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 Recorde
(APX-10270)   16K RAM

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

CONSUMER-WRITTEN PROGRAMS FOR

ATARI®

HOME COMPUTERS

APX

ATARI Program Exchange

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

CHAMBERS OF ZORP

by

Karl Gardner and Tom Konchan

Distributed By

The ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

To request an APX Product Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California)
800/672-1850 (within California)

Or call our Sales number, 408/727-5603

Introduction

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:

197 Follen Rd.
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 progam will
load into compter 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

     (C) 1983 gardner, konchan
```

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
Organisms:	
Dormant	20 (intern)
	40 (doctor)
	60 (surgeon)
Multiplying	80
Mutating	100
Creeper Mutant	200
Streaker Mutant	200
Crystals	
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.

APX

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 ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

[seal here]