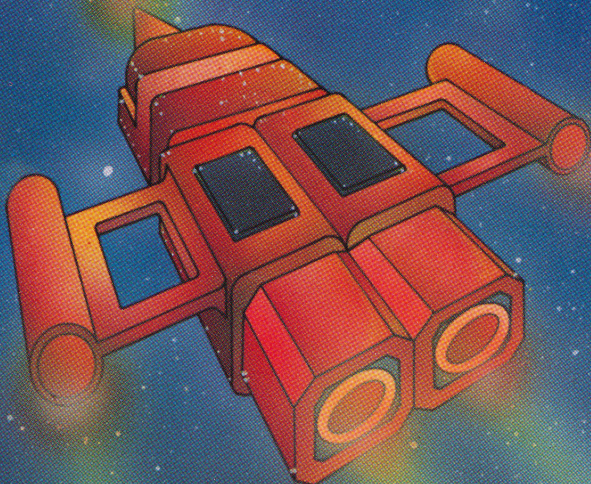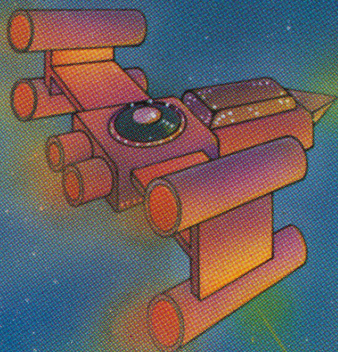APOGEE SOFTWARE PRESENTS:

ASTROWARRIORS ™

CASSETTE FOR 16K ATARI 400/800

Apogee Software Presents

ASTROWARRIORS

by
Paul H. Smith

OVERVIEW

You are an ASTROWARRIOR in a multi-player game of space combat. You can maneuver your AstroCruiser with thrust and rotation controls, attack with photon missiles, protect yourself with shields, and even enter hyperspace to escape enemy fire. Your mission is to rid the heavens of enemy ASTROWARRIORS (your friends, neighbors, or relatives) and become master of the universe.

SYSTEM REQUIREMENTS

ASTROWARRIORS cassette
Atari 400 or Atari 800 computer (16K minimum)
Atari 410 cassette recorder
Joystick controller for each player

GETTING STARTED

1. Remove cartridge(s).
2. Hold START down and turn on the computer.
3. Insert the cassette and press PLAY.
4. Press RETURN to begin loading. If the load fails, try again. A second copy of the program is on the cassette back side.
5. After loading, select options and press START to begin.

Note: Atari 400, Atari 800, and Atari 410 are registered trademarks of Atari, Inc.

OPTIONS

The game is initialized as a two player game of cadet ASTROWARRIORS in free space. However, several variations are available as follows:

Press the OPTION switch to choose a situation:

FREE SPACE   with no obstacles and no gravity.
ASTEROID   with a central asteroid but no gravity.
SOLAR ORBIT   with a central sun and gravity.
BLACK HOLE   with a central black hole and gravity.

Press the SELECT switch to choose a speed:

CADET   when you are learning.
ROOKIE   when you get your flight wings.
PILOT   when you are an experienced flyer.
ACE   when you have it mastered.

Press the P switch on the keyboard to choose the number of players:

1 PLAYER   to practice orbital maneuvering.
2 PLAYER   to destroy a friend.
3 PLAYER   when you have a crowd.
4 PLAYER   when bridge looses its appeal.

Press the D switch on the keyboard to start a 2 player, solar orbit demo.

3

Press the space bar to pause in the middle
of a game.   Any movement of the joysticks
will cause the game to resume.

PILOTING

Your AstroCruiser is capable of:

CLOCKWISE ROTATION by moving the joystick to
the right.

COUNTER-CLOCKWISE ROTATION by moving   the
joystick to the left.

FORWARD   THRUST   by   moving the joystick
forward.   Thrusters   require   energy and
cannot be used when your energy has been
used up.

SHIELDS   by   moving   the   joystick back.
Shields require energy and cannot be used
when your energy reserves are low.

