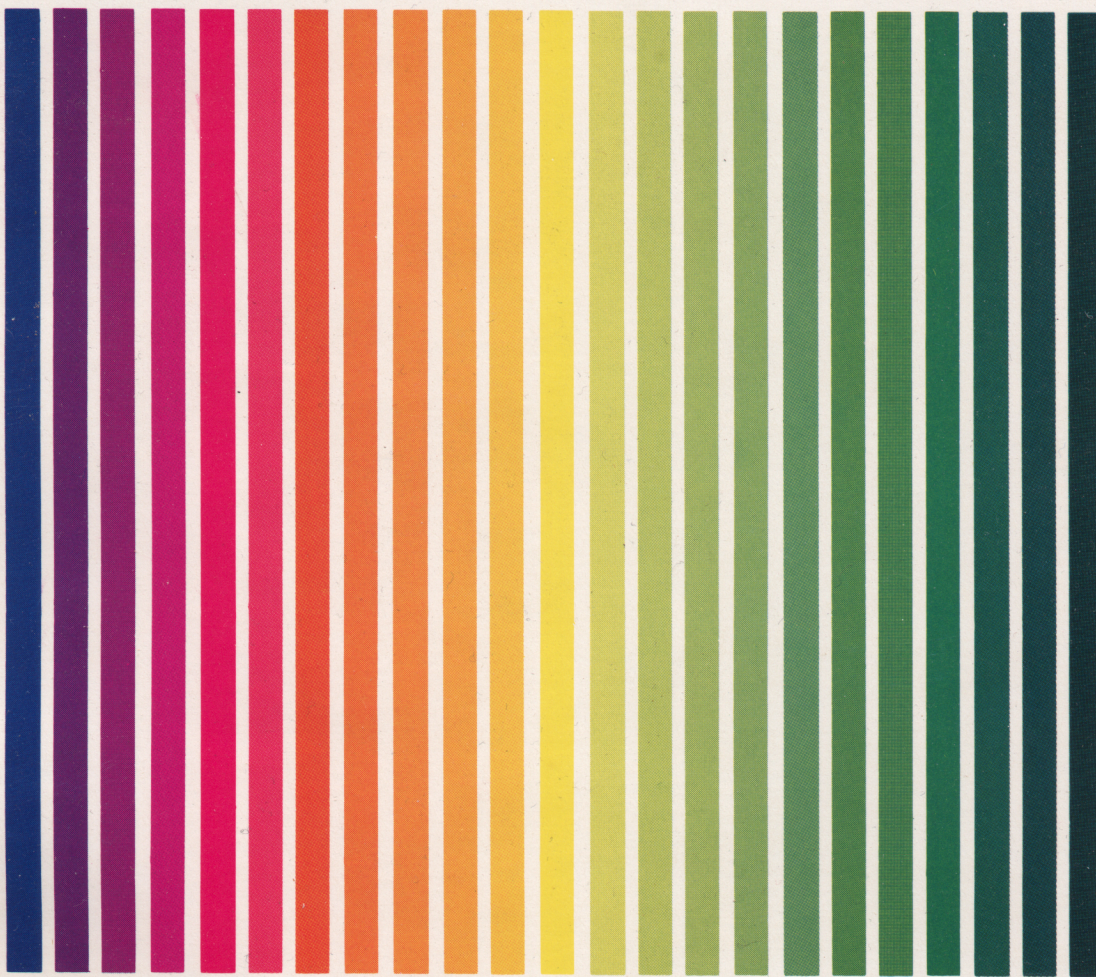# ꓱPX

ATARI® PROGRAM EXCHANGE

Chuck Gibke

AIR-RAID!

Head off the bombers before they reach the city

Cassette: 16K (APX-10187)   Diskette: 24K (APX-20187)

User-Written Software for ATARI Home Computers

Chuck Gibke

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AIR-RAID!

