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5788m

The Last Starfighter Manual

CPU

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745-4659

(Cover)

COMPUTER CARTRIDGE FOR
ATARI® HOME COMPUTERS

ATARI CPU

The Last Starfighter™

tag: A DESPERATE BATTLE AGAINST INCREDIBLE ODDS

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MAKE THE GALAXY SAFE FOR LIFEFORM-KIND!

You thought you were just playing a video game. Little did you know you were actually being tested by an alien from the planet Rylos. He wants to find out if you have the skills necessary to become a Starfighter pilot. The alien is desperate to prevent an impending attack on his solar system, Celos IV, and he needs you to help save it from annihilation!

You make the highest score on Earth, so the alien whisks you away to Rylos to fight space battles for real. You can't believe this is happening! Xur, leader of the evil Ko-Dan armada, has penetrated the Barrier, an enormous force field protecting the peaceful Celos IV solar system. Now he's mounting an attack on Rylos, home of the Star League. A reptilian navigator teaches you how to use your Starfighter, the Gunstar. Then disaster strikes--through the actions of a traitor, all of the other Gunstars are destroyed.

You are the last Starfighter! You must now defy all odds to defeat the enemy.

PILOT CHECKLIST

Insert The Last Starfighter cartridge into your ATARI Home Computer as explained in your owner's guide and turn on the power.

Plug a controller into port 1. Change the difficulty level by pressing the SELECT button. Rookie Starfighter pilots should start on Level 1. Ace Starfighters will enjoy the challenge of Level 3, where the enemy squadrons move faster, more Celos IV cities are destroyed, and more enemy squadrons are spawned.

After reading the welcome message, press START for the Gunstar to lift off. [room for illo?]

Press ESCAPE to pause and restart the action.

Press RESET during game play to return to the start-up screen.

Press the SPACE BAR to go to the galactic map and return to action.

[Linda--room for a joystick use picture?]

Use your joystick to fly in any direction during game play. Press the joystick forward to fly

forward; pull the joystick back to fly in reverse. Left and right moves accordingly.

Once the game has begun, press START to switch between pulse laser/photon bolts and Quaalium missiles (you only need to switch weapons when you bomb enemy planets).

VIEWING THE ACTION

The Gunstar lifts off from the Star League's home base on Rylos. You enter orbit around Rylos and look out your viewscreen--straight into the guns of the approaching enemy Deckfighter formation.

Gun sights appear in the center of the viewscreen. Use your joystick to center the acrobatic Deckfighters in your sights. Press the fire button to blow the enemy away with your pulse lasers. Interstellar!

Deckfighters are the first wave of the enemy armada; they'll be followed by pod-shaped Xurian destroyers, and lean, mean Command Ships. When you press the fire button, the weapon selector automatically chooses lasers for the Deckfighters and bolts for the destroyers and Command ships.

The v-shaped, pink Deckfighters fire with short-range lasers and are fairly easy to knock out.

The Xurian destroyers penetrate the Barrier, orbit around one of the Allied planets, then--with enormously powerful energy beams--wipe out the cities. They're armed with high-velocity, curving plasma rings.

There are three types of destroyers: blue take two hits to disintegrate; green destroyers take three hits; and red is hardest, requiring 4 hits.

The sneaky Command ships are easy targets if you can catch them drilling through the barrier. You'll have to hurry, though. Once the Command ship completes an opening in the Barrier, it'll let in its accompanying squadron and then retreat to Ko-Dan.

The enormous Command ship is a nasty foe in a deep space head-on conflict. The only chance you'll have for victory is when the center spot is glowing, indicating that the Command ship is about to fire a plasma ball. You can create an implosion by hitting the glowing spot with your photon bolts.

When you're orbiting an enemy planet, press START to switch from lasers/bolts to missiles. Use the lower viewscreen cross hairs to aim your Quaalium air-to-surface missiles at the enemy bases that appear as clusters of triangles. Switch back to lasers when you're done demolishing the bases.

The message bar, located above the viewscreen, relays crucial information:

Enemy in Range: The Deckfighters are zeroing in on you.

Barrier Under Attack: A Command ship is

attempting to drill through the protective Barrier.

Energy Level Critical: Warp out to either sun

for refueling.

