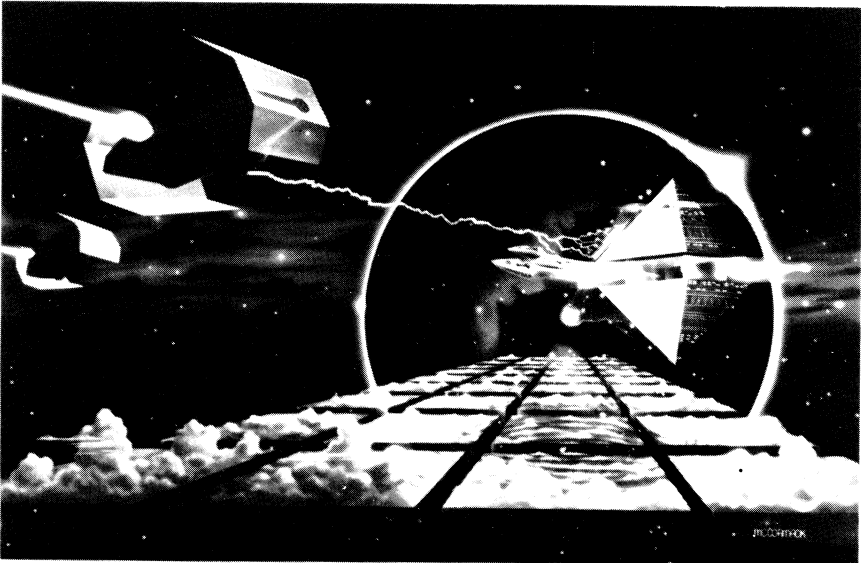# ATARI XE VIDEO GAME CARTRIDGE

Star Raiders II ™
The Great Galactic Adventure Continues

GAME MANUAL

The software for Star Raiders II was designed by Gary Stark and Bruce Poelhman.

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because we are constantly improving and updating our computer software and hardware, Atari Corporation cannot guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions.

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INTRODUCTION

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Star Raider Commanders are scarce in this galaxy. After wiping out the Zylon Empire most of them scattered and retired. But not you! You spent your time hyperwarping Federation Express Cruisers from one star system to the next. But now the Federation needs you — and we've got some real action!

THE PROBLEM

Remember Celos IV, that peaceful star system? And its planet, Teris, a temperate paradise where battle-weary Star Raider Commanders went for rest and rehabilitation? Well, guess what! Teris is being invaded — by Zylons!

Some Zylon warriors who promised good behavior were freed to resettle on their home planet. But their upstart leader, Chut, preached revenge and changed their loyalties. Then he orchestrated a takeover of Zylon and the entire Procyon Star System.

Chut now commands an awesome Zylon Master Force. And he's built Attack Bases capable of producing new Attack Squadrons in minutes. Zylon fighters are attacking Teris as we sit here!

THE MISSION

We need action fast! The Federation is asking you to pilot the hottest new fighter in the galaxy — the Liberty Star. The mission is simple: Wipe out the entire Zylon Master Force. You must also penetrate their stronghold, the Procyon Star System, and destroy all their Attack Bases. If you don't, Zylon slaves will build enemy Squadrons as fast as you can eliminate them!

THE BATTLE ZONE

The battle zone covers two star systems: Celos IV, which you defend, and Procyon, where you attack. You must also protect the Federation Space Stations — your harbors for refueling and repair — from being destroyed. Without the Space Stations, you're in serious trouble!

Celos IV Star System

Our shimmering Federation star system is made up of its star, Celos IV, three planets, Arcanum, Seridus, and Teris, and the moon Imbri.

Arcanum A glacial giant with glistening cities of ice.

Seridus An arid desert with small adobe villages.

Teris A temperate paradise with exotic mega-cities and lush, secret valleys.

Imbri Teris' moon, with hi-tech civilian centers surviving on barren terrain.

Procyon Star System

This lopsided, inhospitable star system, now ruled by the revenge-ridden Chut, is made up of its star, Procyon, and three planets, Gaon, Morkoth, and Zylon.

