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BELLUM

ENTERTAINMENT

Fly a hazardous mission for the Empire
(ages 10 and up)

by Adam Michael Billyard

Requires: One ATARI Joystick Controller

Diskette version (1) (APX-20258)
ATARI 810 or 1050 Disk Drive
32K RAM

Edition A

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Introduction

OVERVIEW

Why has the dauntless Monty Gillespie-Smith volunteered for yet another hazardous mission? This time he's flying past enemy territory, over deserts and mountains, through mysterious caves, and above strange red rivers. What are Monty's thoughts as he strides toward his trusty biplane in the early morning mist with his jaunty white silk scarf blowing behind him?

He's answering his Empire's call in its time of need! His vital mission is to deliver a cargo of India tea to the officer's club. Will he make it past six landscapes, without running out of fuel, by tea time today?

His trusty biplane, Geraldine, is hardly the vehicle best suited for this futuristic mission, but as Monty always says, "I've grown attached to the old girl...built back in the 30's, don't you know...". With a splutter the engine comes to life and then roars away.

Using a joystick, you pilot Monty's biplane from left to right above a scrolling landscape. You can climb or dive, and you can adjust your speed. You're carrying bombs and guns to fire on fuel dumps (you replenish your fuel this way), radar installations, and generator cells. You may have to fire against the enemies unique to each of the six landscapes, too. On one of them, Monty finds himself flying above rocky mountains and sheer jagged cliffs--and suddenly, spiders drop down from the sky on thick, sticky webs!

If you can pilot Geraldine past all the dangers of the flight, and get Monty to the officers' club in time for tea, you'll hear patriotic music playing to congratulate you. Good show!

REQUIRED ACCESSORIES

One ATARI Joystick Controller
ATARI 810 or 1050 Disk Drive
32K RAM

CONTACTING THE AUTHOR

Users wishing to contact the author may write to him at:

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LOADING BELLUM INTO COMPUTER MEMORY

1. Remove any program cartridge from the cartridge slot of your computer.

2. Plug your Joystick Controller into the first controller jack of your computer console.

3. Have your computer turned OFF.

4. Turn on your disk drive.

5. When the busy light goes out, open the disk drive door and insert the BELLUM diskette with the label in the lower right-hand corner nearest to you. Close the door. (Use disk drive one if you have more than one drive.)

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

THE FIRST DISPLAY SCREENS

When BELLUM has loaded into computer memory, the following screen appears:

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SCENARIO 01
BY ADAM MICHAEL BILLYARD

Press the SELECT key to see the next introductory screen, a table of the scores you earn for each of the targets. Press the SELECT key again to see "Monty's memorandum", some hints on strategy and a wish to help you: "Best of luck, old chap!"

The next screen challenges you, as follows:

How far can you penetrate
enemy defences?

PRESS START TO BEGIN

If you don't touch the keyboard, the program cycles through the introductory screens one by one. When you're ready to begin play, press the START key.

Playing BELLUM

As soon as you press the START key, your plane takes off, and the landscapes scroll past below you. You're in enemy territory! Your fuel supply is limited, and you must pilot nimbly to avoid the hazards on the land and in the air.

But you aren't defenseless -- you're armed with guns and bombs. Press the red joystick button to release a bomb and fire a missile forward simultaneously. The missile moves in the direction that your aeroplane is moving. (If you're climbing when you shoot, your missile climbs in the same direction, and if you're diving when you shoot, your missile also dives.) It takes fuel to shoot and drop bombs, so be careful.

You can control your aeroplane's position vertically by pushing the joystick up and down. Move the joystick to the left to slow down and to the right to speed up. Your aeroplane is continually slowing down and losing height, so you must constantly correct these effects to keep aloft.

There are 18 levels (comprised of 6 different sets of landscapes) that you must conquer. After you do (an ordeal you'll be telling your grand-children about on long summer evenings for many years to come), you must start over again. But this time things will be much tougher...

To start the game, take a slow deep breath and press the START key or the red joystick button. After a few seconds the game begins.

Put a good show on, there's a good chap!

You have five lives to complete all landscapes in BELLUM. You earn extra lives at 10,000 points and at every 20,000 points thereafter.

SCORING

During your flight, your fuel supply (shown as a shrinking red striped bar at the bottom of the screen), goes down slowly. To replenish your fuel supply, you must shoot a fuel dump. You can identify one by the glowing 'F' on its side. This increases your fuel supply, as well as adding 100 points to your score. You can turn your mind to other great acts of heroism in the service of the Empire.

If you allow your fuel supply to run out, you lose control of your trusty Geraldine and plummet to the ground.

For completing a landscape, you receive a bonus of 1000 points. There's an additional bonus of 20 points per fuel unit you have left.

The scoring system is as follows:

FUEL DUMP: 100 points and additional fuel supplies

RADAR INSTALLATION: 400 points

GENERATOR CELL: 300 points

In addition to these scoring items, each landscape has its own scoring system for its unique enemies. A short description of each landscape follows:

Landscape 1 Monty looks down at the lush green and peaceful mountains far below. How it reminds him of his homeland... But what's this? From out of the haze below, a rocket comes thundering up towards him. Monty uses a quick burst of gun fire to dispense with it. Staring into the distance, he can see that the apparently peaceful mountains are infested with launch pads holding more of these deadly rockets. But there's no time to waste! Here comes another one and it's heading straight for him...

Rockets 250 points

Landscape 2 Monty entered this vast cave as a short cut, He expected to find the usual narrow passages that tax his flying skills, but now there are electric discharges between parts of the cave. Monty's waxed moustache is in serious danger of being singed!

No score for electrical discharge hit

Landscape 3 All Monty can see is a dust bowl of desert stretching out into the distance. Two specks appear on the horizon and rush past with breath-taking speed. While Monty is still adjusting his goggles, the spinning energy pods make another pass, but this time there are three of them. Soon the sky is covered with pods. Monty tries to keep down the alarming growth in numbers by shooting everything in sight, but things are getting out of hand -- even Monty's pulse rate has risen slightly.

Pods 150 points

Landscape 4 All is strangely quiet. The rocky mountains rise and fall in such sheer and jagged cliffs that Monty finds it unnerving to look down. Suddenly, huge hairy spiders drop down from the sky on thick, sticky webs, and then scamper up again gathering their webs behind them. When Monty shoots one, it dies, but it leaves its deadly web behind. Diving underneath the loose web, he continues to fight off the arachnid onslaught. Why did he ever leave the Home Country where spiders were little things you could step on without another thought?

Spiders 200 points

Landscape 5 Strange red rivers meander through the hills below, but they look harmless enough. Suddenly, a large piece of rock whistles in front of Monty and continues downward. More rocks start to fall all around. Geraldine is in danger of joining the many wrecks that litter the valley floors, but Monty strokes his moustache, adjusts his silk scarf, and continues the battle. As Monty flies over the first of the red rivers, he loses control of Geraldine and they both plummet toward a grisly and certain death. But as quickly as he was grasped by the river, he's released, to climb to a safer altitude. These are no ordinary rivers; they're magical rivers that suck anything and everything into themselves. This is going to be the ultimate test, even for the likes of Monty.

Rocks 150 points

Landscape 6 Finally, Monty has made it! As he flies over the huge city below, towards the Officer's Club, strains of patriotic music float up from below. Monty has done his part for the Empire...again!

PAUSING AND REPLAYING BELLUM

To pause while your're playing BELLUM, press the SPACE BAR on the keyboard. You may resume play at any time by pessing the SPACE BAR again, or by pressing the START key.

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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.
   Bellum (258)

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
   _____ Use (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]