

PHOBOS

by

Greg Christensen

Program and Manual Contents ©1982 Greg Christensen

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INTRODUCTION

OVERVIEW

Mars has been totally destroyed, but a group of renegade martians has set up a command center on PHOBOS, Mars' closest and largest moon. Your mission: invade the martian defense systems and destroy the martian control center deep in the core of PHOBOS.

You must cut through sixteen levels of defense to destroy the control center. At first, you plummet through caverns, picking up fuel and knocking out missiles as best you can. However, due to the small diameter of PHOBOS, the gravity exerted on your ship isn't noticeable after a while, and you soon control your speed. But, it's small consolation considering the incredibly narrow and craggy paths you face; these are a real challenge to negotiate successfully. And that's not all. You must get past many different barriers, such as compound laser gates requiring fine timing and quick wrist action.

Your mission doesn't end should you detonate the control center. You must begin your descent anew, because the martians rebuild the control center as soon as you destroy it!

REQUIRED ACCESSORIES

One ATARI Joystick Controller

Cassette version

16K RAM
ATARI 410 Program Recorder

Diskette version

16K RAM
ATARI 810 Disk Drive

CONTACTING THE AUTHOR

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

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Anaheim, CA 92806

GETTING STARTED

LOADING PHOBOS 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 at the front of your computer console.
3. If you have the cassette version of PHOBOS:
 - a. Have your computer turned OFF.
 - b. Turn on your TV set.
 - c. Insert the PHOBOS cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.
 - d. Turn on the computer while holding down the START key.
 - e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically.

If you have the diskette version of PHOBOS:

- 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 PHOBOS 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. PHOBOS will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

After PHOBOS is finished loading into computer memory, the game title displays in large letters at the top of the screen. You may begin play by pressing the START key, or you can use the OPTION key to select a different skill level.

USING YOUR JOYSTICK CONTROLLER

Hold your Joystick Controller so that the red button is at the top left,

toward your TV screen. Use the joystick to move your space craft up, down, right, left, and diagonally through the subterranean passages. Use the red trigger button on the joystick to launch your laser torpedoes.

THE FUNCTION KEYS

OPTION -> skill level

Use the OPTION key only during the first display screen to choose a skill level. The skill level will display in the center of the screen.

PHOBOS has four skill levels. Each higher skill level requires navigating through more caverns. The skill levels are as follows, with the last cavern for each skill level being the martian headquarters:

NOVICE CAVERNS: A-F

PILOT CAVERNS: A-J

WARRIOR CAVERNS: A-N

COMMANDER CAVERNS: A-P

START -> start and restart game

Use the START key to start the game and to restart it at any time during game play.

SYSTEM RESET -> abort mission

Use the SYSTEM RESET key at any time to abort your mission and return to the first display screen.

SPACE BAR -> pause game play

Use the SPACE BAR at any time during game play to pause the game. Press it again to resume playing.

YOUR MISSION

MISSION BRIEFING

Once you press the START key, your space craft is at the top of the first cavern, ready to begin its descent. You must dodge enemy missiles, pick up fuel for later caverns, and steer your way through increasingly trickier passages and laser gates. Due to the small diameter of PHOBOS, the gravity exerted on your ship is no longer noticeable after cavern D.

INSTRUMENT PANEL

A four-line instrument panel across the bottom of the screen displays information about the status of your mission:

Line 1 displays your score on the left and the high score on the right.

Line 2, with the letters A to P, indicates your current cavern.

Line 3 shows your FUEL gauge, with the amount of fuel left in your tanks.

Line 4 displays spaceships on the left to represent your number of remaining lives, and flags on the right to indicate the number of times you've started at the top of the first cavern.

MARTIAN DANGERS IN THE CAVERNS

FUEL TANKS - These tanks contain fuel, which is absorbed by your ship when they are struck by one of your laser torpedoes.

FLYING SAUCERS

MISSILES

EXPLOSIVE DUMPS - These explosive storage areas, labeled TNT, are very dangerous, because you must be at least four ships' height from the explosives when they are struck by your laser torpedoes or you will be blown up with them.

