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# RAID ON GRAVITRON

## ENTERTAINMENT

A three-dimensional battle in outer space!  
(ages 10 and up)

by Jim Sommers

Requires: One ATARI Joystick Controller

Cassette version (1) ATARI 410 or 1010  
(APX-10267) 16K RAM Program Recorder

Diskette version (1) ATARI 810 or 1050 Disk Drive  
(APX-20267) 24K RAM

Edition A

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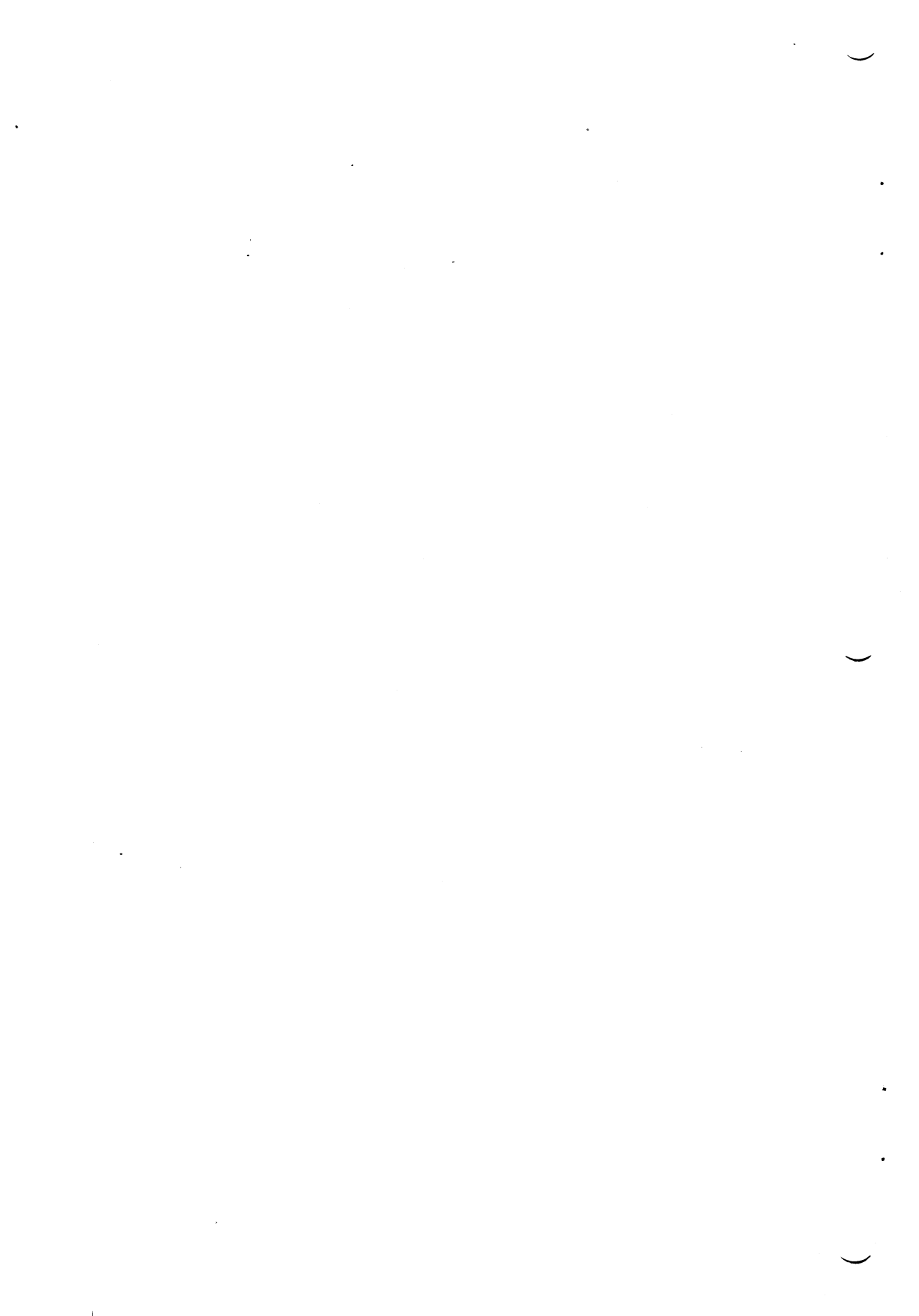
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# RAID ON GRAVITRON

by

Jim Sommers

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# Introduction

## Overview

The androids of Gravitron are transforming themselves into a super-race. They've attacked your space colonies. They're out to enslave human populations and transplant parts of captured humans into their silicon circuitry. Your spies have discovered the secret home base of the Gravitronian Empire hidden deep within a black hole at the fringe of the universe. Now it's up to you to lead a...RAID ON GRAVITRON!