Gaon A steamy, jungle-covered ball sprouting Attack Base sweatshops.

Morkoth A gaseous giant with floating Attack Bases.

Zylon The dry, savanna-like home planet of the Zylon Master Force.

WEAPONRY

The Liberty Star

Your Liberty Star Fighter packs three computer-guided offensive weapons systems:

Pulse Laser Cannons Twin weapons for destroying Zylon Fly Fighters.

Ion Cannon A torpedo thrower for exploding Zylon Destroyers and Command Ships.

Surface Star Bursts (SSB's) Double-action missile volleys for destroying Zylon Attack Bases.

Zylon Starcraft

You will face three kinds of Zylon starcraft:

Zylon Fly Fighters Acrobatic attack ships armed with laser cannons.

Destroyers Agile, saucer-shaped starcraft equipped with zithium spiral beams. They also deploy deadly macro-waves that vaporize Federation cities.

Command Ships Slow-moving but powerful supply ships armed with anti-proton spiral beams. These ships carry Zylon Commanders.

Chut now intends to destroy all Federation cities. If he and his Master Force succeed, the battle—and the Celos IV Star System—are lost!

PLAYING THE GAME

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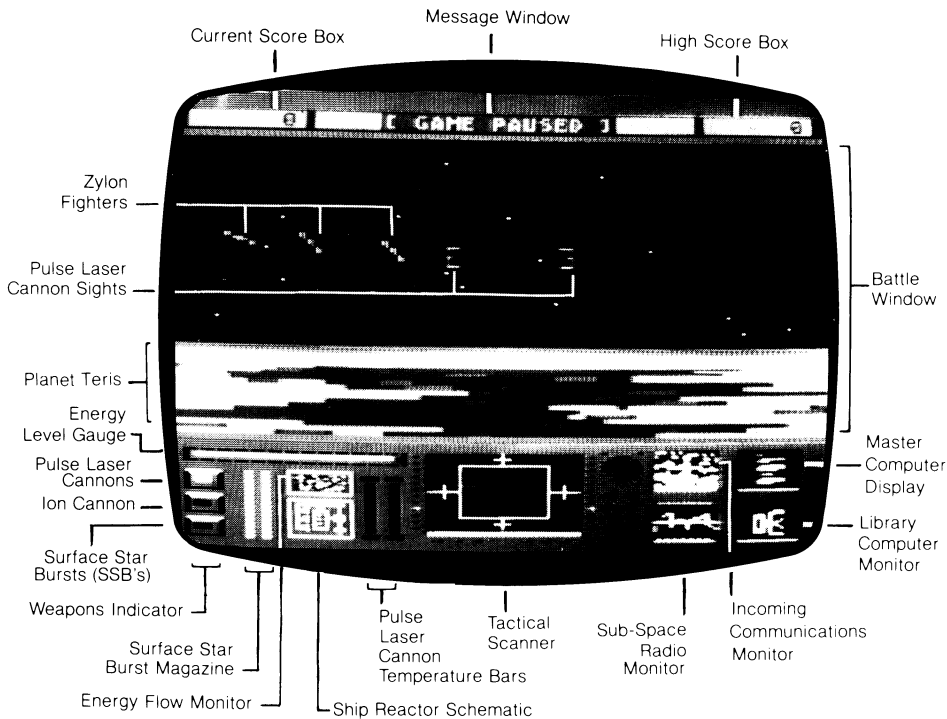
SYSTEM REQUIREMENTS

- ATARI XE™ Game System with keyboard, or XE, XL™, or 800™ Computer (min. 48K memory)
- Joystick
- Monitor or Television (color recommended)

GETTING STARTED

To load the program, veteran Star Raiders can follow Steps 1 to 4 below. Rookies should read and follow Steps 1 to 10. Then, you're ready to launch a serious offensive against Chut and the Zylon Master Force!

1. With your system turned off, insert the Star Raiders II program cartridge into the cartridge slot on your XE Game System or ATARI Computer.

