



PLAYER'S MANUAL

Laura – Player's manual

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Arkadiusz Lubaszka

Paweł Szewczyk – game graphics used on the cover of the manual

Bartłomiej Wieczorkowski – translation

Laura – Game

Programming, concept: Arkadiusz Lubaszka

Graphics, game intro design: Paweł Szewczyk

Music, sound effects: Bartłomiej Wieczorkowski

Tests: cpt. Misumaru Tenchi from Modern Crusaders

Translations works: Bartłomiej Wieczorkowski, Nir Dary, Toshiba-3, Paweł Kuczmański

Cartridge

Sebastian Igielski

Zenon Rakoczy

Data Matrix Code Generator

Piotr Fusik

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Laura – Player's manual

REQUIREMENTS

Cartridge version:

- Atari XL/XE computer with minimum 64KB RAM memory and optional STEREO enhancement
- Monitor or TV set
- Joystick

File version and SD cart or SIOCART:

- Atari XL/XE computer with minimum 128KB RAM memory and optional STEREO enhancement
- Monitor or TV set
- Joystick
- Mass storage device:
 - SIO2SD, SIO2PC, SIO2USB, SIDE, SIDE2, HDD, etc.
 - SIO2SD for SD cart distribution
 - SIOCART with game

Laura – Player's manual

HI SCORE CAFÉ [HSC]

Game supports HSC available for registered users.

Details at: <http://xxl.atari.pl/hsc/>

GAME START-UP

Cartridge version:

- Turn off the computer
- Insert cartridge into slot
- Turn on the computer

File version:

- The way the game is loaded depends on the storage device used. Please refer to the user's manual of your device.

Laura – Player's manual

Game distributed on SD card for SIO2SD device*:

- Turn off the computer
- Connect SIO2SD device with SD card inserted (connection method is described in the SIO2SD user's manual)
- Turn on the computer

SIO CART version*:

- Turn off the computer
- Connect SIO CART with game to SIO port
- Turn on the computer

**) Attention! If computer is equipped with SpartaDOS X it's necessary to turn it off before running the game.*

Laura – Player's manual

GAME MANUAL

Intro:

- FIRE – skip intro

Title screen:

- START – begin game from the first level
- FIRE – continue game from the last level played. Score is counted from zero. Important – after turning on the computer game always starts from the first level.
- OPTION – generate Data Matrix code with high score for HSC system. Code can also appear on ending screens.

In game:

- ESC – stop game and exit to title screen
- JOYSTICK – running in selected direction
- JOYSTICK LEFT–RIGHT – get out from swamp
- FIRE (when controlling a robot) – exit from robot
- FIRE + JOYSTICK when no bomb in inventory – throw a stone in selected direction (if possible)
- FIRE + JOYSTICK having a bomb – set a bomb at selected place (if possible)

Laura – Player's manual

INFORMATION PANEL



THE GOAL

The goal of game is to collect required number of masks on every level and to avoid contact with enemies and obstacles decreasing Laura's energy. When energy will fall to zero the game is over.

Getting a mask may require fulfilling many other additional tasks i.e. finding a key to open the door with mask behind.

Laura – Player's manual

OBJECTS' DESCRIPTION



NOTHING

Empty space. You can't destroy it and better do not enter.



GROUND

Standard field, where Laura and other moving objects can move.

Laura – Player's manual



TRAP

Hidden trap. When Laura is passing nearby a warning appears. Entering on the trap ends the game. Trap can be destroyed by pushing stone block on it, exploding a bomb nearby or throwing a stone, however effectiveness of the last one is rather poor.



TRACE

Footprint left by Laura. We can be sure that are no traps here.



CLAY POT

You can find something inside. Pot can be taken or crushed with stone.

Laura – Player's manual



WALL

Wall cannot be passed nor destroyed.



WALL WITH A RUPTURE

Damaged wall that can be entirely destroyed.



BUSHES

An obstacle for Laura, it can spread out.

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EXIT

Passage to the next level. It appears after collecting sufficient number of masks.



DOOR

To open the door you need a key.



WATER

Water is water – it tends to spread out. Some could say that it can be more dangerous than fire.

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MASK

Collecting the appropriate number of masks (different for each stage) opens the transition to the next level.



KEY

Collecting the key will allow us to open the door or chest.



BOMB

Throwing a stone into a bomb will cause it to explode. Laura can also pick up a bomb and then place it somewhere else.

Laura – Player's manual



CHEST

The chest can be moved unless Laura has the key, then chest will open.



BOTTLE OF POTION

Drinking the potion strengthens Laura. A bottle of potion can also be very dangerous.



BLOCK

Laura can move a single block. It can destroy the trap.

Laura – Player's manual



RADIATOR

Generator that "shoots" in all directions with rays. Rays are a threat to Laura.



GHOST

The ghost always follows Laura. Meeting with him does not cause Laura's energy drop.



FLYING CREATURE

The creature can be destroyed by hitting it with a stone. Meeting Laura with him causes a drop of energy.

Laura – Player's manual



CRAWLING CREATURE

Moves only horizontally. You can destroy it by throwing a stone to the side of the creature.



GUARD

Contact with the guard causes Laura's energy to drop. The guard watches the terrain going up and down.



COIN

Money does not make you happy, but a prosperous life probably does.

Laura – Player's manual



FIRE

Raging fire destroys almost everything in its path. It is very dangerous for Laura and some objects.



TRAILER

He steadily follows the footsteps left by Laura.



THROWER

Thrower throws something that Laura does not like, but sometimes it can be useful.

Laura – Player's manual



BLOWER

The blower responds to Laura passing by and throwing poison arrows.



SWAMP

Remember - walking through swamp drags in! To get Laura out of the swamp, move the joystick left and right quickly and rhythmically. Getting out of the swamp consumes enormous amounts of energy.



MYSTERIOUS OBJECT

The object is so mysterious that even the authors of the game do not know its properties. It is worth experimenting with it.

Laura – Player's manual



MACHINE

A strange machine that Laura can move with. The machine is resistant to all hazards. Please note that this device is disposable. Before starting the machine it is worth remembering the map of the area, because the visibility from the inside is heavily limited.



TORCH

The torch will illuminate any darkness and dusk.



LAURA

Laura is a young but very brave girl. Thanks to you, she has a chance to experience the adventure of her life!

Laura – Player's manual

CONTACT WITH LAURA

If you want to share with Laura your game insights, have any trouble with getting through the stage or just want to say "Hi, how are you?" – write.

Laura's email address:

laura@arsoft.netstrefa.pl

We also invite you to visit the website:

www.arsoft.netstrefa.pl/laura.htm

A FEW WORDS AT THE END

Are you ready for a great adventure? An adventure that for Atari has never before! If so, then finish reading this manual... Grab the joystick...

Good luck!

Laura – Player's manual

PLAYER'S NOTES

Wow! Cartridge contains additional adventures!

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*Another important discovery! Every level has its own unique access code. I do not know yet how it works...*