Your sleek star cruiser is equipped with the deadly Plasma Meson Cutter for space warfare, and the Gravitronians' own Graviton Torpedo for use in intense gravitational fields of the black hole.

You view the action through your starship port and use your joystick to give all flight and fight orders. Can you battle past the the android fighters in space, navigate the booby-trapped space-time tunnels, seek out and destroy the remaining Gravitronian ships? No? Ever been to a Gravitronian parts house?



Required Accessories

One ATARI Joystick Controller

Cassette version

ATARI 410 or 1010 Program Recorder  
16K RAM

Diskette version

ATARI 810 or 1050 Disk Drive  
16K RAM

CONTACTING THE AUTHOR

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

P.O. Box 195  
New Galilee, PA 16141

## Getting started

### Loading RAID ON GRAVITRON into Computer Memory

1. Remove any program cartridge from the cartridge slot of your computer.
2. Plug your Joystick Controller into the first jack of your computer console.
3. If you have the cassette version of RAID ON GRAVITRON:
  - a. make sure your computer is turned OFF.
  - b. Turn on your TV set.
  - c. Insert the RAID ON GRAVITRON 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 automatically transfers to the computer's memory and starts.

### If you have the diskette version of RAID ON GRAVITRON:

- a. Make sure your computer is turned OFF.
- b. Turn on your disk drive.
- c. When the BUSY light goes out, open the disk drive door and insert the RAID ON GRAVITRON diskette with the label face up in the lower right-hand corner nearest to you. Close the door. (Use disk drive one if

you have more than one drive.)

d. Turn on your computer and your TV set. The program automatically transfers into the computer's memory and starts.

### The First Display Screen

When the program has completely transferred into the computer's memory, your starship window appears on your TV screen, along with the title:

RAID ON  
GRAVITRON  
COPYRIGHT 1983  
BY JIM SOMMERS

Beneath the title you see this option statement: TRAINING or COMBAT. A vertical arrow on the line beneath points to one of the two options. Beneath that is the statement SELECT or START.

Above the title, in the upper left-hand corner, you see: HI:0.

At the top center is the letter C, boxed. To the right of that you see: TOTAL:0.

## Game Options

You can choose to play one of two versions of RAID ON GRAVITRON:

TRAINING MISSION (T) has only one level and is designed to make sure that a player can see all three parts of the game. If you lose all 10 of your ships during part 1 or 2, you are given 10 new ships and proceed to the next part. The game ends in part (3) when you either run out of ships or destroy all of the ships in the alien stockpile. Playing the TRAINING version is an excellent way to learn the game.

COMBAT MISSION (C) has no limit to the number of its levels. After finishing part 3 of one level, you start over at part 1 of the game on the next level. Each level contains the same three parts, but they increase in difficulty on each succeeding level. The level number appears at the left of the message board at the bottom of the screen. In this version, the game ends when all of your ships are destroyed.

### Three Parts Per Level

In both the COMBAT and TRAINING versions, the same three parts make up one level:

- (1) SPACE DOGFIGHT
- (2) SPACE-TIME TUNNEL
- (3) ALIEN STOCKPILE

These are described in detail starting on page 9.

### Selecting Your Version

To switch between TRAINING and COMBAT, press the SELECT key before you start playing. Pressing SELECT moves an arrow under the word TRAINING or COMBAT in the message board, and puts the letter "T" or "C" in a little box at the top and middle of the screen. After selecting the game version you want to play, press the START key. The action starts immediately as alien fighters begin to attack.

### Stop-action Feature

Press the space bar to freeze the screen and shut off all sounds. To resume play, press any key except the space bar, BREAK, CTRL, SHIFT, or the special function keys.

NOTE: If you press the SELECT or START key at the start of the game and nothing happens, then you are in the stop-action mode. Try pressing a letter or number key to start the action.

# Playing RAID ON GRAVITRON

## Elements Common to all Three Parts

Certain game elements are common to all three parts of each level in both TRAINING and COMBAT.

