Atlantis Conflict

instructions

Atlantis Conflict

A K-TEK™ product for ATARI® computer systems

Deep in sparkling blue-green waters sleeps the wonderful city of Atlantis. Suddenly, without warning, strange and devilish forces attack! Guide your sub with the joystick and with the firebutton send speeding torpedos to demolish the enemy. If four mines hit the protective shield, the lovely aquatic city is destroyed. Remember, your sub runs on limited fuel, so refuel at a dock under Atlantis. If you run out of fuel you will sink to destruction. Fast pace and nimble action are essential for survival.

K-TEK™

Software

- INSERT diskette into disk drive and close drive door.

- ACTIVATE hardware. Program will load automatically.

- CONNECT JOYSTICK to CONTROLLER PORT at front of computer.

- PLAY by using joystick to control movements of submarine. Firebutton fires torpedos. Get those invading forces! When 4 mines hit shield, city is destroyed. Fuel your sub at dock under the city or it will sink if out of fuel.

- GAME ENDS if 3 subs are destroyed.

- POINTS are won by destroying attackers. The game gets more difficult as it progresses. Be alert for more mines and speed of their deployment.

- HAVE FUN!

REQUIREMENTS: ATARI® 400/800 32K Computer, Cassette Drive, Joystick & Hi-Resolution Screen.

WARNING:

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