2. Switch on your television or monitor, then your XE Game System or computer.

3. When the program screen appears, press the [Select] key to choose the game Difficulty Level (shown at the top of the screen). Level 1 is easiest.

4. Press the [Start] key or the Fire button on the joystick and watch your screen. In a few moments you'll be at the controls of your Fighter, the Liberty Star, looking through the Battle Window onto the planet Teris in the Celos IV Star System. Your Pulse Laser Cannon sights (bracketed) appear in the center of the Battle Window as a pack of Zylon Fighters swarms in to attack.

5. Press [P] to pause the game and identify the elements in the game display.

Note: If you have a disk-based version of Star Raiders II, you will need an ATARI 810™ or 1050™ Disk Drive. Load the program disk into Drive 1 and switch on your system. When the program finishes loading (the Busy Light goes off), proceed with Step 3 above.

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Current Score Box

Message Window

High Score Box

Zylon
Fighters

Pulse Laser
Cannon Sights

Battle
Window

Planet Teris

Energy
Level Gauge

Pulse Laser
Cannons

Ion Cannon

Master
Computer
Display

Library
Computer
Monitor

Surface Star
Bursts (SSB's)

Weapons Indicator

Surface Star
Burst Magazine

Energy Flow Monitor

Pulse
Laser
Cannon
Temperature Bars

Tactical
Scanner

Sub-Space
Radio
Monitor

Incoming
Communications
Monitor

Ship Reactor Schematic

[GAME PAUSED]

The game display has indicators for monitoring your ship's systems. The most important indicators are:

Energy Level Gauge Shows the Liberty Star's fuel level.

Weapons Indicator Shows the weapon you're currently deploying. Press [W] to switch between Pulse Laser Cannons (star fire) and SSB's (ground fire). During spacefights, the Liberty Star's computer automatically switches between Pulse Laser Cannons and the Ion Cannon as needed.

Surface Star Burst Magazine Each light represents one available Surface Star Burst missile. SSB's are used in pairs.

Message Window Displays Alert Messages and Damage Reports.

Pulse Laser Cannon Sights (bracketed) Guide your Pulse Laser Cannon shots. These automatically change to crosshair sights for the Ion Cannon when you're firing on Destroyers and Command Ships.

Score Boxes Left score box displays current score; right score box displays previous highest score.

Battle Window Displays your view of the battle.

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Tactical Scanner Displays in two modes: Target Mode shows the location of attacking enemy starcraft and Attack Bases. Weapons Systems Mode displays your weapons, shields, and engine systems; blinking lights indicate damage. Press [T] to switch between modes.

Pulse Laser Cannon Temperature Bars Show the increasing heat level as you continue to fire. Holding down the joystick Fire button too long overheats the cannons, causing them to misfire.

6. Press [P] to continue the game. You are now computer-locked into orbit above Teris. Fire on the Zylon Fighters as they come into range within your sights by pressing the joystick Fire button. Chase the Fighters by pushing the joystick handle forward to speed up or backward to brake.

7. Protect the Liberty Star by activating its shields. Press [T] to view the outline of the Liberty Star on your Tactical Scanner. Your shields are activated if a row of dots surrounds the outline. If not, press [S] to activate them.

   When your shields are undamaged, you're safe. When you get a message that your shields are damaged, you're in trouble and need to warp to a Space Station for repairs.

8. Press the [Space Bar]. The System Chart showing the Celos IV Star System appears. Press [P] to pause the game while you examine the elements in the chart.

Procyon Star System

Zylon Squadron

Space Station

Readout Box

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This System Chart shows the locations of planets and other elements in the Celos IV Star System. Special elements are indicated as follows:

Zylon Squadrons Groups of four small blinking lights. The System Chart tracks their movements into the Celos IV Star System.

Space Stations Single small lights outside the outermost planet orbit. Blinking lights indicate Zylon Squadrons in the vicinity.

Procyon Star System Large white light with three smaller lights in the upper left corner of the chart. (When you're viewing the System Chart for the Procyon Star System, Celos IV will be in the lower right corner.)