Hull Temp Critical: If you stay at a sun too

long to refuel, you'll over-energize and melt.

System Malfunction: You've sustained damage

from the enemy's direct hits; your pulse lasers aren't working, photon bolts don't fire, or your main monitor is scrambled. To repair the damage, whip over to a sun for some revitalizing rays.

Below the viewscreen is your instrument panel:

(Production--show close-up of display)

aaaaaaaaaaaaaaaaaaaaa	ggggggggggggggggggg	hhhhh	iiiiii
	g	h h	i i
bb11	ddddd	g	hhhhh
c c	f f	g	iiiiii
bb22	eeeeee	f f	g
c c	e e	f f	g
bb33	eeeeee	f f	g
c c	f f	ggggggggggggggggggg	g
		jjjjjj	kkkkkk
		j j	k k
		jjjjjj	kkkkkk

callouts:

a. Energy Gauge: The Gunstar is fueled by solar power, so you'll have to fly to a sun to re-energize.

b. Weapon-Ready Indicators: The light will go on next to the selected weaponry.

Pulse Lasers (bold font) for Deckfighters

Photon Bolts (bold font) for Xurian
destroyers and Command ships

Quaalium missiles (bold font) to knock
out the triangular enemy military bases

- c. Quaalium Supply: You have a limited payload of 16 Quaalium missiles; they'll be replenished only when you refuel.
- d. Fuel Flow Diagram
- e. Omarzu Drive Engine Schematic
- f. Pulse Laser Temperature Gauge: This gauge shows the laser's heat level. Continuous firing makes the laser fire intermittent.
- g. Tactical Monitor: The monitor shows enemy ship positions in relation to the Gunstar. If you're above an enemy planet, the monitor shows military bases as blips.
- h. Incoming Communications Monitor
- i. Master Computer Display
- j. Cryptograph Analyzer
- k. Library Computer Monitor

SOLAR SYSTEM SOARING

By pushing the Space Bar, the viewscreen is replaced by a galactic map display. You are currently orbiting in Celos IV, home of the good guys. Rylos is circled, indicating "you are here." Above the map is the name of the solar system and number of cities/bases remaining in that system. If the destroyers obliterate all cities on a Celos IV planet, that planet will appear gray on the galactic map.

(production--show galactic map screen with selected travel)

To travel to another planet or enemy attack zone, move the joystick and point to your destination. Once contact has been made, your destination is circled. If you choose a planet, the planet's name, stellar coordinates, mass, radius, environment, number of cities or bases, and number of attacking enemy spacecraft will appear below the map. When you press the fire button, you'll enter hyperwarp and zoom to your selected destination.

(production--show celos system)

Celos IV

The Barrier Celos IV's galactic deflector
shield

Rylos Temperate climate, blue-green

Galen Rylos's moon, barren, gray

Arcanum Glacial, blue

Seridus Closest to the sun, semi-arid, red-brown

The Sun Fly here to refuel

In the upper left corner of your map is the enemy's binary solar system, Procyon. When you travel to Procyon, you arrive on the planet Morkoth, and Celos IV appears as a small system in the lower right corner. When you travel back to Celos IV, you arrive on Arcanum.

(production--show procyon system)

Procyon

Morkoth Outermost planet, gaseous, red with
yellow rings

Ko-Dan Empire headquarters, temperate,
blue-green

Gaon Tropical, green planet

The Suns Twin suns--one red, one a white dwarf;
both will be circled when you select
the sun for your refueling stop

BOOMING AND ZOOMING INTO A BLAZE OF GLORY

or: CELOS IV: THE FINAL FRONTIER?

Whew! You're so far outnumbered by the Ko-Dan armada the job seems impossible. But you can't give up now--you're the last Starfighter!

Thinking quickly, you develop a three-point plan to prevent the Ko-Dan from conquering the Star League: Keep the barrier free from attack, bomb the enemy bases to prevent new attack squadrons from spawning, and destroy all remaining Ko-Dan ships. A tough job, but then, you've always wanted to fight a desperate battle against incredible odds!

BATTLING A NEW DIMENSION OF EVIL

Prevent the Ko-Dan from overrunning Star League planets and destroying the cities by zooming to Barrier attack zones as soon as possible.

