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CHAMBERS OF ZORP

ENTERTAINMENT

Save the planet Zorp from a deadly epidemic
(ages 8 and up)

by Karl Gardner and Tom Konchan

Requires: One ATARI Joystick Controller per player

Cassette version (1) ATARI 410 or 1010 Program Recorder
(APX-10270) 16K RAM

Diskette version (1) ATARI 810 or 1050 Disk Drive
(APX-20270) 32K RAM

Edition A

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CHAMBERS OF ZORP

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Program and manual contents ©1983
Karl Gardner and Tom Konchan

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Introduction

OVERVIEW

The planet Zorp is in grave danger--only you, the space physician, can prevent a deadly epidemic. Infectious one-celled organisms have propagated in chambers beneath the surface of Zorp. Until they're eradicated, nobody on the planet is safe. Equipped with a nimble probe vehicle, you can fire hypervaccine into the chambers. But the organisms sense your presence--quickly, they multiply and mutate into aggressive predators who chase you! When you enter one of the subterranean chambers, they emit a lethal radiation. Can you save the planet from this peril?

You use your Joystick Controller to travel through the chambers of Zorp and fire hypervaccine at the rapidly proliferating organisms. They can destroy you if you're not on your guard against them! Occasionally, you receive temporary immunity by releasing the energy contained in the crystals you've hit.

When you clear out the pests at the "intern" level, you move on to the "doctor" and finally the "surgeon" level, where the infection grows continually and the mutants are awesome. Your score mounts as you destroy the organisms and earn bonuses. If you're especially skillful, you're awarded an extra vehicle. You can try your skill alone, or compete against a friend.

Since each creature behaves in a different way, you won't last unless you outsmart them--you don't just blast everything. There's not a minute to waste. Zorp is counting on you!

REQUIRED ACCESSORIES

One ATARI Joystick Controller per player

Cassette version

ATARI 410 or 1010 Program Recorder
16K RAM

Diskette version

ATARI 810 or 1050 Disk Drive
32K RAM

CONTACTING THE AUTHOR

Users wishing to contact the authors may write to them at:

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Lexington, MA 02173

Getting started

LOADING CHAMBERS OF ZORP INTO COMPUTER MEMORY

1. Remove any program cartridge from the cartridge slot of your computer.
2. Plug your joystick controller into the first controller jack of your computer console. (If you're playing the two-player version, plug two joysticks into the first two controller jacks.)
3. If you have the cassette version of CHAMBERS OF ZORP:
 - a. Have your computer turned OFF.
 - b. Turn on your TV set.
 - c. Insert the CHAMBERS OF ZORP 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 will load into computer memory and start automatically.

If you have the diskette version of CHAMBERS OF ZORP:

- a. Have your computer turned OFF.
- b. Turn on your disk drive.
- c. When the BUSY light goes out, open the disk drive door and insert the CHAMBERS OF ZORP

diskette with the label 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 will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

As the program is loading into computer memory, the word "ZORP" covers the screen.

Soon the following screen appears in its place:

Chambers
of
ZORP

USE:	JOYSTICK	FIRE BUTTON
TO GET:	NEW GAME	START
	NUMBER PLAYERS:	1
	PLAYER 1 LEVEL:	INTERN

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Move the words "TO GET" up and down the display by moving the joystick toward the screen and back. When the words "TO GET" appear beside the choice you want to make, press the red joystick button. The different possibilities are displayed.

For example, if you want the two-player version, move "TO GET" down to "NUMBER PLAYERS" and press the joystick button. A "2" replaces the "1".

If you select the two-player version, you see a fourth option "PLAYER 2 LEVEL". You can select a different level for each player.

When you've made your choices, move "TO GET" to "NEW GAME" and press the joystick button. The action begins.

The levels of play are as follows:

Intern. On this challenging level, the infection grows at a normal rate and mutants are only moderately aggressive.

Doctor. On this extremely challenging level, the infection grows quickly and mutants are relentless.

Surgeon. This level is the ultimate challenge. The infection grows continuously and mutants are awesome.

When the first display screen appears, the game is set for one player at the intern level. To start the game with these options, press the red joystick button.

Playing CHAMBERS OF ZORP

THE PLAYING FIELD

At the center of the screen is a chamber, where the action takes place. There are windows above and below the chamber. At the top, the following information appears:

PLAYER 1	HIGH SCORE	PLAYER 2
000	70,000	000

The high score in the center records the top score earned since the game was loaded into computer memory. The scores under PLAYER 1 and PLAYER 2 show what each player earned during the current game.

The window at the bottom of the screen looks like this:

↓↓↓ TIME 80 CHAMBER 1

The figure on the left shows how many Probe vehicles you have left. In the middle is a countdown of the time remaining before radiation destroys the Probe. On the right is the chamber number.

From time to time, messages flash in the timer area. The chamber itself consists of walls that can't be penetrated.

RULES

You use one joystick, and each player takes it over for his turn. Maneuver the Probe vehicle about the screen with the joystick and fire hypervaccine by pressing the joystick button. You can kill dormant and multiplying organisms with one injection. Mutant creeper or streaker types require four injections. The Probe disintegrates if any organisms touch it unless it has immunity. You

obtain temporary immunity by hitting the chamber metacrystal or by clearing a passage of all miniature metacrystals. While it's immune the Probe changes colors (to blue on most TV sets).

If you don't clear a chamber before the radiation builds to a critical level, time runs out and the probe disintegrates.

If you clear a chamber, your probe is swept along a passageway to the next chamber.

A bonus probe vehicle is awarded at 20,000 points, 100,000 points, and every 100,000 points thereafter.

SCORING

TARGETS	POINTS
<u>Organisms:</u>	
Dormant	20 (intern) 40 (doctor) 60 (surgeon)
Multiplying	80
Mutating	100
Creeper Mutant	200
Streaker Mutant	200
<u>Crystals</u>	
Miniature Metacrystal	40 (5000 bonus if passageway is cleared)
Chamber Metacrystal	2000

STRATEGY

The following general guidelines can increase your score and prolong your survival:

- a. Your Probe moves and fires in eight directions. Use these qualities to your advantage - learn to fire accurate shots

diagonally as well as horizontally and vertically.

b. Kill the simpler mutating organisms before they become attacking creepers and streakers.

c. Completely clear one area of infection before moving on, or else it grows back.

d. Fire rate is limited. Learn to shoot accurately (and preferably at short range).

e. Study the behavior of the different kinds of organisms, and learn to outsmart them.

PAUSING AND RESTARTING

Zorp can be paused at any time by pressing the SPACE-BAR on the computer console. Pressing the SPACE-BAR again resumes play.

To abort the current game and start a new one, press the SYSTEM RESET key.



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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.

Chambers of Zorp (270)

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).

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

9. What revisions or additions would improve these instructions?

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

11. Other comments about the program or user instructions:

From

STAMP

APX

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