Good luck!

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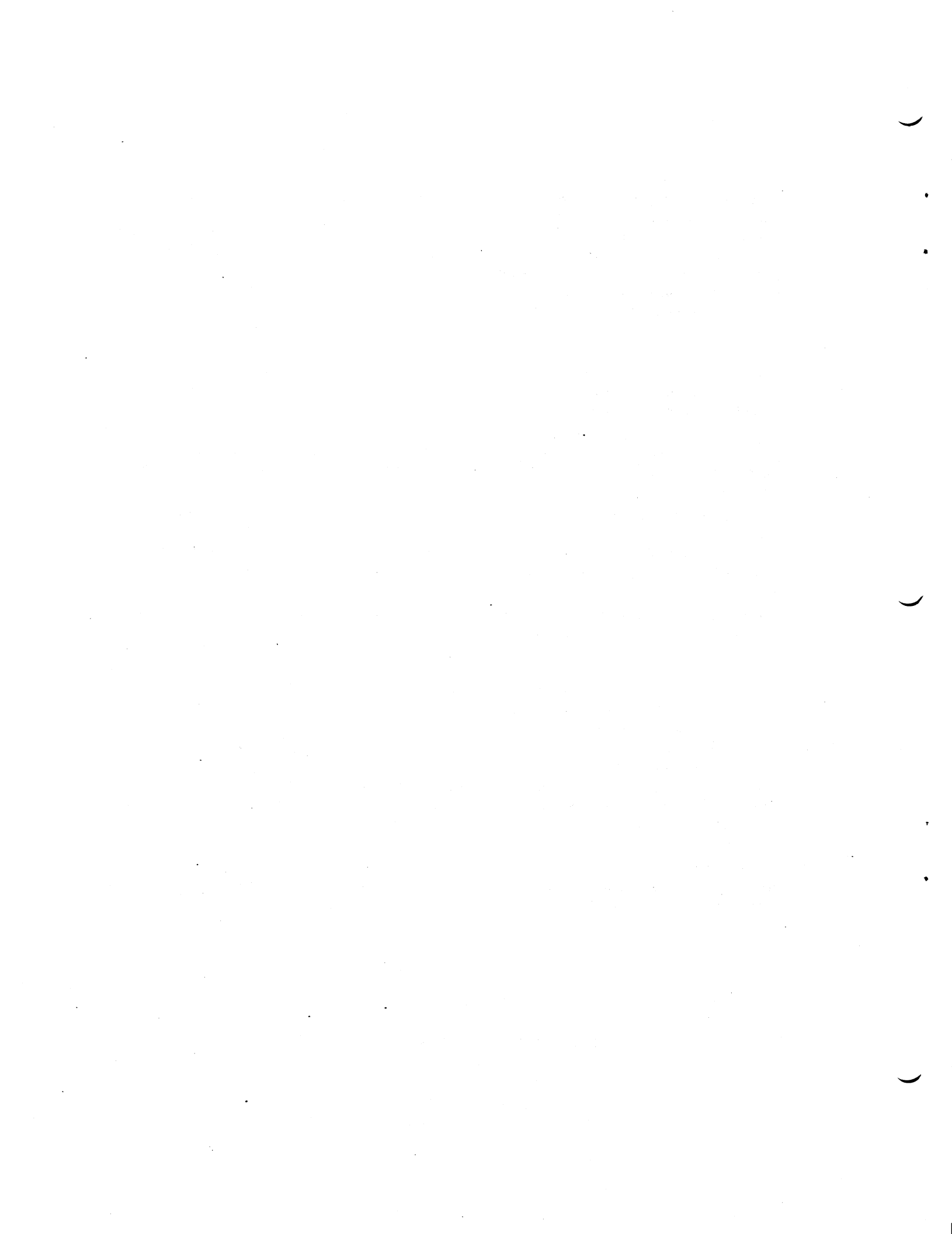
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1. Name and APX number of program.

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).

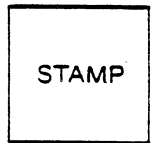
8. What did you especially like about the user instructions?

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



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