Make a bombing run on Procyon's planets. Switch to Quaalium missiles to blow the enemy bases away. The more bases you zap, the fewer enemy squadrons are spawned. Alternate these attacks with protecting the Barrier and doing battle with Xurian destroyers and Deckfighters in Celos IV. Holy asteroids!

Check out Celos IV planets with your galactic map--you want to find out how many enemies are threatening your cities on each planet. Go to the planets that show the presence of Xurian destroyers. Don't worry about Deckfighters--they can't harm the cities. If you let the destroyers vaporize all your cities, you'll lose the war. Pick off as many enemy squadrons as you can while keeping an eye on enemy ships trying to sneak through the Barrier.

Then take aim on the squadrons outside the Barrier. These squadrons are tough--with up to 15 Deckfighters and three Xurian destroyers led
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by the same kind of ruthless Command ship that drills through the Barrier. Of course, if you've already blown away the Command ship at the Barrier, you only have to do battle with Deckfighters and destroyers. Finally, obliterate the remaining Ko-Dan armada inside Celos IV.

You know you must accomplish each step of this plan to make the galaxy safe for lifeform-kind. Should your superb dexterity win out over the forces of evil, you'll have saved Celos IV and the Star League from imminent disaster and despair. In short, you'll be a hero!

Hints:

While you're refueling at the sun, go immediately to the map and select your next destination.

Wait until the energy gauge reaches full, then press the fire button to enter hyperwarp. If you stay at the sun too long, you'll over-energize and melt.

Before you travel to a planet, check the galactic map information to determine if the enemy is present.

Don't worry about large contingents of Deckfighters orbiting a planet. Destroyers are the only enemy ships that can do damage to the cities. But remember, you have to work your way through all of the Deckfighters before you can face off with the destroyers.

Try to demolish the Command ships as soon as they arrive at the Barrier, before they let in their accompanying squadron. The squad won't be able to get in, and they can't do you or the cities any harm when they're floating around outside the Barrier.

Scoring:

(show enemy city) 1000 points

(show deckfighter) 100 points

(show destroyer) 500 points

(show comm ship) 500 points when caught at the
barrier, 5000 points in a
direct battle

Bonus: If you succeed in defeating the Ko-Dan
empire, you'll receive 2000 points for each
remaining Celos IV city.

BRIEF BATTLE BRIEFING

- [] SELECT button changes level of difficulty from one (semi-easy) to three (tough!)

- [] Press START after viewing the start-up screen; you're orbiting Rylos, in the Celos IV solar system, home of the good guys

- [] Press ESCAPE when you want to take a breather

- [] Instrument Panel below the viewscreen:
 - o Your weapon-ready lights show which weapon you're using:
 - Top: pulse lasers for deckfighters
 - Middle: photon bolts for Xurian destroyers and Command ships
 - Bottom: Quaalium missiles for enemy bases
 - o Energy bar flows right to left
 - o Quaalium bomb supply shown in dual column bar
 - o Temperature gauges show pulse laser heat; continuous firing makes them malfunction
 - o Tactical monitor shows enemy positions

- [] Choose your weapon:
 - o Weapons are switched from lasers to photon bolts automatically; press START to change from laser/bolts to Quaalium air-to-enemy-planet-surface bombs

- [] Fly to either sun for energy, Quaalium missiles, or to repair system malfunctions

INSTANT STRATEGY: Just Add Starfighter!

- [] Avoid the incoming Deckfighters; use the space bar for the galactic map
 - o Point the joystick to select the enemy solar system, Procyon, in the upper left corner of the map
 - o The system will be circled when you contact it with the joystick cursor
 - o Press the fire button to zoom off

- [] Switch weapons. You want to obliterate the triangular enemy bases with your missiles; line up the bases in the viewscreen's lower cross hairs--Bombs Away!

- [] Blow up ten or so enemy bases; you have a limited number of missiles that you can replenish at either sun

- [] Go to the Galactic Map to zoom to Celos IV
to protect the Barrier from Command ship
attack (glowing purple spots on the Barrier)

- [] Switch back to lasers/bolts to take on the
Command ship

- [] Use the galactic map information to snoop
over Celos IV's planets for city-vaporizing
Xurian destroyers, then go get 'em!

- [] Do it to them one more time!

(back cover)

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Atari/Warner Logos

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