by

Chuck Gibke

Program and Manual Contents ©1982 Chuck Gibke

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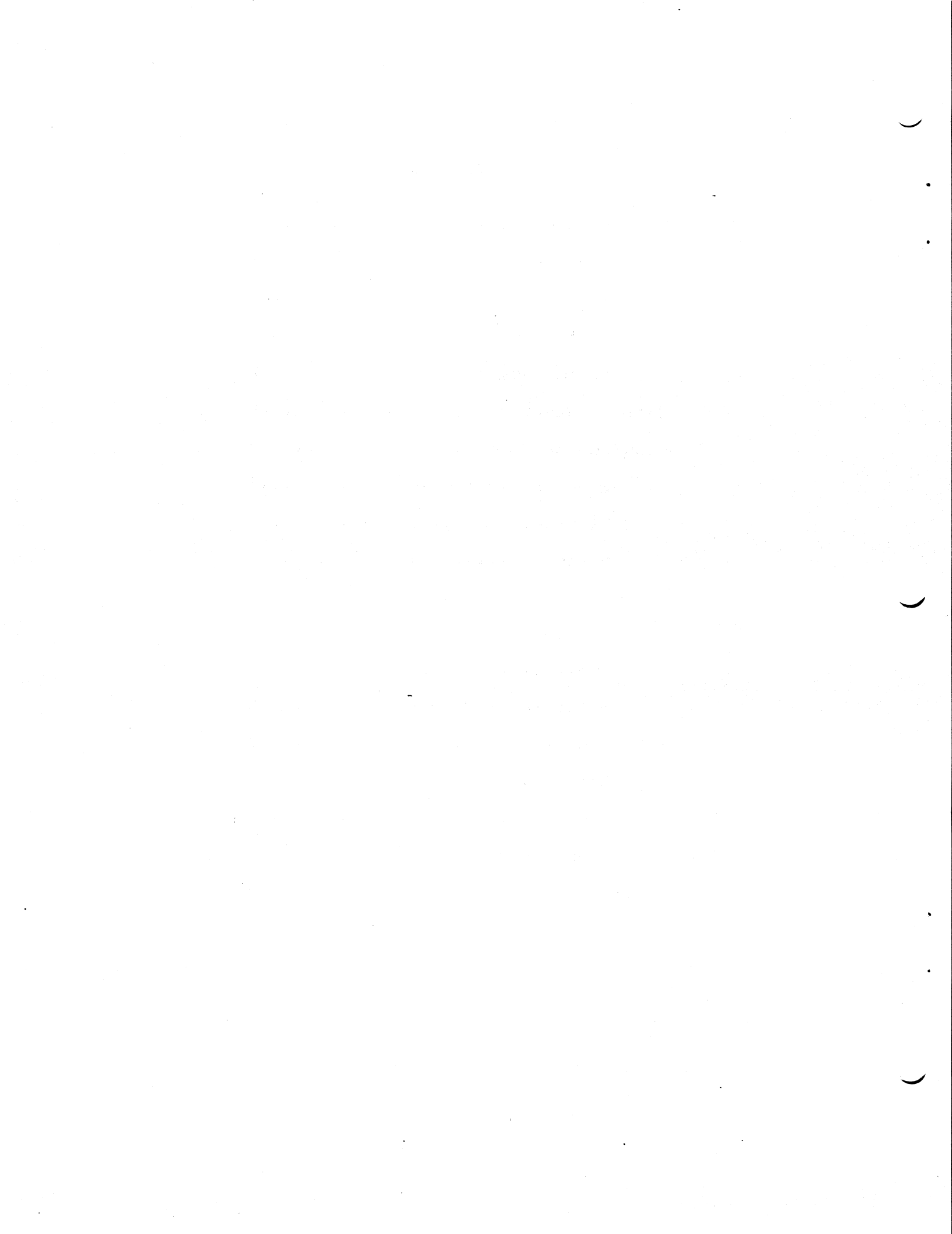ATARI 822™ Thermal Printer
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INTRODUCTION

OVERVIEW

Samuel jumps quickly into his plane and takes off.
Once airborne, he flies straight for the bomber
formation. A quick burst from his guns and the first
one falls. The rest follow as do those in the second
wave. "A piece of cake," Samuel gloats as he lands to
refuel.

It's not long before the next strike appears on the
radar scanner. Again he takes to the air. Bearing
down on the lead bomber brings a nasty blast from the
bomber's forward guns. Swinging in from behind,
Samuel polishes off the remaining planes. "Got to be
more careful," he mutters.

As he engages another strike force, he suddenly
realizes he faces a larger formation and ... FIGHTERS!
In panic, Samuel dumps his tanks and races back to
the airstrip to refuel. The fighters are dogging his
tail. A bomb falls on the radar beacon and the
scanner blanks out. Then bombs wipe out the airstrip.
Samuel can't land; his aircraft can take no more,
and the fight is over.

You face the same conditions as Samuel when you play
this game of defense. Enemy bombers, which appear in
increasing numbers, some with fighter escorts, attack
your aircraft, the radar beacon, and the two
airstrips. You fly over eight scrolling screens of
landscape, using a limited amount of fuel and
ammunition, to shoot down as many planes as possible.
Your final score shows how good a fighter pilot you
are, and AIR-RAID! keeps track of the high score for
the game session.

