

Chambers of ZorpTM

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Free Planet Zorp's deep chambers of mutating
organisms . . . with powerful hypervaccine!



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SYSTEM REQUIREMENTS

Atari® 800 • 32K RAM • One Disk Drive
TV or Monitor (color recommended) • Joystick

PACKAGE CONTENTS

Chambers of Zorp Program Disk
Instruction Manual
Warranty Card

OVERVIEW

You are a highly trained doctor, sent to the deep chambers of Planet Zorp. Your mission: free Zorp of its mutant organism infestation. Lethal radiation builds as you brutally blast-inject hypervaccine into the infectious Kolox . . . you're continually threatened by maturing and mutating organisms. Your probe vehicle cannon shoots in eight directions . . . while you try to avoid contamination! Time runs short as radiation builds . . . ruin and run!

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Chambers of Zorp Manual v.1
April 1984
Edited by The Software Guild, Inc.

ISBN 0-8145-1306-9

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ENTER THE CHAMBERS OF ZORP

Chambers of Zorp is a fast arcade-type game for one or two players. Game lovers of all ages will enjoy Chambers of Zorp. It uses many of the famous capabilities of your Atari 800. Check out this list of great features:

- Quick joystick action;
- Great animated graphics;
- Sound effects that are entertaining and helpful;
- Skill levels for beginning, intermediate and advanced players; and
- Dozens of "chambers" that get progressively harder, and harder, and harder. . .

The Chambers of Zorp instruction manual has everything you need to learn the game—all you add is practice! If you like to learn a video game by playing it, proceed directly to the instructions for Getting Started. If you like to have a sci-fi adventure buzzing in your brain when you tackle a new game, read the Scenario first. And if you like to review the Player Controls, Scoring, and Strategy of a game before you risk it all, check out those sections before you play. Good luck!

GETTING STARTED

You need to do two things to play Chambers of Zorp. First, you must load the game into your computer. Then, you have to set the game for your level of play.

Loading the Program

To enter the Chambers of Zorp, simply follow these steps. (This is called "booting.")

1. Turn your monitor or television **on**, and your Atari computer off. Connect your joystick to Controller Jack 1 on the front of your computer.
2. Turn on the disk drive power switch. Both the "on" and "busy" lights will come on.
3. When the "busy" light goes off, open the drive door (by pressing the release button below it, if you have an older drive).
4. Slip the Chambers of Zorp program disk into the drive with the label face up.

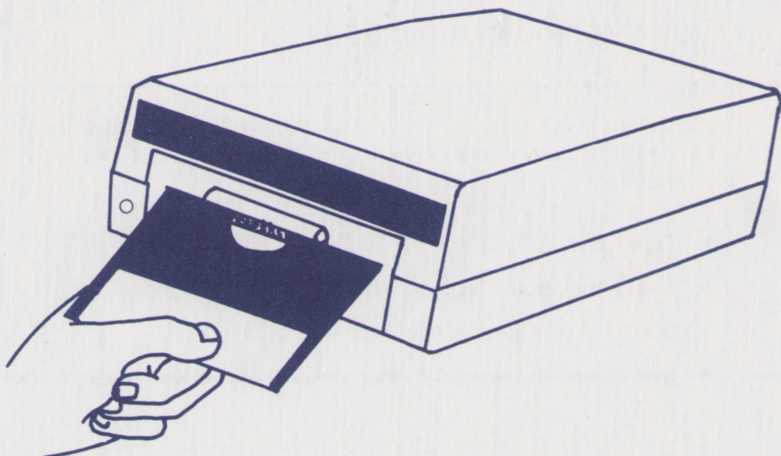


Figure 1—How to Insert A Disk

5. When the disk is fully inserted, close the drive door.
6. Turn the power switch on your computer to the on position. The screen should be light blue, and the “busy” light on your disk drive will come on. This indicates that the program is loading.

The Chambers of Zorp title should now appear on the screen. If the **BOOT ERROR** message appears instead, you may have inserted the disk incorrectly. Please repeat the above instructions.

