>™</sup>

## SPACE RAO

by Óscar Toledo Gutiérrez



COLLECTORVISION  
Games

For use with the Atari 2600 Video Computer System and Sears Video Arcade. For color or black and white TV.

**Note:** Always turn the console POWER switch OFF when inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI 2600™ Video Computer System™ game.

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## **GAME DESCRIPTION**

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SPACE RAID is a stunning 3-D space game that takes you across alien asteroid fortresses on a special mission. The evil Robot and its fierce armies have conquered an asteroid belt. You must stop them before they enslave the entire galaxy! Fly through space and destroy the enemy spaceships. Pass the barrier on the first asteroid, then dive to the enemy surface. Evade fire from gun turrets and mobs as you search for the Robot Warrior. Once you successfully cross the asteroid fortress, you must fly through deep space again. Avoid the enemy squadron combing the galaxy in search of your fighter! Can you defeat the evil Robot?

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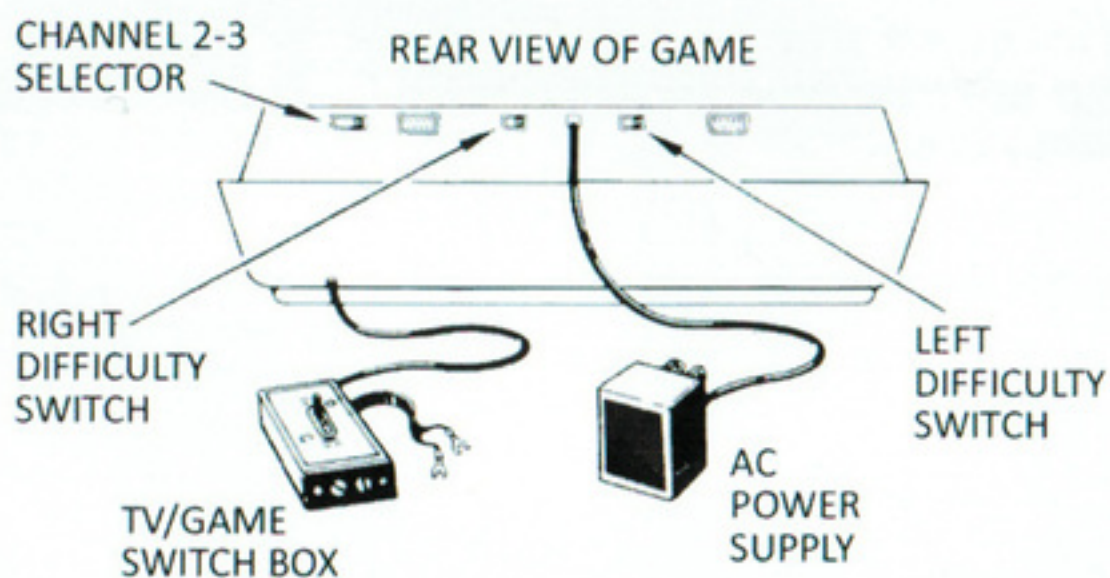
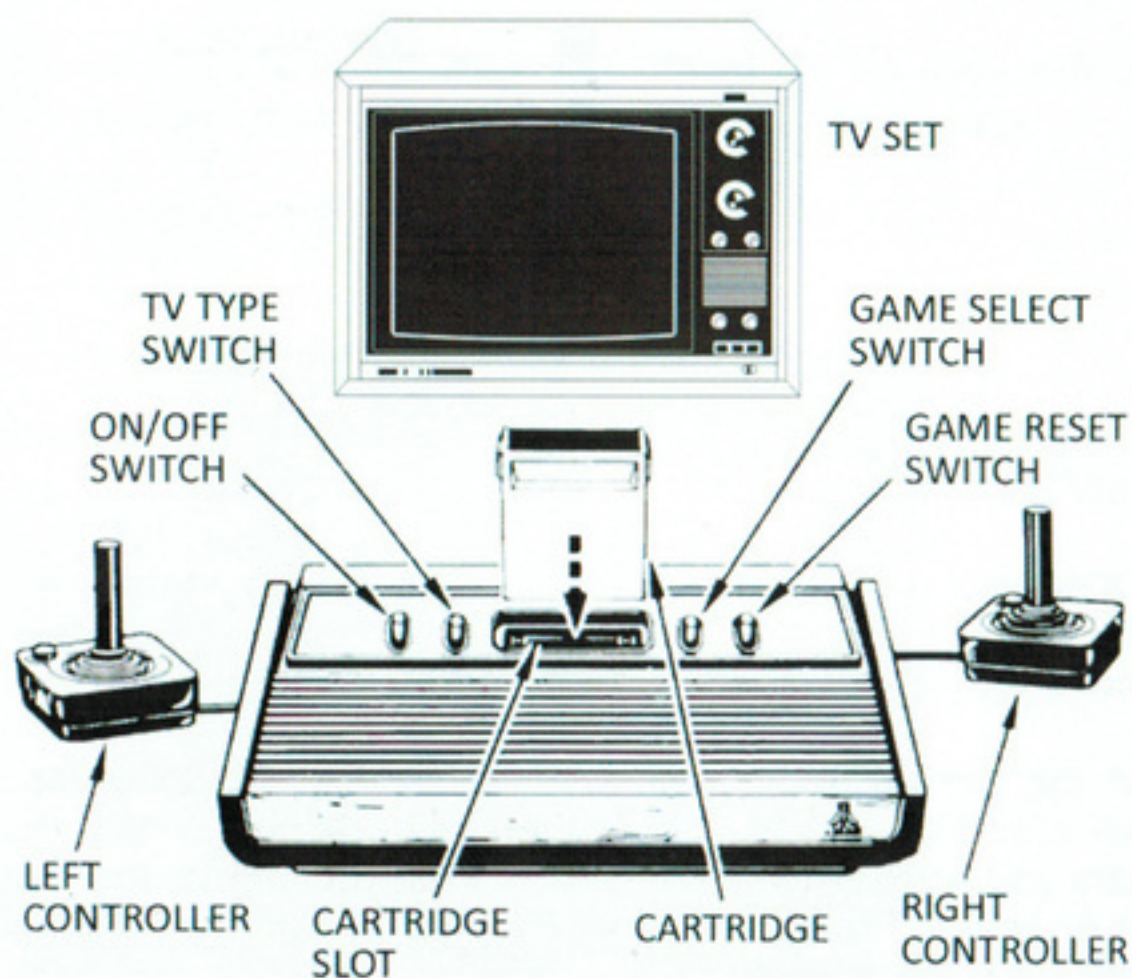
## **GETTING READY TO PLAY**