REQUIRED ACCESSORIES

One ATARI Joystick Controller

Cassette version

16K RAM
ATARI 410 Program Recorder

Diskette version

24K RAM
ATARI 810 Disk Drive

CONTACTING THE AUTHOR

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ACKNOWLEDGMENTS

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for their comments and help:

Susan Gibke
Scott Foute
Gary Malina
Mike Downie

GETTING STARTED

LOADING AIR-RAID! INTO COMPUTER MEMORY

    1. Remove any program cartridges from the (Left Cartridge) slot of your computer.

    2. Plug your Joystick Controller into the (leftmost) controller jack at the front of your computer console.

    <u>If you have the cassette version of AIR RAID!:</u>

        a. Have your computer and your program recorder turned off.

        b. Turn on your TV set.

        c. Connect your program recorder to the computer and to a wall outlet.

        d. Slide the AIR RAID! cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.

        d. Hold down the START key while you turn on your computer.

        e. Press the RETURN key.

        f. The program will load and display the AIR RAID! scoreboard after about six minutes.

    <u>If you have the diskette version of AIR-RAID!:</u>

        a. Have your computer turned OFF.

        b. Turn on your disk drive.

        c. When the BUSY light goes out, open the disk drive door and insert the AIR-RAID! diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)

        d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

PLAYING THE GAME

GAME SCOREBOARD

The AIR-RAID! scoreboard displays on the screen,
showing the current and high scores for this session,
as follows:

<div style="text-align:center">

000000   HIGH 000000   SKIP 0

PRESS START TO BEGIN GAME

</div>

If you're just beginning the game, the scores are all
zeros. On the left, the score for each strike
appears. You can compare it to the HIGH score in the
center of the scoreboard. That's the score to beat!

Each strike is more difficult. If you want to start
at the easiest level, leave the SKIP number alone, at
zero. But for a greater challenge in a higher strike
number, you can skip the lower levels. To go to a
higher strike level, type in a number from 1-9. If
you type in 3, for example, you'll skip three and
start with strike 4. You can change the SKIP counter
only when the scoreboard display is on the screen.

Press the START key to begin your first strike.

PLAYFIELD

You're in control until all your planes are destroyed.
The playfield appears in the following form:

```
+------------------------------------------+
|              RADAR SCANNER               |
|------------------------------------------|
|                                          |
|                                          |
|          FIELD-OF-VIEW WINDOW            |
|                                          |
|                                          |
| ---------------------------------------- |
|  S:1   FUEL 99    AMMO 99    PLANES 5|
|  000000    HIGH:    000000   SKIP: 0 |
+------------------------------------------+
```
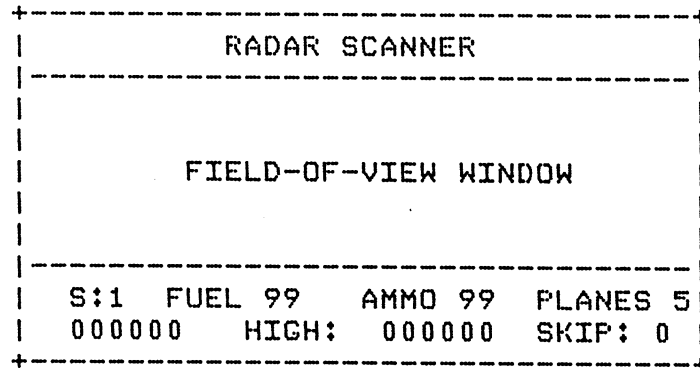
The game playfield is eight TV screens wide. The
radar scanner covers this entire area, from extreme
left where the bombers appear, to the extreme right
where your base and city are located. The
Field-of-View Window displays only an eighth of the
playfield at a time.

The Radar Scanner shows your plane and objects that
are out of the Field-of-View Window. The radar sweeps
as long as the radar beacon is undamaged.

The Field-of-View Window displays your aircraft
landed on the second of the two airstrips. The window
always displays your aircraft. As you fly about, the
window moves with your aircraft.

The numerical information at the bottom of the screen
is as follows:

S = Strike number. The number of the strike in
progress.

FUEL = Fuel supply. The current amount of fuel
on board your aircraft (up to 99).

AMMO = Ammunition supply. The current amount of
gun rounds on board your aircraft (up to 99).

PLANES = Planes remaining. The number of
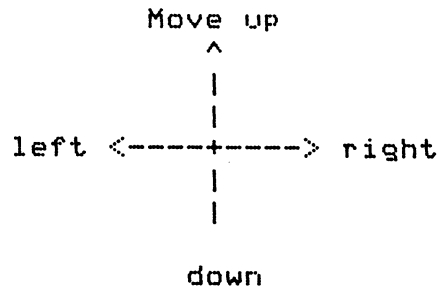replacement aircraft available (up to 4).

000000 = Your score for this game.

HIGH = The high score since you began this
session of AIR RAID!

SKIP = The number of strikes that you skipped at
the start of the game.

