

STARVOX

INSTRUCTIONS!



FOR THE ATARI 2600™

AN ALIEN FLEET HAS ASSEMBLED.



ONLY YOUR PHOTON ROCKET STANDS BETWEEN THE MARAUDING HORDES AND A NEARBY PLANET WITH STRANDED ASTRONAUTS. THE ALIENS SEND OUT FORMATIONS OF FIGHTERS TO DEAL WITH YOU AND TO CAPTURE THE STRANDED ASTRONAUTS FROM THE SURFACE OF THE PLANET.

YOUR MISSION IS TO DESTROY ALL OF THE ALIENS BEFORE THEY COMPLETELY DE-POPULATE THE PLANET.

GAME OBJECTIVE

YOUR GOAL IN STRATOVOK is TO SHOOT ALIENS ATTEMPTING TO KIDNAP ASTRONAUTS THAT APPEAR ON THE RIGHT SIDE OF THE SCREEN.

SCORE 50 OR 100 POINTS WHEN YOU EXPLODE AN ALIEN SHIP INTO SMITHEREENS AS YOU DODGE LETHAL ENEMY ROCKETS! SCORE FROM 300 TO 1000 POINTS WHEN YOU RESCUE A STRANDED ASTRONAUT FROM THE CLUTCHES OF THE EVIL ALIENS AND RETURN HIM TO HIS CREW! THE FASTER THE SAUCER TRIES TO ESCAPE WITH ITS PRISONER, THE MORE POINTS YOU'LL TALLY WHEN YOU DESTROY IT!

AS THE ACTION CONTINUES AND YOUR SKILLS IMPROVE, THE ALIEN ATTACK BECOMES PROGRESSIVELY HARDER TO REPEL! SEVERAL SQUADS CAN NOW ATTACK TOGETHER AND MAKE OFF WITH MORE THAN ONE ASTRONAUT!

WHEN YOUR PHOTON ROCKET IS BLASTED BY A DIRECT ALIEN HIT, THE PLANET SURFACE RUPTURES INTO EXPLOSIVE BOOMS AND TRIGGERS A PRISM OF FLASHING COLORS THROUGHOUT THE GALAXY!

THE MISSION ENDS WHEN ALL TEN ASTRONAUTS ARE CARRIED OFF OR WHEN ALL THREE OF YOUR PHOTON ROCKETS ARE DESTROYED!

SETTING THE CONSOLE CONTROLS



1. PLACE THE CARTRIDGE FIRMLY INTO THE CARTRIDGE SLOT AT THE TOP OF THE ATARI UNIT.

2. TURN THE ON/OFF SWITCH TO ON.

3. SET THE LEFT DIFFICULTY SWITCH:

POSITION A (EXPERT): YOU BEGIN THE GAME WITH FAST ALIEN FORMATIONS, AND NO ASTRONAUT WILL BE AWARDED AT THE END OF EACH LEVEL

POSITION B (NOVICE): YOU BEGIN THE GAME WITH SLOW ALIEN FORMATIONS, AND AN ASTRONAUT WILL BE AWARDED AT THE END OF EACH LEVEL

4. TO BEGIN PLAY, PRESS THE GAME RESET SWITCH ON THE CONSOLE OR THE RED FIRE BUTTON ON YOUR JOYSTICK.

THE JOYSTICK CONTROLLER



STRATOVox IS A ONE-PLAYER GAME.

PLUG THE JOYSTICK CONTROLLER INTO THE LEFT (FIRST) JACK OF YOUR ATARI 2600 SYSTEM.

USE YOUR JOYSTICK TO MOVE YOUR PHOTON ROCKET LEFT OR RIGHT AND PRESS THE BUTTON TO FIRE.

ATARIVox (OPTIONAL)

STRATOVox CAN USE AN ATARIVox TO CREATE IN-GAME SPEECH AND SAVE HIGH SCORES.

PLUG THE ATARIVox INTO THE RIGHT (SECOND) JACK OF YOUR ATARI 2600 SYSTEM.

CONNECT THE ATARIVox TO ANY POWERED SPEAKERS AND TURN THEM ON.

A SAVEKey CAN BE USED TO SAVE HIGH SCORES ONLY (NO SPEECH).



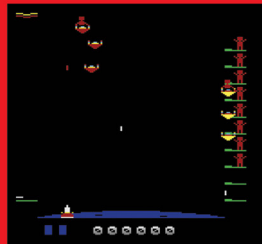
YOU BEGIN THE GAME WITH THREE PHOTON ROCKETS AND TEN ASTRONAUTS ON THE PLANET'S SURFACE.



