

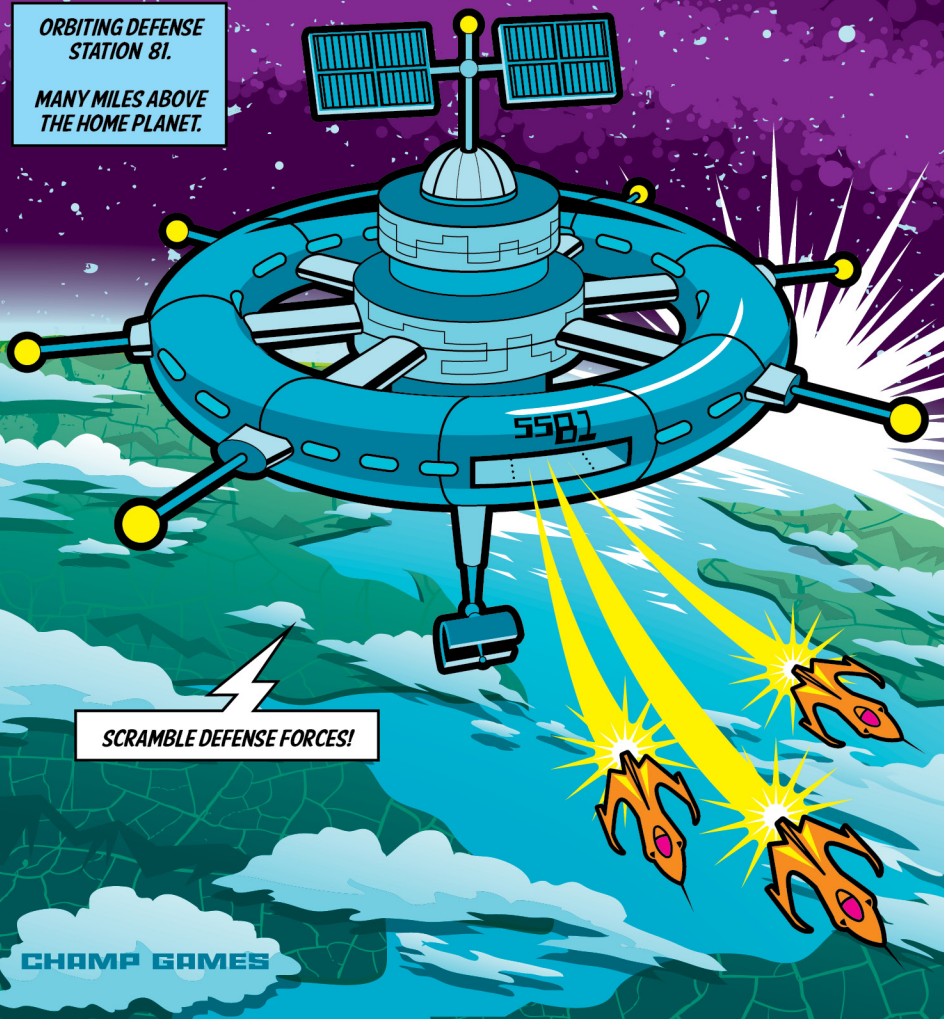
# SCRAMBLE

## FORCE

FOR THE ATARI 2600™

ORBITING DEFENSE  
STATION 81.

MANY MILES ABOVE  
THE HOME PLANET.

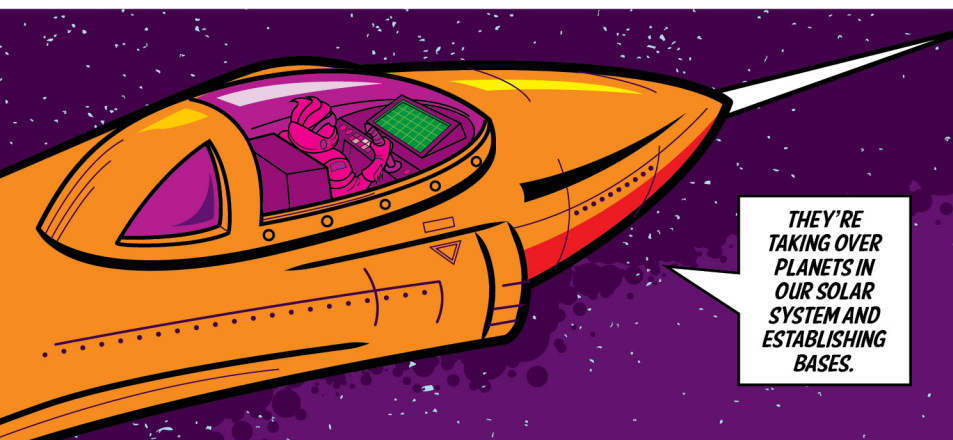


SCRAMBLE DEFENSE FORCES!