### (A) FLIGHT-STYLE JOYSTICK

The joystick works like an airplane control stick. Using it requires a lot of practice. Beginners tend to get their directions mixed up. Always remember that you are not steering the alien ship that comes into view. You are inside the canopy of your ship, steering looking out into space at the approaching enemy ships. Use the joystick to change direction:

- (1) Pushing the stick left (banking left) makes the display move right.
- (2) Pushing the stick right (banking right) makes the display move left.
- (3) Pushing the stick forward (diving) makes the screen move up.
- (4) Pulling back on the stick (climbing) makes the screen move down.
- (5) Moving the stick diagonally gives combinations of the above results.

### (B) THE NUMBER OF SHIPS YOU HAVE

In all three parts of each level, the word SHIPS: appears in the bottom right of the screen, followed by the number of ships you have left. This number starts at 10 and decreases each time you lose a ship.

### (C) VERSION BOX

At the center of the top screen margin is a small

box. The letter "T" for TRAINING or "C" for COMBAT appears in that box, depending on which version you've chosen to play. You can change versions at any time. See "Restarting the Game" on page 15 for details.

(D) TOTAL SCORE

You total score for the current game appears at the upper right of the blue top-edge of the screen. It resets to 0 after reaching 99,999,999.

(E) HI SCORE

The word HI: (for high score) can always be found at the top left of the screen. The computer keeps track of the HI score for both TRAINING and COMBAT. The HI score shown on the screen is always the score for the game version indicated in the version box at the top middle of the screen.

(F) LOSING A SHIP

Whenever you lose a ship, the screen sparkles and you are automatically beamed aboard your next ship, if you have any left. In COMBAT, the game ends when you lose your last ship.

### The Three Parts of the Game

As mentioned above, there are three parts to each level of the game:

#### PART ONE -- Space Dogfight

##### The Aliens

There are 25 ships in each alien squadron you battle. The number they have left at any time appears under ALIEN STRENGTH at the bottom left of the screen. Alien ships appear on the screen one at a time.

To destroy an alien ship, use your joystick to get the alien near the cross hairs at the center of the screen, then fire your Plasma Meson Cutter by pressing the trigger button on your joystick. Your fire does not reach its target instantly. There is a

slight delay, so try to fire your weapon before the target is at the cross hairs, then lead the enemy ship into range. To hold the target at the cross hairs for multiple shots, try to make rapid adjustments by jiggling your joystick.

### The Energy Timer

In parts 1 and 3 of each level, the word ENERGY appears at the bottom-right of the screen, above the word SHIPS. You must destroy an alien ship before this timer decreases to 0. If you don't, the unused energy stored in your Cutter causes your ship to dissolve. (Energy is released only when an enemy ship is hit. Firing your Cutter at random does not prevent a meltdown.) When a meltdown occurs, the words PLASMA MELTDOWN appear on your message board and you are automatically beamed onto your next ship.

The ENERGY TIMER resets to a maximum value after either you or the aliens lose a ship. The maximum energy value decreases as the level number increases. This chart shows how much time you have to hit an enemy ship before PLASMA MELTDOWN occurs:

LEVEL NO.	MAXIMUM TIME (IN SECONDS)
1	30
2	25
3	20
4	15
5	10
6 or higher	5

### Two Types of Alien Ships

There are two types of enemy ships:

FIGHTERS have two wings and fire graviton



torpedoes at you. Use your joystick to dodge them. If they hit you, your ship explodes and you lose one ship. No message appears in the message board.

SCOUT ships have four wings. They cannot fire at you.

### Scoring Points

Each alien ship you destroy is worth between 100 and 1000 points. The farther the alien ship is from you when it explodes, the more points you get. (Ships get bigger as they get closer.) The number of points you score for each hit shows up on the message board. If you hit SCOUT in one shot (a SCOUT-IN-ONE), you automatically destroy all remaining alien ships in part 1 for that level, and receive the maximum points (1000) for each of them. If you don't hit it with your first shot, but do hit it eventually, the SCOUT is scored as if it were a FLYER.

### The End of Part One

To complete part 1 in the COMBAT version, you must destroy all the alien ships to move on to part 2. (Of course that includes a possible SCOUT-IN-ONE). In the TRAINING version you move on either after destroying all the alien ships or after losing all your ships. If you lose all your ships, you are given 10 new ones at the start of part 2.

