SURVIVOR

by Richard Carr

LOADING SURVIVOR

Cassette

Pull the release lever above the keyboard towards you to open the cartridge door of the computer. If there are any cartridges in the slots, remove them and close the cartridge door.

Insert the program cassette into the cassette recorder with the label side up. Press the play button on the cassette recorder until it locks in the down position. Hold down the start button on your computer and turn on the power switch. After you hear a beep from your computer, press the return key. The program will load in about four to five minutes.

Should you have any difficulty loading the program, rewind the tape all the way to the beginning and remove from the cassette recorder. Insert a pencil into the sprocket of the cassette and advance the tape until the transparent leader just appears. Now insert the tape into the cassette recorder and try to reload as described above. If this fails, simply flip the cassette over and try loading the reverse side of the tape. The program has been recorded on both sides of the tape.

Disk

Pull the release lever above the keyboard towards you to open the cartridge door. If there are any cartridges in the slots, remove them and close the cartridge door.

Turn on your disk drive and wait for the busy light to go out. Insert the SURVIVOR program disk into the disk drive label side up with the open section towards the rear of the disk drive. Close the disk drive door and turn on the power of your computer. The program will load in about 30 seconds. If you have any trouble loading the disk, simply turn the disk over and re-boot. The program has been copied onto both sides of the disk.

Cartridge

Pull the release lever above the keyboard towards you to open the cartridge door of the computer. If any other cartridges are present, remove them. Insert the SURVIVOR cartridge into the left slot label side towards you and close the cartridge door.

GETTING STARTED

You should now see the SURVIVOR title screen. The number of players, level of difficulty, high score, and most recent score will be displayed on this screen. The game options can be selected by using several of the special keys:

Option	Changes the number of players.
Select	Changes the level of difficulty.
Start	Initiates play of the game.
A	Upon loading the game, your ship is set on manual firing. If you prefer automatic firing, simply press the "A" key on the keyboard. Pressing it once more will return you to manual firing. This can be used at any time during the game.
T	Upon loading, your ship will accelerate and decelerate gradually according to the motion of your joystick. If you prefer instantaneous acceleration and deceleration of your ship, press the "T" key on the keyboard. Pressing it once more will return you to the gradual acceleration mode. This can be changed at any time during the game.
O	Press the "O" (zero) key will zero out the high score.
Space Bar	Pressing the space bar releases a smart bomb which instantly destroys all enemy ships on the screen. You begin the game with seven smart bombs.

Object of the Game

The object of the game is to destroy all four of the Xenogryph space forts by eliminating the gun emplacements of each fort. Your task is made more challenging by enemy trackers, fighters, and launches which attempt to destroy you and by asteroids which you must avoid.

PLAYING THE GAME

Your starwedge cruiser can be maneuvered by simply pushing the stick in the direction you wish to move. You are armed with two laser cannons which respond instantly to the fire button of your joystick. By holding the fire button down, you can fire in rapid bursts. If you are flying solo, your laser cannons will be automatically aimed fore and aft.

Adding Crew

If you select the two- or three-player modes, these players will be your gunners. Players two and three each command one of the ship's laser cannons. Each cannon can be aimed and fired independently by using joysticks two and three.

If you select the four-player mode, player one determines the direction of the ship. Players two and three are the gunners, and player four is the propulsion engineer. By pressing the fire button of joystick four, the propulsion engineer accelerates the ship. By releasing the fire button, the ship will decelerate.

SCORING

You receive 10 points for hitting one block of the barrier surrounding each fort. Two hits on each block are required to destroy it. 200 points are awarded for each tracker, fighter, or launch you destroy. Destroying a gun emplacement earns you 500 points and you receive 10,000 points for destroying a fort. At the end of the game, you get 3000 points for each ship you have left. All point totals are multiplied times the difficulty level.

At the start of the game your starwedge cruiser is armed with three smart bombs. Each time you destroy a fort you receive two additional smart bombs and three additional ships.

During the game, four items will be displayed at the bottom of the screen. The number next to the ship image is the number of remaining ships. The number next to the "L:" indicates the level of difficulty. The number following the "B:" is the number of smart bombs left. In addition, if you run out of smart bombs, the text window will turn from green to red.

STRATEGIES

Experiment with the various options to find the one you are most comfortable with. The automatic fire and instantaneous acceleration options may be easier for the novice. When playing the multiple player games, the most skilled player should be the pilot. Novices will likely find the gunner roles much easier to play. Good Luck! May you be the SURVIVOR!

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SURVIVOR

Requires Atari 400 or 800 with 24K (disk) or 16K (cassette and cartridge) and joysticks.

The ambush was devastating. The entire Xenogryph starforce was waiting to cut your star fleet to ribbons. Over 100 star cruisers have been destroyed through this treachery and it is a sheer miracle that you have survived.

Now, facing the overwhelming odds, you assess the situation. You and your crew must destroy four heavily defended space forts and all of the trackers, fighters, and launches that the Xenogryphs can hurl at you, and you must react instantly, fearlessly, and correctly. There is no room for error. There is no one that can stop the Xenogryphs but you.

Survivor pits you and your crew (1 to 4 players) against incalculable odds. You can fly your starwedge cruiser solo with one/two gunners, and/or a propulsion engineer, across a scrolling galaxy of danger and excitement.

Luck has served you thus far trooper, but only your skill can make you the Survivor.

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