Changing the Settings

Now that you've got the program loaded, it's time to adjust it to your level of play. Once you learn to do this, you won't need to check the manual again. The bottom half of the title screen looks like this:

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

If you're a beginner, and you're going to play by yourself, press the **fire button** on your joystick and you'll soon find yourself in Chamber One. (This is the standard beginning level of play.) But if you have more than one player, or if you'd like to try a more challenging skill level, grab your joystick.

First, tell the computer how many players there are. Move the joystick up and down, and watch the words **TO GET:** move on the screen. Move the joystick so that the screen reads **TO GET: NUMBER PLAYERS: 1**; then press the fire button. The number of players will change to two. Press the button again, and the number will change back to one. See how that works?

Notice that the line **PLAYER 2 LEVEL: INTERN** appears at the bottom of the list when you're set for two players. You won't see it when there's only one player.

Now it's time to set the skill level. Move the joystick again, so that the screen reads **TO GET: PLAYER 1 LEVEL: INTERN**. Then press the fire button, and the level will change to **DOCTOR**; one more push of the fire button, and the level will change to **SURGEON**. Intern level is easiest, Doctor is harder, and the Surgeon level is crazy.

If you have two players, you also have to set the skill level for Player 2. Do this the same way you set the level for Player 1.

When you have everything (number of players and skill level) just the way you want it, move the joystick again so that **TO GET:** is next to **NEW GAME**. Then press the fire button, and begin playing Chambers of Zorp.

SCENARIO

Ever have one of those days when nothing goes right? The planet Zorp has been having those kinds of days for a thousand years. Ancient underground nuclear weapons experiments have brought to life deadly Kolox organisms, huge one-celled creatures that multiply, deep in the planet's crust.

Leftover radiation recently caused the Kolox to take on a new form. They're mutating into fast-moving, aggressive creatures that sense life—and destroy it with a touch.

The Galaxy Council has decided to purge Zorp of the Kolox, and have chosen you to pilot a probe that will comb the Chambers of Zorp for the mutants. Maneuver your probe, shoot the Kolox with hypervaccine, clear the chamber, and move on—thousands of pulsing, growing Kolox await you!

PLAYER CONTROLS

You use a joystick to control your probe in the Chambers of Zorp. Move around the cavern, point your hypervaccine cannons, and press the fire button to inject toxin into the Kolox. Your probe can move very fast, and can fire in eight directions.

When you're between chambers, your probe is carried by a swift current. You can't maneuver your probe when you're between chambers, but you can pivot and fire hypervaccine.

The keys on your Atari computer are also used when playing Zorp. If you're interrupted while you're deep in a chamber, press **[SPACE BAR]**. This will freeze the action, and allow you to take care of business. Then, press **[SPACE BAR]** again to resume play.

Of course, none of us ever make silly mistakes when playing video games. (Certainly you'll never lose a probe too early in a game, for instance.) But if one of your friends plays the game and messes up, try pressing **[START]**. (This key is to the right of the regular keyboard.) This will return your friend to the title screen, and the game can start over.

Note: Every time you press **[START]**, and every time a game is finished, the game settings (the number of players and their skill levels) reset to the standard beginning levels.

SCREEN DISPLAY

When you boot up Zorp, a top-down view of your first chamber appears on the screen. The walls of the chamber can't be penetrated by your probe or the Kolox. While you play, the walls will flash different colors depending on the chamber you're in and the Kolox radiation level. When you "ab-zorp" too much radiation, your probe is destroyed! The timer is a better indicator of the radiation level—and you'll learn about it soon.

The border of the screen is loaded with helpful information. Across the top you see the current score for each player, and the high score for the current session. (The high score resets to zero each time the game is loaded.)

Your remaining probes are parked in the lower left corner of the screen. (You begin each game with three probes.) In the bottom center of the screen you see the time remaining in this chamber before radiation destroys the probe. You start out with ninety seconds on the clock, and you have to clear the chamber before it reads zero.

(When the time gets down to ten seconds, you'll hear a beeping sound. Move fast!) The number in the lower right corner of the screen tells you what chamber you're in.

When two people are playing, a player number will flash at the bottom of the screen before each round to indicate who's supposed to be playing. Two players alternate turns, shooting until their probe is destroyed.

Messages will occasionally appear in the timer area, congratulating you for good performance. Keep an eye on this area of the screen!