### PART 2 -- Space-time Tunnel

#### Gate Number

To reach the hidden stockpile of Gravitronian fighters, you must navigate your ship at high speed through the tunnels of the black hole, past 25 rectangular gates. Each gate is a solid color. Your ship must be at the exact center to pass through a gate. If you're not, speed and

gravitational pull rip your ship to shreds. In this part, a GATE COUNTER appears at the bottom-right of the screen, above the word SHIPS. It counts down from 25 to 1 and shows how many gates are left to enter.

### Centering Your Ship

Your first concern is to use your joystick to center your ship by moving the cross hairs of your sight to the center of the gate. When the word CENTERED flashes on the message board, you are out of danger for that gate. (You don't have to perfectly centered; there is some room for error.) After the CENTERED sign appears, don't move your joystick again until you see the next gate; otherwise, you may drift off center and the sign will turn off. If you reach a gate and aren't centered, you lose a ship.

### Locked Gates

Most of the gates are already open, but some must be blasted open. When you enter the tunnels, a COLOR PATCH sensor appears at the center of the bottom edge of your screen. It shows you which gates are locked and must be blasted open.

When the COLOR PATCH matches the color of the gate you're about to enter, check to make sure the CENTERED sign is on, then shoot! Be sure your ship is centered. If it's not, your fire will miss its target and you'll crash into the locked gate and lose a ship.

Don't get trigger-happy! The mechanism that governs the gates is extremely sensitive. If you fire at an open gate (its color doesn't match the one showing in the COLOR PATCH sensor), your fire closes the gate and you crash into it, losing a ship.

Stay ALERT! Gates open and shut on a random system and the COLOR PATCH changes color to

warn you.

Technical Note: Your weapon is the graviton torpedo. Your spies stole the design during their last mission. Your Plasma Meson Cutter works well in space, but only the graviton torpedo can detonate in the intense gravitational pressure inside the Gravitron black hole.)

### Scoring Points

Open gates are worth 100 points each. Destroying a locked gate is worth 500 points.

### PART THREE -- Alien Stockpile

#### Aliens

There are 25 alien fighters in a storage wall. Each is fueled, equipped with all weapons, and ready to launch. Your goal: clean out this nest and cripple the Gravitronian fighting force. You keep track of the fighters you destroy by watching the ALIEN STOCKPILE counter at the bottom left of the screen.

#### Energy Timer

Gravitation in the stockpile area is set to duplicate conditions outside the black hole. To destroy ships you must use your PLASMA MESON CUTTER. The ENERGY TIMER appears on your control panel again. Use it as you did in part as you did in part 1. You lose one of your ships if you cannot destroy an alien ship before the TIMER runs down to 0. Remember that it resets to maximum value whenever you or the aliens lose a ship.

### The Sweeping Beam

You must fire at the stockpile between sweeps of the alien energy beam that protects the ships. It moves across the storage ports and forms a shield against your fire. If you hit this beam, your fire boomerangs and you lose a ship. The beam changes speed randomly, so for pete's sake, be careful!

### Scoring Points

Destroying a docked alien fighter is worth between 200 and 600 points, depending on the speed of the SWEEPING BEAM when your fire strikes the target. You get more points for scoring a hit when the BEAM is moving fast.

### The End of Part Three

Because there is only one level in TRAINING, your RAID ON GRAVITRON ends when either you or the aliens run out of ships.

In COMBAT, you must destroy all 25 of the stockpiled alien fighters in order to advance to part 1 of the next level. Because you have succeeded in wiping out one nest of fighters, you are rewarded with TWO MORE SHIPS. There is no limit to the number of levels you can reach in the COMBAT version. You play until you run out of ships.

## Restarting the game

### Start Key

Pressing the START key at any time during play causes the game to start from the beginning. Your score is reset to zero. The version (TRAINING or COMBAT) remains the same.

### Option Key

Press the OPTION key at any time to see the original OPTION SCREEN (without the title text in the window). The sign TRAINING OR COMBAT appears in the message board. Use the SELECT key to choose the version you want, or to check the HI Score for each version.



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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.

Raid On Gravitron (267)

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).

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

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9. What revisions or additions would improve these instructions?

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

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11. Other comments about the program or user instructions:

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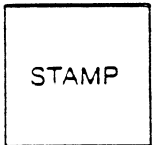
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