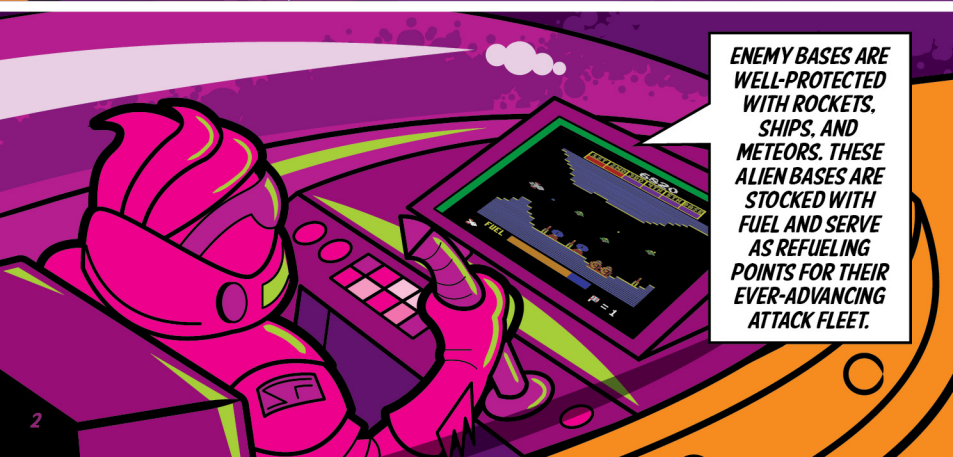
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AS YOU KNOW, THE ALIEN INVADERS ARE ADVANCING.



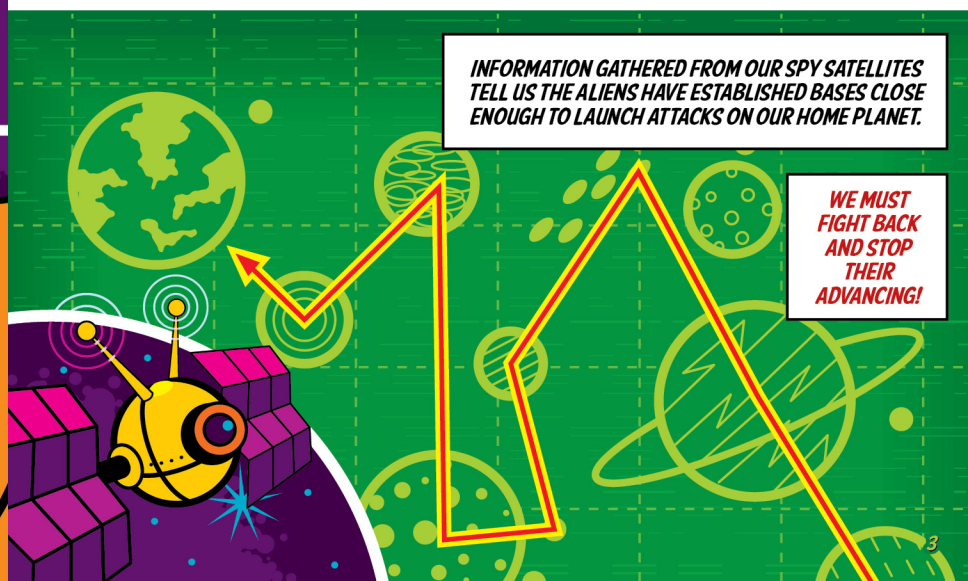
THEY'RE  
TAKING OVER  
PLANETS IN  
OUR SOLAR  
SYSTEM AND  
ESTABLISHING  
BASES.



ENEMY BASES ARE  
WELL-PROTECTED  
WITH ROCKETS,  
SHIPS, AND  
METEORS. THESE  
ALIEN BASES ARE  
STOCKED WITH  
FUEL AND SERVE  
AS REFUELING  
POINTS FOR THEIR  
EVER-ADVANCING  
ATTACK FLEET.



EACH BASE IS CONTROLLED FROM A  
CENTRAL COMMAND CENTER BURIED DEEP  
UNDERGROUND. DESTROYING THIS COMMAND  
CENTER WILL FORCE THE ALIENS TO ABANDON  
THE BASE AND RETREAT.



INFORMATION GATHERED FROM OUR SPY SATELLITES  
TELL US THE ALIENS HAVE ESTABLISHED BASES CLOSE  
ENOUGH TO LAUNCH ATTACKS ON OUR HOME PLANET.

WE MUST  
FIGHT BACK  
AND STOP  
THEIR  
ADVANCING!



