



GRAVITOR

GAME OVERVIEW AND LOGISTICS

Boot the disk with no cartridges and the program will auto-run.

The initial display consists of the name “**GRAVITOR**” and the three top scores along with the players initials. This is a permanent high score record that is updated every game. Below this, various information, including input prompts and disk error messages, will be displayed.

The object of the game is to visit hostile planets, destroy their gun positions and steal their fuel for your own use. When the gun positions have been destroyed, the player exits the planet at top of screen. This completes the planet and it is no longer displayed on the planet field display. When a field of planets is destroyed another will be loaded from the disk; obviously the next set will be more challenging.

Start begins the game with the first planet field. Each field consists of a sun and six planets. Displayed at the top are the score, fuel remaining, player ships remaining, planet bonus value for the planet and the score required for a bonus ship.

Beside each planet is a bonus value for that planet, the lower the value the easier the planet. The bonus value is the maximum points that can be earned by completing the planet. If a planet is left before all the gun positions are destroyed all gun positions and bonus values are restored. The planets of the first field will also become more difficult, reflected by a new, higher bonus value.

There are two ships that track the player; contact with them is lethal. This type of ship is not equipped with guns. They are destroyed by your fire or by contact with the sun. Once destroyed they will not reappear until you return to this display. If they are lured into the sun no points are awarded but the danger they present is gone.

Movement is accomplished in the usual fashion. The player ship is rotated to the desired direction and the thrust button produces an acceleration in that direction. Shots fired exit from the nose of the player ship only. The player ship is affected by the suns gravity and the usual laws of motion. The player also has a permeability shield, when on, an enemy shell can pass through the player ship without damage. If turned off while a shell is passing through, the player ship is destroyed. Both the shields and thrusters consume fuel which must be replenished by using the enemy fuel depots. If the players fuel tanks get low an audible warning is heard. If they reach empty the game is over no matter how many player ships remain.

When the player makes contact with a planet, the display changes to the planet's surface with the player high above it. The players ship is now affected by the planet's gravity which can be either positive (down) or negative. The strength of the gravity is a function of the degree of difficulty.

The surface of the planet is green; even a soft touch on it will destroy the players ship. Most planets are implemented as a cross-sectional view of surface area bounded by mountains. It is, therefore, not possible to travel in one direction and eventually return to the starting point; a mountain would first be encountered.

The enemy gun positions are red. Their fire direction is random, while the fire rate is a function of random and degree of difficulty. Contact with it is deadly. As long as guns remain on the planet the sound of their shots will be heard. When all guns on a planet have been destroyed, the message "MISSION COMPLETE" will be displayed at the top of the screen.

The fuel depots are blue. To onload fuel the players ship must contact the depot. It can not be destroyed by either the players or the enemies shots.

There are enemy ships on most planets. Their movement is essentially lateral and is constant along that axis. They will adjust their altitude (within bounds) in an attempt to impact and destroy the player. Their aggressiveness is a function of the degree of difficulty.

If a planet is completed, whose bonus value is greater than one or more planets remaining in the planet field, these lesser planets are increased in difficulty and their bonus values are increased to 9,000 points.

Each planet field contains a reactor planet. This one differs in that it is run on a time limit. The player must reach the reactor core, shoot it, then work his/her way back to the entrance within the time limit. If the time limit expires before the planet is completed, the reactor explodes, destroying the players ship. When this planet is completed the player is awarded 10,000 points for every planet remaining in this planet field. Bonus player ships are also awarded according to the score. The player progresses to the next field of planets.

When the game ends (all ships have been destroyed or fuel exhausted) and if the players score is among the top three scores, the player is prompted to enter his/her initials. The character is selected with the left/right buttons (stick) and entered with the fire button. This is a permanent record stored on the disk.

This game can be played with a joystick but, in this instance, the player will not be able to thrust and apply the shields simultaneously. Control can be made more precise, thus retaining the arcade "feel", by using an arcade type switch arrangement.

LIFETIME WARRANTY

Return bad diskette in mailer

To: COMAX SOFTWARE
1936 - 3rd Avenue N.E.
MEDICINE HAT, ALBERTA T1C 1C5

Include \$3.00 to cover postage and handling.

NOTE: For information on controller construction, contact above.

SYSTEM REQUIREMENTS

ATARI COMPUTER SYSTEM COMPLETE WITH DISK DRIVE,
CONTROLLER/JOYSTICK, AND 32K RAM MINIMUM.
(XL SERIES REQUIRES TRANSLATOR PROGRAM)

GRAVITOR is an **ARCADE-TYPE** game using a multiple screen display. The action can become very intense, demanding a skilful hand at the controls.

RECOMMENDED AGE — 9 to ADULT.

Interstellar Security Administration has called you into active duty. You have been chosen from the few able pilots in the Sol System to perform a mission vital to the survival of the human race.

A group of experimental robots, developed without the necessary three laws of Robotics, mysteriously disappeared from laboratories near Ganymede.

Now, ten years later, deep space probes have turned up evidence of colonization in the outer reaches near Alpha Centauri. Several freighters and unmanned exploration vehicles have vanished in the area. Debris from one of the freighters has been found with no survivors. It is feared that the robots have begun establishing bases on several systems of planets, their intent, apparently, to wage war on humankind.

You have been provided with the latest in technologically advanced space craft. Your mission is to search and destroy all hostile installations on outlying systems.

The survival of your fleet and the success of your mission depend upon your skills as a fighter pilot and aerial strategist.

GOOD LUCK, COMMANDER