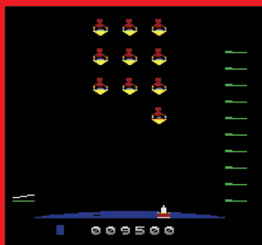
THE ALIEN FORMATIONS WILL START EMERGING FROM THEIR MOTHERSHIP AT THE TOP LEFT SIDE OF THE SCREEN.



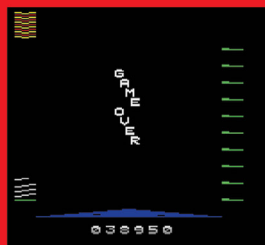
THE ALIENS WILL ATTACK YOUR PHOTON ROCKET BEFORE ATTEMPTING TO KIDNAP ONE OF THE ASTRONAUTS AT THE RIGHT SIDE OF THE SCREEN.



YOU MUST DESTROY THE ENEMY WITH YOUR PHOTON ROCKET'S MISSILES. HIT AN ALIEN CARRYING AN ASTRONAUT TO SAVE HIM!



IF THE ALIENS SUCCEED IN KIDNAPPING ALL OF THE ASTRONAUTS, IT'S GAME OVER!



THE GAME ALSO ENDS IF YOU LOSE ALL OF YOUR PHOTON ROCKETS.



DEFEAT 12 ALIENS TO REACH LEVEL 2. AFTER THAT, YOU MUST DESTROY 15 (THEN 18, 21, 24 ETC.)

NOVICE PLAYERS WILL BE AWARDED AN ASTRONAUT AT THE END OF EACH LEVEL WITHOUT EXCEEDING THE MAXIMUM OF TEN ASTRONAUTS ON THE SCREEN AT ONCE. THERE ARE 36 LEVELS IN STRATOVOK.

THERE ARE TWO TYPES OF ALIENS, EACH WITH DIFFERENT COLORS AND SCORE VALUES.



YELLOW ALIEN
50 POINTS



RED ALIEN
100 POINTS

ALIENS CARRYING AN ASTRONAUT WILL SCORE RANDOM POINTS FROM 300 TO 1000, DEPENDING ON THEIR COLOR AND SPEED.



AT THE END OF EACH LEVEL, YOU WILL SCORE 100 POINTS FOR EACH ASTRONAUT NOT KIDNAPPED.

REACH 5000 POINTS TO RECEIVE AN EXTRA PHOTON ROCKET.

STRATOVOK

STRATOVOK, KNOWN IN JAPAN AS SPEAK & RESCUE, IS A 1980 ARCADE FIXED SHOOTER DEVELOPED AND PUBLISHED IN JAPAN BY SUN ELECTRONICS AND RELEASED IN NORTH AMERICA BY TAITO.

IT WAS THE FIRST VIDEO GAME WITH VOICE SYNTHESIS.

ATARI 2600 PROGRAMMING AND GRAPHICS BY CARLOS CENTENO (AKA RAYMANC) IN 2020.

CARLOS CENTENO IS A COMPUTER PROGRAMMER WITH MORE THAN 30 YEARS OF EXPERIENCE IN THE BASIC PROGRAMMING LANGUAGE.

"WHEN I WAS 12 YEARS OLD, I GOT A JOB AT A LOCAL ARCADE SALOON. I REMEMBER THE DAY THAT STRATOVOK ARRIVED. IT WAS THE MOST IMPRESSIVE ARCADE GAME I HAD EVER SEEN. I COULD NOT BELIEVE THAT THIS GAME WAS SOMEHOW "TALKING."

I REALLY LIKED IT, AND I HAD SO MUCH FUN PLAYING WITH IT. ONCE I LEARNED PROGRAMMING ON THE ATARI 2600 WITH BATARI BASIC, I KNEW THAT STRATOVOK WOULD BE AN EXCELLENT CHOICE TO PORT TO THE ATARI.

HERE ARE SOME TIPS THAT WILL HELP YOU MASTER THE GAME:

- 1. MEMORIZE ALL THE ALIENS' PATTERNS SO YOU CAN EASILY KILL THEM BEFORE THEY KIDNAP AN ASTRONAUT.*
- 2. ALIENS BY THEMSELVES ARE FASTER THAN THOSE IN GROUPS WHEN ONE OF THEM IS CARRYING AN ASTRONAUT.*
- 3. SOMETIMES IT IS BETTER TO LOSE ONE OF YOUR PHOTON ROCKETS INSTEAD OF LOSING AN ASTRONAUT.*

*I HOPE YOU ENJOY STRATOVOK AS MUCH AS I DID CREATING IT!
LET'S SEE THOSE HIGH SCORES!"*

STRATOVOK

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