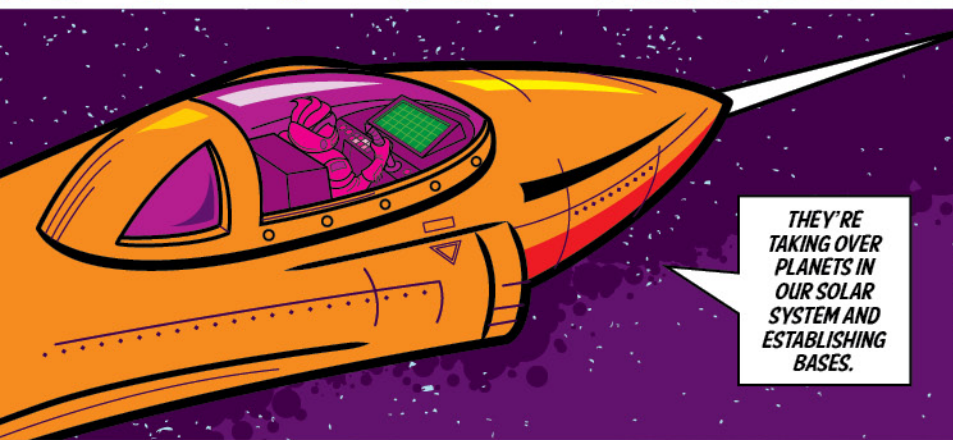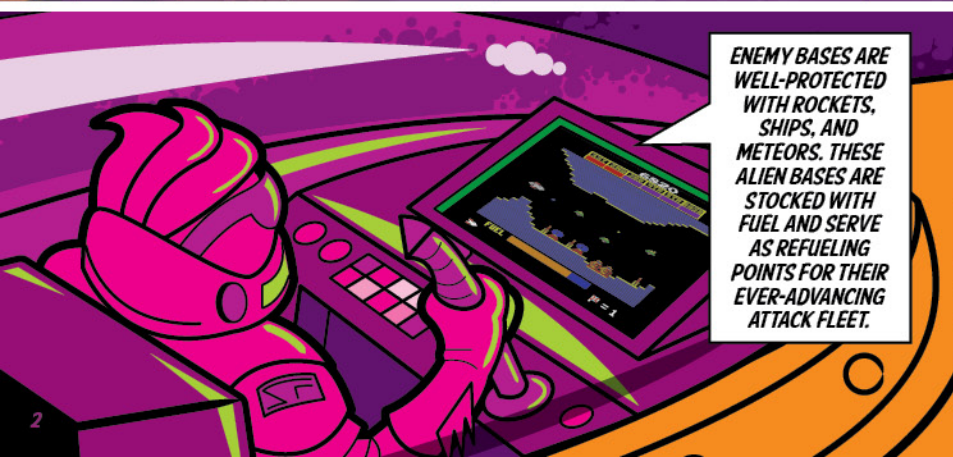AS YOU KNOW, THE ALIEN INVADERS ARE ADVANCING.

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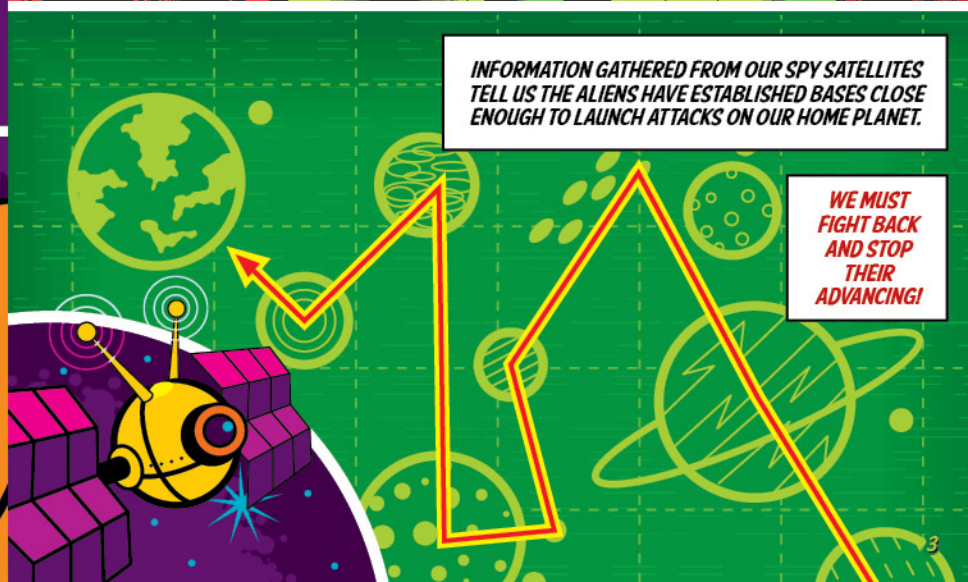
INFORMATION GATHERED FROM OUR SPY SATELLITES TELL US THE ALIENS HAVE ESTABLISHED BASES CLOSE ENOUGH TO LAUNCH ATTACKS ON OUR HOME PLANET.

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
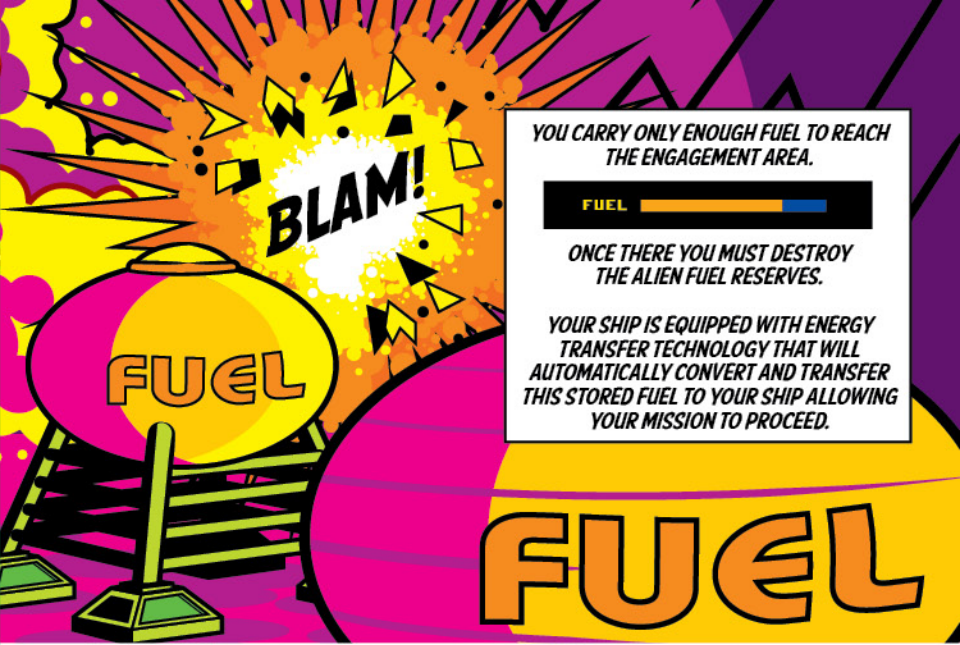- FASTER ENEMY MISSILES IN EXPERT MODE

@!#?@!

BLAM!

FUEL

YOU CARRY ONLY ENOUGH FUEL TO REACH THE ENGAGEMENT AREA.

FUEL

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

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HELPFUL HINTS AND
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!