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Make sure the Video Computer System is connected to the TV, and the power supply is plugged in.

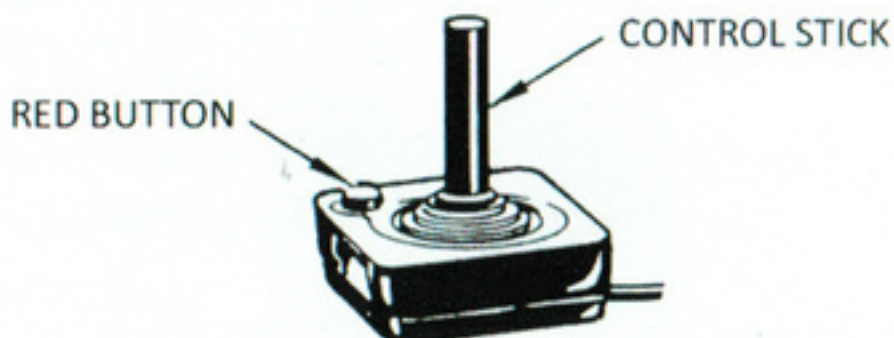
Be sure that you have plugged the controllers into the jacks at the rear of the Video Computer System.

Insert cartridge, then turn On/Off switch to On. (ALWAYS TURN THE ON/OFF SWITCH TO OFF WHEN INSERTING OR REMOVING A CARTRIDGE.)



## USING THE CONTROLLER

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Use the left controller. Always hold controller with the Red Button to your upper left (toward the TV).

