



TOMAHAWK 777

For the Atari 2600™

DESCRIPTION

An alien invasion has begun! You're the commander of one of Earth's last lines of defense: the nuclear submarine "Marauder", equipped with deadly Tomahawk missiles! You must use them to shoot down wave after wave of attacking UFOs!

If dropping deadly depth charges on you wasn't bad enough, some UFOs begin to dive-bomb straight at you! As they press their attack, you're forced into shallower waters, giving you less room to maneuver.

Can you fend off the invasion long enough for reinforcements to arrive? The fate of Earth rests in your hands!

GAME OBJECTIVE

Tomahawk 777 is a Galaxian-style shoot-em-up with a nautical theme. You control a slow-moving submarine which may move horizontally and vertically up to the waterline of the ocean. The aliens are gathered in a formation above the waterline from which they drop bombs, or swoop at you like dive-bombers. After a while, they'll change tactics and try to ram straight into you!

You start the game with three submarines, which will be lost by being hit by incoming aliens or their depth charges. The gray blocks at the bottom-right of the screen represent your remaining subs.



Points are scored for each alien killed, with extra points scored if the aliens are destroyed mid-swoop. Throughout the attack, you're forced into shallower waters. This eventually limits the maneuverability of your sub as it cannot go above the waterline.

If you lose a sub, the battle will resume at the same water level. When your sub reappears it will change colors for at least 4 seconds. During that time, your sub will be invulnerable from enemies and their weapons.

The battle continues until the last alien of the wave is killed, after which the water level returns to normal, and a new wave of aliens arrive. The multi-color blocks at the bottom-left of the screen represent the wave number.

WAVES

There are 15 waves in this game. Waves 1-3 are the easiest. The real action begins in wave 4. You have to destroy 13 aliens (or one attack formation) to complete the first wave. On the second wave, you have to destroy 26 aliens (two attack formations), then 39, 52, 65 and so on.

Wave #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
# of Aliens	13	26	39	52	65	78	91	104	117	130	143	156	169	182	195

SCORING

You begin the game with three submarines and receive an additional one when you reach 5000 points. The game ends when you lose all of your subs.

- Yellow aliens score 50 points in formation or 100 in attack mode.
- Red aliens score 70 points in formation or 150 in attack mode.
- Green aliens score 80 points in formation or 200 in attack mode.

SETTING THE CONSOLE CONTROLS

1. Place the cartridge firmly into the cartridge slot of the Atari 2600.
2. Turn the POWER switch to ON.
3. Set the LEFT DIFFICULTY SWITCH:
Position A (Expert): The aliens will fire more at you.
Position B (Novice): The aliens will fire less at you.
4. To begin play, press the GAME RESET switch or the red button on the joystick.

THE JOYSTICK CONTROLLER

- Plug the joystick controller into the left controller port.
- Use the joystick to move your submarine in any direction.
- Press the joystick button to fire your tomahawk missile.

HIGH SCORES

- If you have a SaveKey or AtariVox plugged into the right controller port, your high scores will be automatically saved.
- When not playing, the scores will cycle to show the highest score in red and the latest score in white.
- There will be a high score saved for Novice mode and a high score saved for Expert mode.

ABOUT THE GAME

This game is a port of the arcade game Tomahawk 777 (rev. 5) that was released by Data East in early 1980. Unlike more popular classic arcade games, relatively little is known about the history of this game.

CREDITS

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