The circle around the planet Teris shows your present location. The Readout Box at the bottom of the chart tells the planet's name, characteristics, status of existing cities, and the number of enemy Destroyers and Fighters present. This information is your guide to action. You must wipe out the enemy ships to protect your cities and the Federation.

The Liberty Star can warp to these locations:

Planets and moon of the Celos IV Star System These are yours to protect. Warp here to battle enemy Fighters and Destroyers attacking your cities.

Zylon Squadrons penetrating the Celos IV Star System Warp here to destroy enemy starcraft. The Readout Box does not show the number of ships in a Squadron. Destroyers will attack the Liberty Star only after you eliminate the Fly Fighters. When you finish off the Destroyers, look for a Command Ship lurking nearby.

Space Stations Warp here for refueling and repairs. Remember: To stay alive, you must monitor your fuel supply and Message Window.

The Procyon Star System Warp here to carry out ground attacks on Zylon Attack Bases. You *must* destroy the bases or they will continue to build enemy Squadrons.

9. Press [P] to continue the game. Move the joystick handle in the direction of another location on the chart. A dotted Trajectory Line appears to mark your path. When the path reaches a potential destination, a circle appears around it and the Readout Box displays important information about it.

   Pressing the Fire button now will warp you to the new location. You can choose either to warp there or to stay on Teris. Press the [Space Bar] to return to Battle Window action.

10. Keep checking your Energy Level Gauge and Message Window. When your fuel supply runs low or a Damage Report appears, warp to the nearest Space Station. Press the [Space Bar], set the Trajectory Line to a Space Station, and press the Fire button on the joystick. At the Space Station, the Liberty Star will automatically dock, refuel, and undergo repairs. When the Energy Level Gauge shows full, warp back to battle.

Controlling the Liberty Star and defeating Chut's Master Force will take practice, skill, and strategy. The rest of the information in this manual, especially the next section, **Warping to Procyon,** will help you succeed!

WARPING TO PROCYON

Destroying the Zylon Attack Bases is the key to saving the Federation. Until they're eliminated, those bases build enemy starcraft at breakneck speed.

Penetrate the Zylon stronghold by following the steps below:

1. Press the [Space Bar], draw a Trajectory Line to the Procyon Star System, and press the Fire button on the joystick to warp to enemy territory.

2. You're now in orbit over Morkoth. Ignore the attacking enemy Fighters. Press [W] to activate your Surface Star Bursts. An "X"—your target sight—appears on the surface of the planet in your Battle Window.

3. Pull the joystick handle back to slow down. You're on a bombing run! Watch the Tactical Scanner and maneuver your ship directly towards an Attack Base "blip" on the screen.

4. Keep one eye on the Battle Window. On the planet's horizon, look for a cluster of small shapes to appear. That is your target — a Zylon Attack Base! The instant you sight an Attack Base, fire the Surface Star Burst missiles. Maneuver the "X" so it's directly over the base when the missiles hit.

5. Destroy Attack Bases on all three planets of the Procyon Star System. Continue your bombing runs until you get a Damage Report, discover you're not moving correctly (your engines have been knocked out), use up your SSB's, or run low on energy. Immediately warp to a Space Station for refueling and repairs.

HANDLING THE JOYSTICK

The joystick controls the Liberty Star and your weapons systems.

- Pushing the joystick handle to the left or right moves the Liberty Star in that direction.
- Pushing the joystick handle forward or backward speeds up or slows down the Liberty Star when in orbit over a planet. When in space, this motion controls up or down movement.
- Pressing the Fire button on the joystick deploys your weapons or initiates a warp to another location.

KEYBOARD COMMANDS

[P] Press once to pause, then again to resume action.

[W] Press to switch weapons systems.

[T] Press to switch your Tactical Scanner between Target Mode and Weapons Systems Mode.

[S] Press to activate or deactivate shields.

[Select] Press to select Difficulty Level.

[Space Bar] Press to switch between the Battle Window and System Chart.

