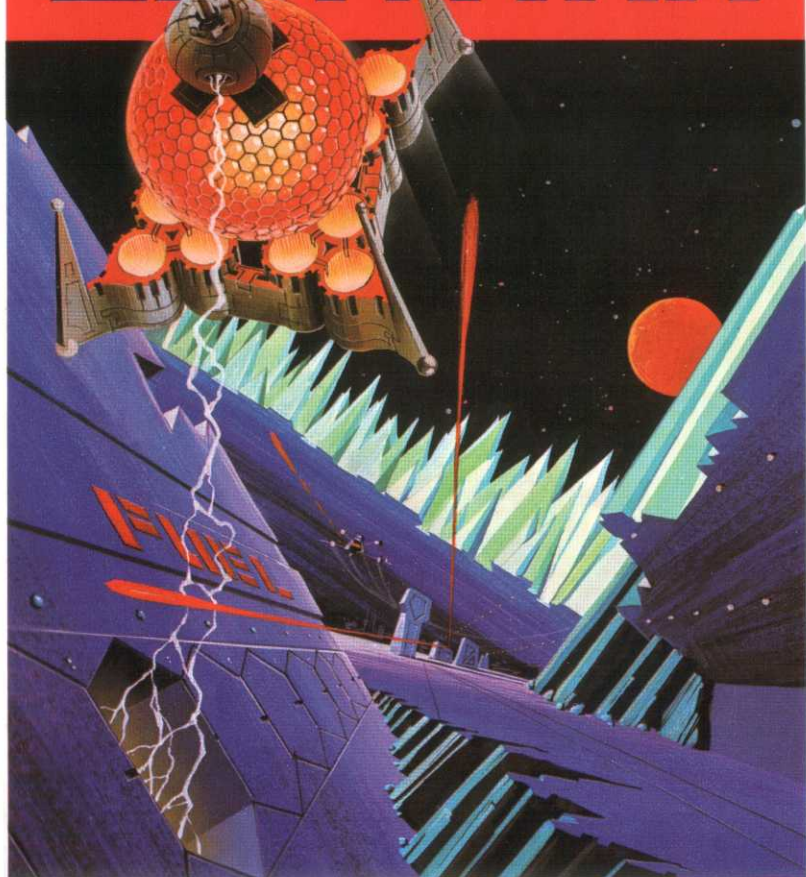


VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VCS™

ATARI[®] 2600™

GRAVITAR™



Atari welcomes your comments. Please address all correspondence to:

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NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

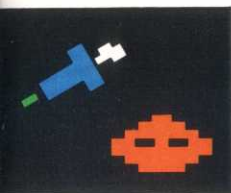


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1. GRAVITAR IS OUR ENEMY!



Gravitar is so-named because he uses gravity as a deadly weapon. His mode of operation is to bombard a galaxy with hostile gravitational forces. Then in each solar system of the defeated galaxy he installs a powerful reactor, creating a killer sun which destroys all life on the surrounding planets. He blockades those planets with deadly rammers and with automated bunkers programmed to shoot. So far, he has conquered four galaxies, each containing three

solar systems. This means that twelve solar systems are under his complete subjection.

Intelligence reports claim that Gravitar is planning to attack our galaxy next. We must stop him before he enslaves us. If you can break Gravitar's hold on the four galaxies, we think he will not attempt to invade us. This document will tell you how to successfully combat Gravitar. Read it and follow it.

2. GAME PLAY

Your task is to break Gravitator's hold on the twelve solar systems by systematically destroying all bunkers on every planet or by setting off the reactor in the Alien Reactor Base. Each solar system consists of a Killer Sun, an Alien Reactor Base, and three or four blockaded planets—each housing fuel depots and enemy bunkers.

To move from one solar system to the next, you must either visit all the planets and destroy every enemy bunker, or activate the reactor at the core of the Alien Reactor Base and escape before it explodes. (See **ALIEN REACTOR BASE**.) When you complete your mission in the three solar systems of one galaxy, you are automatically transported into another galaxy made up of three solar systems.

You start the game with 10,000 fuel units and 6 to 100 starships, depending on the game variation you choose. Your ship consumes fuel whenever you use your thrust engines, activate your shields, or extend your tractor beam. A high-pitched beep will warn you when your fuel count plunges below 2,000 units. The game ends when you run out of fuel or lose all your spaceships. When you complete your mission, the game resets and your points continue to accumulate.

SOLAR SYSTEMS

As your ship leaves its entry port in the solar system, you must steer out of the gravitational field of the Killer Sun and over to a planet.

(See **Figure 1**.) Don't let your ship be drawn into the Killer Sun or you will crash!

In all but Game 3, the Alien Reactor Base of each solar system sends out enemy saucers to shoot at you while you are in the solar system screen. If you fly near a saucer, you will both be thrown out into deep space where you must duel until your ship or the saucer is destroyed.

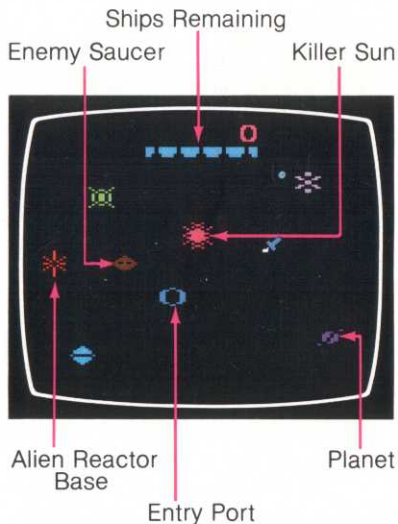


Figure 1—Solar System

PLANETS

One way to complete your mission in a solar system is to visit every planet and destroy all bunkers. You enter a planet's atmosphere

by flying very near it while in the solar system screen. You cannot leave a planet until you've blown up all bunkers. Each planet has its own craggy landscape and, except for Game 5, each has a strong gravitational force that makes your flight around the planet extremely treacherous. If you fly too close to a planet, your starship will be crushed by its gravity. Watch out for the rammers that hover above most planets. If one of these front-line enemy ships rams you, you lose a starship. (See Figure 2.)

