

FOR THE ATARI 2600™



SPACE BANDITS ARE TRYING TO STEAL BRICKS FROM YOUR DEFENSE BASES TO CREATE A MESSAGE FOR HUMANITY.

YOUR MISSION IS TO DEFEND YOUR BASES, DESTROYING AS MANY SPACE BANDITS AS YOU CAN WITH YOUR SPACESHIP BEFORE THEY CAN COMPLETE THEIR CHILLING MESSAGE.

BUT BE CAREFUL; THESE SPACE BANDITS ARE NOT ALONE.

FROM THE DEPTHS OF SPACE, THE MOTHERSHIP APPROACHES!

BEWARE HUMANS...

THE END IS NEAR!

GAME OBJECTIVE

Destroy the SPACE BANDITS as they attempt to steal bricks from your three defense bases.

The enemy will arrange these stolen bricks to spell out "END" at the top of the screen, at which point your game ends.



THE END is based on the 1980 Konami coin-op of the same name. The Japanese original was licensed by Stern Electronics in the US who modified the game with an insect theme and some gameplay changes; most notably the repositioning of your defense bases to BELOW the ship. This harder variation (minus the bugs) is available as a difficulty switch option.

SELECT YOUR GAME DIFFICULTY

left difficulty



EXPERT: You begin the game with SIX SPACE BANDITS and fast enemy bullets.

NOVICE: You begin the game with THREE SPACE BANDITS and slow enemy bullets.

right difficulty



STERN: Your defense bases are below you.

KONAMI: Your defense bases are above you.



game reset



To begin play, press the GAME RESET switch on the console or the red fire button on your joystick.

THE END is a one-player game.

Use a joystick in the left controller port to move your SPACESHIP left or right and press the button to fire.



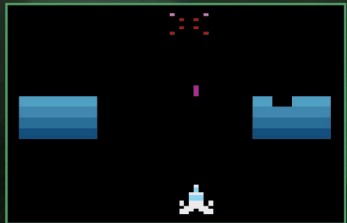
The SPACE BANDITS emerge from the MOTHERSHIP to descend on your defense bases, stealing bricks and taking them back to the top of the screen.

You must destroy the enemy with your SPACESHIP'S missiles. Score 5,000 points and you will be awarded an extra SPACESHIP.

If the SPACE BANDITS succeed in spelling the word "END" with your stolen bricks, it's game over! The game also ends if you lose all of your SPACESHIPS.

Defeat 45 SPACE BANDITS to reach wave two. After that, you must destroy 50 (then 55, 60, 65...)

At the end of every fifth wave, the enemy MOTHERSHIP will descend to attack your SPACESHIP. Hit the MOTHERSHIP at its center to destroy it. A new wave will begin and the SPACE BANDITS will have to start building their message all over again.



There are multiple types of SPACE BANDITS, each with different behaviour and score.



SIDE ATTACKER

Flies left and right, shooting at you while the others attack your defenses.



40 POINTS



BLOCK STEALER

Attacks your defensive walls, stealing bricks and carrying them away.



100 POINTS
200 POINTS

if carrying a stolen brick



RANDOM ATTACKER

Moves in a much less predictable way. It will only start stealing bricks when one of the BLOCK STEALERS is destroyed.



60 POINTS

120 POINTS

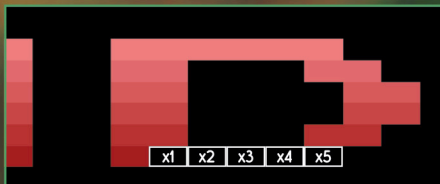
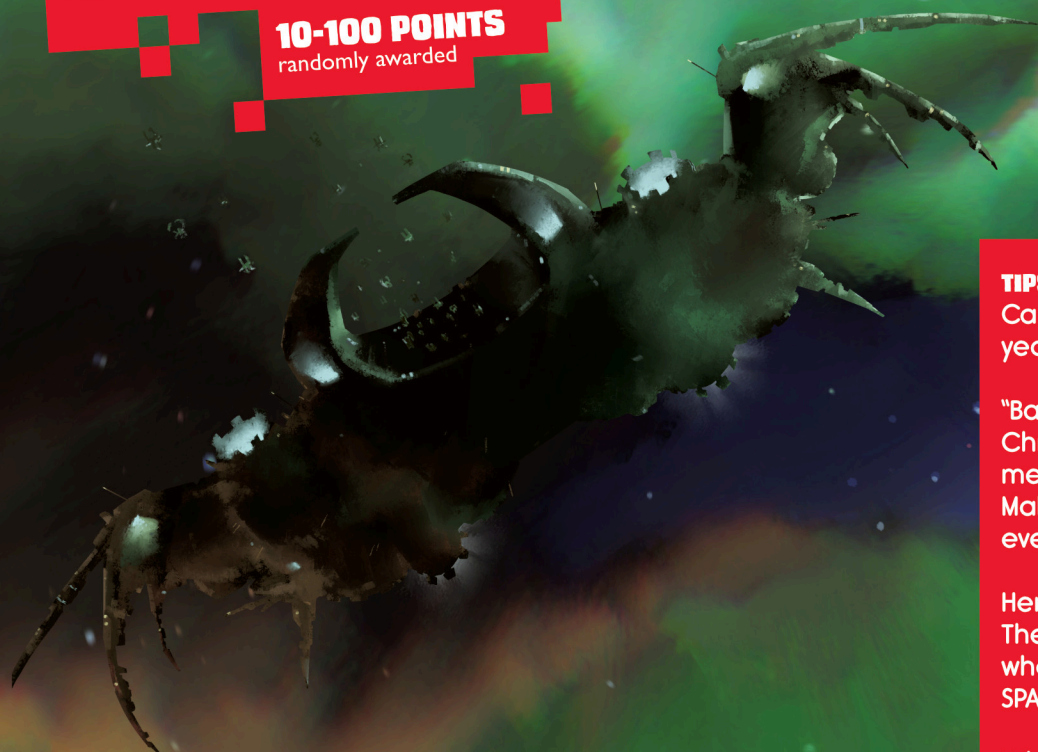
if carrying a stolen brick

THE MOTHERSHIP

Transports the remaining SPACE BANDITS and will attack you at the end of every fifth wave.



10-100 POINTS
randomly awarded



BONUS POINTS

After defeating the mothership, the points awarded are further multiplied for each brick still needed by the enemy to complete the word "END".

For example: If the enemy needed five bricks to complete the word "END" and you received 70 points for destroying the mothership, your bonus will be 5×70 points = 350 bonus points.

Programming and graphics by **CARLOS CENTENO**
(aka Rayman C) ©2019, 2024.

Illustration and manual design by **DAVID EXTON.**

Published by **CHAMP GAMES.**

TIPS FROM CARLOS CENTENO, PROGRAMMER OF THE END FOR ATARI 2600

Carlos Centeno is a computer programmer with more than 30 years of experience in the BASIC programming language.

"Back in 1981, when I was 13 years old, I received an Atari 2600 as a Christmas gift. I had so much fun playing with it that it didn't take me too long to realize that I had to be a computer programmer. Making this game for the Atari 2600 is the best experience that I ever had as an Atari fan and as a programmer.

Here are some tips that will help you master the game:
The SPACE BANDITS will always go to the right side of the screen when they are sent by the MOTHERSHIP, so try to position your SPACESHIP there and start firing as soon as they appear.

When there is only one defense brick left, position your SPACESHIP very close to it and defend it as much as you can. The more you defend it, the more bonus points you will receive.

I hope you enjoy THE END as much as I did creating it !
Let's see those high scores !"