[Start] Press to begin a Star Raiders II mission. (Or press the Fire button.)

STRATEGY/SURVIVAL TACTICS

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Use these strategies and survival tactics to defeat the Zylon Master Force.

- Protect your planets first unless a Space Station is under severe attack (indicated by blinking Space Station lights on the System Chart). Once a Squadron attacks a Space Station it will not attack a planet.
- In Difficulty Level 1, protect your planets closest to Procyon first. Zylons can reach them fastest after entering Celos IV. (This is not valid in higher Difficulty Levels.)
- To save time while warping, activate your next command on the keyboard. It will be executed immediately after warping is completed.
- De-activate your shields before warping to conserve energy.

STALKING DESTROYERS

You will face three classes of Destroyers: blue, green, and red. Blue Destroyers are weakest; red are strongest. The stronger a Destroyer is, the more shots you must fire to destroy it.

Destroyers are equipped with force shields, shadow shields, zithium spiral beams, and macro-waves. But when Destroyers are macro-waving your cities, their shields are down. Now's the time to attack!

Position your crosshair sights on a Destroyer and wait for it to deploy a macrowave. Immediately fire your Ion Cannon and keep firing until you score a hit. Repeat this tactic until you've exploded all the Destroyers. (You may have to warp to a Space Station in between for energy and repairs.) Your Tactical Scanner shows the location of the next Destroyer. When you've wiped out all the Destroyers, the Pulse Laser Cannon sights reappear.

ENERGY AND REPAIRS

The Liberty Star refuels and undergoes repairs at a Space Station. But for emergency re-energizing, you can experiment with an untested feature: Direct Star Recharge. Warp to a star. If you're skilled, you'll re-energize and escape from the star's superheated atmosphere before it melts your hull — and you!

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MESSAGES

You can receive up to 24 different messages in your Message Window while flying a Star Raiders II mission. Below are key messages that demand immediate attention:

Pulse Laser Cannon, Ion Cannon, or SSB Damage Your weapons are knocked out. Seek immediate repairs at a Space Station.

Shield Damage One or more of your 17 shields has been damaged. Zylon Fighters will know that you're unguarded and really pour it on. Seek repairs at the earliest opportunity.

Engines Damaged The Liberty Star moves spasmodically, out of control. Warp to a Space Station at once!

Scanner Malfunction The Tactical Scanner suddenly shows a jittering, sporadic display. You can still put up a good space-fight, but it's extremely difficult to have a profitable bombing run. Get it fixed!

Sub-Space Radio Damage You can fight with this function knocked out, but you'll miss valuable messages and Damage Reports. Plus you won't be able to determine the positions of Zylon Squadrons on the System Chart. Better get the radio repaired ASAP!

DIFFICULTY LEVELS

Level 1 Attacking Zylon Squadrons move at a slow pace into the Celos IV Star System. You have three Space Stations for refueling and repair.

Level 2 Attacking Zylon Squadrons move faster into the Celos IV Star System. You have two Space Stations. The Zylons quickly launch new Squadrons from Procyon if you fail to destroy their Attack Bases.

Level 3 Attacking Zylon Squadrons streak into the Celos IV Star System. You have one Space Station. Zylon Attack Bases work overtime, launching wave after wave of Squadrons. You may face as many as 30 Fighters and Destroyers on one planet!

GAME POINTS AND RATINGS
Points

Zylon Fly Fighter   =   100 points
Zylon Destroyer   =   500 points
Zylon Command Ship   =   5000 points
Zylon Attack Base   =   1000 points

Bonus

Level 1: 2000 points per city saved.
Level 2: 4000 points per city saved.
Level 3: 8000 points per city saved.

Ratings

Score	Rank
240,000 or above	Fleet Admiral
180,000 to 239,999	Admiral
120,000 to 179,999	Commodore
70,000 to 119,999	Captain
40,000 to 69,999	Commander
20,000 to 39,999	Lt. Commander
10,000 to 19,999	Lieutenant
0 to 9,999	Ensign