PHOTON MISSILES by depressing the red "fire"
button on your controller.   The missiles
require energy and cannot be launched when
your energy reserves are too low. Photon
missiles   are   launched   with   a forward
velocity relative to your AstroCruiser at
the time of launch.   Don't be surprised if
you launch very slow moving missiles when
you are rapidly moving backwards.

HYPERSPACE by maneuvering your AstroCruiser

off screen. Hyperspace may be used as an escape tactic which takes you to a random screen location. However, hyperspace requires energy and is fatal if your energy reserves are insufficient.

GENERATION of energy. Intergalactic hydrogen is automatically gathered for the fusion reactors and requires no controls.

REPAIR of damage. Your androids instantly begin to repair any damage that your AstorCruiser incurs, but it takes time. They do the best they can.

TRAUMAS

Your AstroCruiser may be damaged or destroyed as follows:

PHOTON MISSILES will destroy your AstroCruiser if shields are down. They will damage your AstroCruiser if shields are up.

COLLISIONS with other ASTROWARRIORS are fatal if your shields are down. If shields are up, your AstroCruiser will be damaged; and, depending on your energy reserves, the damage may or may not be fatal.

IMPACT with the sun, the asteroid, or the black hole is normally fatal. A slight brush against one of these may occasionally cause non-fatal damage if shields are up.

HYPERSPACE entered with insufficent energy
reserves is fatal. Also remember that
hyperspace takes you to a random location.
You may return from hyperspace to find
yourself impacting the sun, the black hole,
or the asteroid. You may also land on
another AstroCruiser or in front of a photon
missile.

DAMAGE is always accompanied by a loss of
energy. After all, your shields have just
worked hard at preventing your destruction.
The types of damage you might incur are
listed below in the order in which they
appear on your status lights.

1. Damage to the clockwise maneuvering
   jets.
2. Damage to the counter-clockwise
   maneuvering jets.
3. Damage to the main thrusters.
4. Damage to the photon missile launcher.
5. Damage to the fuel tanks.
6. Damaged shields require extra energy
   to operate.
7. Damaged shields require extra energy
   to absorb photon missiles.
8. Damaged hyperwarp requires extra
   energy to enter hyperspace.

DISPLAY

The display shows you the portion of the
universe that you have selected for your

battle. It also shows the status of all the AstroCruisers. Each status panel has a gauge indicating energy reserves and a status light for each vulnerable system on the AstroCruiser. A green status light means the system is good, and a red light means the system is damaged.

Your AstroCruiser is easily identified by color. AstroCruiser one is blue, AstroCruiser two is green, three is red, and four is orange. These colors may vary somewhat depending on the type and adjustment of your television set.

SCORING

A battle is concluded and the score automatically displayed whenever the number of AstroCruisers has been reduced to one or none. The ASTROWARRIOR who survives the battle will receive one point for the round. After a brief look at the score, the game resumes with a new AstroCruiser for each ASTROWARRIOR. Play continues until one ASTROWARRIOR has accumulated 50 points. At the conclusion of the game, the final score remains displayed.

In the one player (practice) mode, the score simply represents the number of rounds you have played. It is displayed each time your AstroCruiser is destroyed.

GAME HINTS

Use your thrusters and shields sparingly.
Over acceleration with the thrusters wastes
energy and usually results in your
AstroCruiser entering hyperspace. Use your
shields when necessary, but turn them off
when you can to conserve energy.

Practice getting into orbit around the sun
or the black hole. This will reduce or
eliminate the need to use your thrusters and
will conserve fuel for your shields and
photon missiles.