SCORING AND STRATEGY

The Point of the Game

Every chamber is filled with a variety of Kolox and other underground inhabitants. Blast them with the proper dose of hypervaccine, and rack up points for your skill.



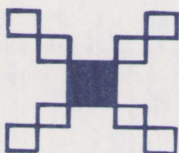
Dormant Kolox must be shot with one dose of hypervaccine. Interns get 20 points for each one, doctors get 40 points, and surgeons rack up 60 points.



Multiplying Kolox also take one hit from your probe. Because they're an imminent threat, they're worth 50 points to a sure-shot probe pilot.



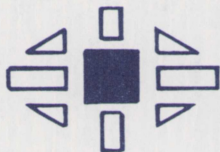
Mutating Kolox are hard to spot, but worth the effort. Catch a Kolox before it becomes a mutant and rack up 100 points.



Creeping Mutants are aggressive, crawling Kolox. To destroy one, four injections of hypervaccine must reach your target. For 200 points, blasting one is probably worth the effort.



Streaker Mutants also are worth 200 points and also require four injections. Like their name implies, they're lots faster and more aggressive than the Creepers. You've got to move quickly or they'll get you!



Chamber Metacrystals appear once in each chamber. Make blasting these crystals a high priority—they hold a dose of strange radiation that makes your probe temporarily immune to all types of Kolox. Plus, you get 2000 points for blasting one! You hear a congratulatory fanfare and your probe turns purple when you hit a Chamber Metacrystal. The craft flashes back to its original color as the immunity wears off.



Miniature Metacrystals appear only in the passageways between chambers. For only 40 points apiece, they seem like pretty unimportant prey—but they're very important! Blast every Miniature Metacrystal in the passageway, and you'll collect a 5000-point bonus—and immunity!

Bonus probes are awarded at 20,000 points, 100,000 points, and every 100,000 points thereafter.

Strategy

The more you play Chambers of Zorp, the better you'll get. You'll quickly develop your own strategy for winning. These hints may help you develop a successful game plan.

At the Intern level, the infection grows at a normal rate and the mutants are only moderately aggressive. The Doctor level, on the other hand, pits you against a quickly growing infection and relentless mutants. If you're really proficient, try the Surgeon level—you'll battle awesome mutants and an infection that grows continuously.

Your probe is fast and maneuverable, and fires hypervaccine in eight directions. Use these qualities to your advantage—learn to fire accurate, short range shots in all directions.

Kolox tend to grow in pockets. Whenever it's possible, clear one infestation before you move to the next. Otherwise, the beasts will grow back.

Use the walls of the chambers for protection. The mutant Kolox can't sense you around corners, so you can hide from them temporarily. Don't get hemmed into a corner, though!

You can't steer your probe between chambers. You're carried along the passageways on a strong current. You can, however, pivot and fire at the Miniature Metacrystals along the passageways. Don't forget the bonus points they hold!

Last of all, remember the most important strategic weapon you have: superior intelligence. This game is for your entertainment! We hope you enjoy it.

IMPORTANT TIPS

Follow these tips to minimize problems in running this program, and many others, on your microcomputer.

Do not open the disk drive door while the "busy" light is on. Results are unpredictable; damage to your program may result.

Do not press BREAK while the program is running.

Do not try to make a copy of this disk. If something goes wrong with your disk during normal use, please refer to the Warranty section of this manual.

Handle your new disk carefully, holding it by the labeled edge only. Keep all your disks in their special sleeves when you're not using them. Keep them dry, cool, clean, and away from magnetic sources like your monitor or TV. Even paper clips can carry enough magnetism to ruin a good disk!

OBTAINING A BACKUP COPY

This program is protected against duplication. To obtain a backup copy, please send a check or money order in the amount of ten dollars (\$10.00) to the Software Guild together with your Warranty Card.

WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. With your name on file, we will be able to provide the best possible customer service, including information on program updates and replacement of damaged programs.

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Should you have problems with this program, please contact our Customer Service Department at the following toll free number. We have the experience and service network to assist you.

1 (800) 341-4000

Given normal use, it should not be possible to damage this program. However, should the program become damaged, please return it to us with a short description of the problem. The Software Guild will replace your program promptly, according to warranty provisions.

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ISBN 0-8145-1306-9