1. **CONTROL STICK:** Push the Control Stick away from you to make your fighter move down. Pull the Control Stick toward you to make your fighter move up.

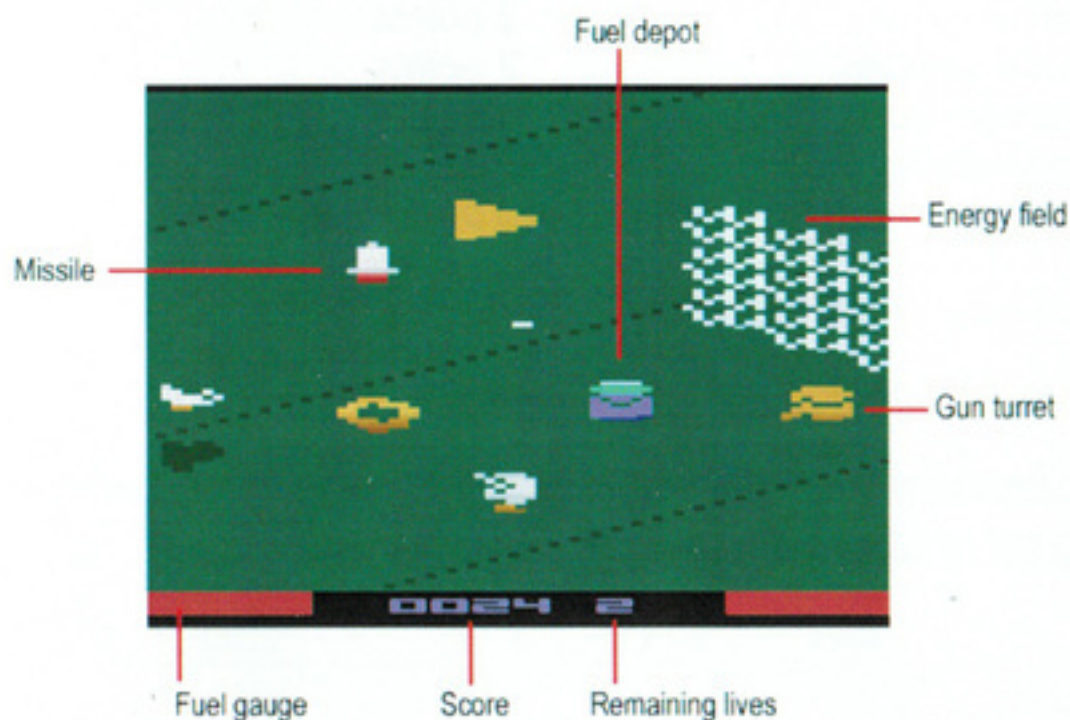
Push the Control Stick away from you and to the right or left to move your fighter down-right or down-left. Pull the Control Stick toward you and to the right or left to make your fighter move up-right or up-left. Push the Control Stick left or right to make your fighter move left or right.

2. **RED BUTTON:** Press the Red Button to make your fighter fire an energy blast.

## HERE'S HOW TO PLAY

Select difficulty with P1, Easy (B) / Hard (A), in easy difficulty you'll get a crosshair to point to enemies.

Press Reset anytime to re-init the game.



Your fuel level is shown with a double red bar in the bottom part of screen, destroy fuel depots to restore it. In space the fuel isn't used but inside fortresses it will be consumed and faster in advanced levels.

Your score is shown in the bottom part of screen along with your remaining number of ships.

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## SCORING

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Missile	1 point
Fuel	1 point
Cannon	2 points
Plane	2 points
Alien	3 points
Ground satellite	2 points
Tracking missile	5 points
Flying satellite	5 points
Big robot	25 points

You'll earn one life for each 200 points.

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## HOW TO REACH US

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### **Nanochess**

[www.nanochess.org](http://www.nanochess.org)

### **CollectorVision**

[www.collectorvision.com](http://www.collectorvision.com)

# CREDITS

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Program and Audiovisual by Oscar Toledo G. (aka NanoChess).

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- + enthusi
- + Gabriel
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- + Rom Hunter
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*Games*