Attack opposing AstroCruisers when you see
that they are damaged or low on fuel. You
have an especially big advantage if your
opponent has damaged photon launchers,
cannot rotate, or if his energy is too low
for his shields to work. But your attack
must be swift to take advantage of his
vulnerability.
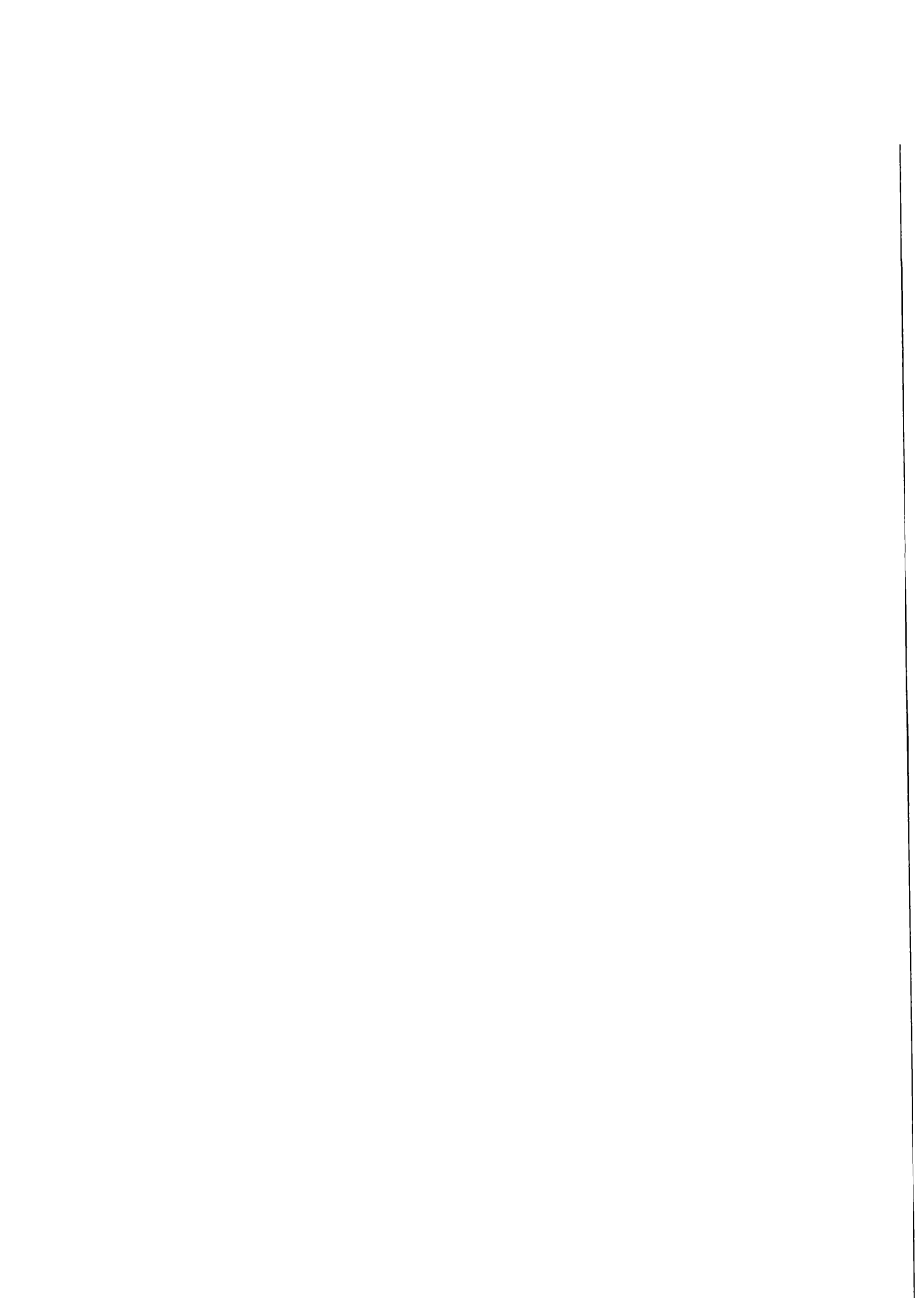
ASTROWARRIORS™

By PAUL H. SMITH

- **A fast action player vs. player game of space combat**
- **Realistic gravity and orbital mechanics**
- **Extensive use of Atari Graphics and sounds**
- **100% Machine Language.**
- **Up to four players**
- **Four skill levels**
- **Four battle modes**
- **Simple joystick controls**

Challenge your friends or neighborhood aliens in an out-of-this-world game of skill and daring. Attack with your Photon missiles. Protect yourself with shields. Maneuver with your thrusters or enter hyperspace to avoid damage or destruction.

APOGEE SOFTWARE

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