MOVEMENT

You control your aircraft with your joystick as
follows:

```
                    Move up
                       ^
                       |
                       |
        left <----+----> right
                       |
                       |

                     down
```

To take off, move the joystick to the left or right
and then up. Once in the air, you take full control.
Notice that the window changes whenever you change
direction. The effect is to give your aircraft
maximum forward visibility. Your plane continues to
fly even if you don't touch the joystick.

Flying near the playfield edges (extreme right or
left) causes your aircraft to reverse direction and
send you the other way. Sorry, but you can't escape!

STRIKES

Each bomber strike has two waves of planes. A wave
moves from left to right on the playfield. Enemy
bombers in range of your base release bombs. Bombers
in the later strikes are escorted by fighters. A new
strike begins when you eliminate the current wave or
when the wave of planes moves off the right side of
the playfield.

WEAPONS

Firing the guns is easy! Just press the red button on
your Joystick Controller. But make sure you have
enough ammunition, or nothing fires.

FUEL

Your aircraft stays in the air as long as you have fuel. Without fuel, it loses altitude and crashes (or lands if you happen to hit an airstrip). Managing your fuel is an important part of the game.

REFUELING AND REARMING

You can refuel and rearm by landing on one of the two airstrips and coming to a complete stop. Watch the gauge at the bottom of the screen to see how much fuel and ammunition you're taking on. You may take off at any time, even if your ammunition and fuel aren't full yet. No matter how long you stay on the airstrip, the gauges for fuel and ammunition won't go above 99 each.

DROP TANKS

Half the fuel in your aircraft is stored in the main fuel tanks and half in disposable "drop tanks." If you drop the external tanks, you increase aircraft performance, but you cut flying range in half. You may drop the tanks at any time you're in the air. To drop the tanks, press the space bar on the computer console. The fuel level drops to 50 (if it was above 50 before you dropped the tanks). When you're refueling, the drop tanks are considered to be attached if the fuel level is 50 or above. Dropping the tanks when the fuel level is below 50 won't cause any fuel to be lost — the external fuel is consumed first.

REPAIRS

Any damage that the bombers cause is repaired between strikes. The repair men work fast to have everything ready before you fly again.

SCORING

You earn points as follows:

5 points for each second of play.

75 points for each bomber destroyed.

250 points for each fighter destroyed.

In addition, you earn BONUS points at the end of each strike for these conditions:

aircraft intact:	100 times strike number
radar beacon intact:	100 times strike number
airfield #1 intact:	100 times strike number
airfield #2 intact:	100 times strike number

Any bonus points you earn display at the end of the strike.

You gain a bonus aircraft for each 10000 points you accumulate. You can accumulate a maximum of nine replacement aircraft.

STOP, RESTART, OR HOLD

During play, if you press the START, SELECT, or OPTION keys, you'll abort the game in progress. Then the program returns to the scoreboard display.

Pressing START or the red joystick button while the scoreboard is on the screen begins a new game.

You can pause at any time during game play by pressing any key (other than the START, SELECT, or OPTION keys or the space bar). Press another key to resume playing.

TACTICS

Defense of your base area is the name of the game.
You have several ways to do this. Knocking out the
bombers before they can start dropping bombs is the
best. Long range hit-and-run tactics are enough for
the earlier strikes. But you'll have to manage your
fuel and ammunition judiciously in later strikes.
You can increase aircraft performance if you drop your
tanks, but you'll sacrifice your time in the air.
Retain your tanks as long as possible, particularly
against the fighters in the later strikes. Remember
that dropping them when your fuel level is already
below 50 does you no harm.

Sometimes you'll want to ignore the fighters and just
go after the bomber formation. This is risky, but the
fighters head for home if all the bombers have been
shot down. If you have time, deal with the fighters
first and then knock off the predictable bombers. Try
using a bomber as a shield to ambush a fighter.

The bombers won't shoot if you're inside their
formation. Therefore, use your reflexes to blast them
in between each other where you're safe. Your
survival in the later strikes depends as much on
strategy as on reflexes. Running into enemy bombers
and fighters scores no points and harms your aircraft.

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GPX

Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

_____

_____

2. If you have problems using the program, please describe them here.

_____

_____

_____

3. What do you especially like about this program?

_____

_____

_____

4. What do you think the program's weaknesses are?

_____

_____

_____

5. How can the catalog description be more accurate or comprehensive?

_____

_____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Useful (non-game programs)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

_____

_____

_____

8. What did you especially like about the user instructions?

_____

_____

_____

9. What revisions or additions would improve these instructions?

_____

_____

_____

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

_____

_____

11. Other comments about the program or user instructions:

_____

_____

_____

From

_____

_____

_____

STAMP
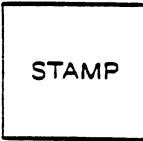
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[seal here]