*YOUR SHIP IS ON A PREPROGRAMMED COURSE TO ONE OF THESE ALIEN BASES. MISSIONS HAVE BEEN ASSIGNED BASED ON YOUR LEVEL OF EXPERIENCE. WHEN YOU ARRIVE YOU WILL TAKE MANUAL CONTROL AND FIGHT YOUR WAY TO THE UNDERGROUND COMMAND CENTER.*

*YOUR MISSION IS TO DESTROY THIS COMMAND CENTER, FORCING THE ALIENS TO RETREAT FROM THE BASE AND ABANDON THE LOCATION.*

## CONTROLS

- NOVICE: 5 ships, fewer enemies, slower speed
- STANDARD: 4 ships, standard enemies and speed (similar to arcade)
- ADVANCED: 3 ships, extra enemies, faster speed
- EXPERT: Similar to the ADVANCED skill level plus:
  - Rockets launch on all stages, including heat-seeking rockets
  - Enemy ships fire missiles
  - Meteors move in more challenging patterns

### LEFT DIFFICULTLY:

- B = burst mode (fires up to 5 shots - 3 missiles and 2 bombs) when pressing and holding down the button
- A = single shot mode

### OTHER MENU CONTROLS:

- Joystick UP/DOWN cycles through TITLE PAGE/SCORE TABLE/SCORE RANKINGS
- Joystick LEFT/RIGHT cycles through skill levels. On the SCORE RANKINGS screen, cycles through the high scores for each skill level.
- SELECT returns to TITLE PAGE and cycles through skill levels
- RESET or Joystick button starts new game

### PAUSE/RESUME:

- Color/BW switch on Atari 2600
- Pause Button on Atari 7800

### CONTROLLERS:

- Joystick button fires both missiles and bombs simultaneously
- Gamepad button B fires missiles, button C drops bombs; controller is auto-detected if connected before startup

## SCORING

### — SCORE TABLE —

	... 50 PTS		... 150 PTS
	... 80 PTS		... 800 PTS
	... 100 PTS		... MYSTERY

- Bonus ship at 10,000 and every 50,000.
- 10 points earned for each parsec travelled.

### HIGH SCORES:

- Reset high score table for current skill level: While on the Score Ranking screen, press and hold RESET, then press SELECT. All scores are reset back to 10,000 points.
- With SaveKey:
  - Up to 10 high scores saved for each skill level.
  - Current skill level is also saved.
- Without SaveKey: Up to 10 high scores kept for current skill level, reset when game is powered off.

UPON SUCCESSFUL COMPLETION OF YOUR MISSION, YOU WILL PROCEED TO THE NEXT ENEMY BASE FEATURING INCREASED DIFFICULTY:

KABOOM!

- FUEL WILL BE USED AT A FASTER RATE
- YOUR SHIP MOVES FASTER
- ROCKETS MOVE FASTER AND FIRE MORE OFTEN
- ENEMY SHIPS MOVE FASTER
- METEORS MOVE FASTER
- MORE GROUND TARGETS
- FASTER ENEMY MISSILES IN EXPERT MODE

©!#?@!

BLAM!

FUEL

FUEL

YOU CARRY ONLY ENOUGH FUEL TO REACH THE ENGAGEMENT AREA.

ONCE THERE YOU MUST DESTROY THE ALIEN FUEL RESERVES.

YOUR SHIP IS EQUIPPED WITH ENERGY TRANSFER TECHNOLOGY THAT WILL AUTOMATICALLY CONVERT AND TRANSFER THIS STORED FUEL TO YOUR SHIP ALLOWING YOUR MISSION TO PROCEED.

FUEL

Entering Engagement Zone  
Manual Control Activated

BURST  
MODE

ON

OFF

DESTROY ALL 99 BASES TO  
FINALLY DEFEAT THE ENEMY  
AND CLAIM ULTIMATE VICTORY  
FOR THE HOME PLANET.



## CREDITS

**CODE AND DESIGN:**  
**JOHN W. CHAMPEAU**

**GRAPHICS AND LEVEL DESIGN:**  
**NATHAN STRUM**

**MUSIC, SOUND EFFECTS, AND  
SOUND DRIVER:**  
**BOB DECRESCENZO**

**ADDITIONAL SOUND EFFECTS:**  
**MIKE HAAS**

**LABEL, BOX & MANUAL DESIGN:**  
**DAVE DRIES**

**MANUAL TEXT:**  
**DAVE DRIES & NATHAN STRUM**

**PUBLISHED BY:**  
**CHAMP GAMES**

## ADDITIONAL THANKS TO

**THOMAS JENTZSCH FOR  
HIS MANY SUGGESTIONS,  
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HOURS OF GAME TESTING**

**DARRELL SPICE, JR. FOR  
HIS HELP WITH DPC  
PROGRAMMING AND THE  
DEMO CODE USED TO  
START SCRAMBLE**

**JOHN WOULD LIKE TO  
DEDICATE THIS GAME  
TO HIS BROTHERS PAUL,  
MIKE, AND DAVE**

**GOOD LUCK!**