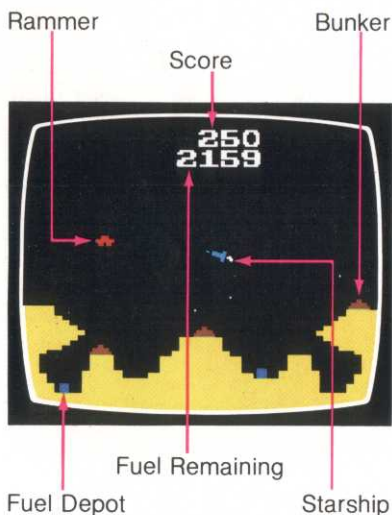


Figure 2—Planet Landscape

Shoot your missiles to blow up enemy bunkers and rammers. You can also destroy a bunker by crashing into it, but you'll lose your spaceship. Use your tractor beam to pick up fuel capsules as needed

(see Section 3, USING THE CONTROLLER). After destroying all bunkers, fly your ship to the top of the screen to leave the planet and return to the solar system. The planet you have just left will explode.

ALIEN REACTOR BASE

The other way to complete your mission in a solar system is by destroying the Alien Reactor Base. The Alien Reactor Base is a port into the next solar system. It consists of a single winding tunnel that leads to a reactor at the core of the planet. (See Figure 3.) A clock at the top of the screen counts down the seconds you have to reach the reactor, activate it by firing into its center, and escape before it explodes. As you move through the first two galaxies in GRAVITAR, your countdown time on the Alien Reactor Base decreases—from 60 seconds in the first solar system to a harrowing 25 seconds in the sixth solar system. When you reach the third galaxy, the countdown-cycle starts over.

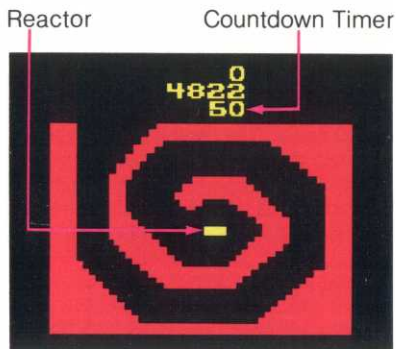


Figure 3 — Alien Reactor Base

You may leave the Alien Reactor Base without setting off the reactor. If your ship is destroyed on the base, you will be returned to your entry port in the solar system. If you blow up the Alien Reactor Base, the explosion will catapult you into the next solar system.

GALAXIES

When you make it through all three solar systems in one galaxy, you automatically go on to the next galaxy. The four galaxies are

similar, except for factors of light and gravity. In the second and fourth galaxies, each planet exerts a reverse gravitational force that repels your ship. In the third and fourth galaxies, the landscape of each planet, including the Alien Reactor Base, is completely dark; only the bunkers, rammers, and fuel depots are visible.

The following table describes the gravitational and landscape factors of the four galaxies:

1st Galaxy: Normal gravity; visible landscape

2nd Galaxy: Reverse gravity; visible landscape

3rd Galaxy: Normal gravity; invisible landscape

4th Galaxy: Reverse gravity; invisible landscape

3. USING THE CONTROLLER



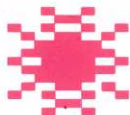
Plug your Joystick Controller into the **LEFT CONTROLLER** jack at the back of your console. Hold the Joystick with the red button to your upper left, toward the television screen. (See your owner's manual for details.)



STARTING THE GAME

Press the red button on your Joystick Controller to start the game. Once the game is started, press the red button to fire missiles.

NOTE: You cannot use the red button to interrupt a game and begin a new game. Use the **GAME RESET** switch for that purpose.



SPACESHIP MANEUVERS

Move your Joystick right or left to rotate your ship in the same direction. Push the Joystick forward to thrust in the direction your ship is pointed. Pull back on the Joystick to activate your tractor beam and, simultaneously, to raise your protective shields. (See **Figure 4**.)

When shields are in use, a pulsating force field surrounds your ship. Your shields are operable in the solar system screen but your tractor beam is not.

Be careful when using your shields. Although they protect your ship from enemy missiles, your shields will not withstand a crash or a collision with an enemy ship.

To pick up fuel, steer your ship over the fuel depot and activate the tractor beam, as shown in **Figure 5**. You can pick up fuel with your ship aimed in any direction.

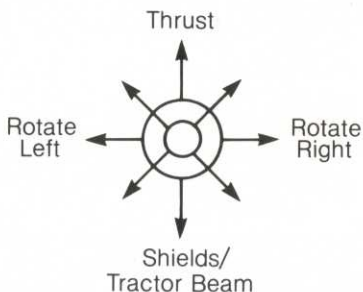


Figure 4—Spaceship Maneuvers

4. CONSOLE CONTROLS

GAME SELECT

Press the **GAME SELECT** switch to cycle through the five **GRAVITAR** game variations. The game variation number appears at the lower center of the title screen, just above © 1983 ATARI.

GAME RESET

Press **GAME RESET** to stop a game and return to the game selection screen.

DIFFICULTY SWITCHES

DIFFICULTY switches are not used in this game.

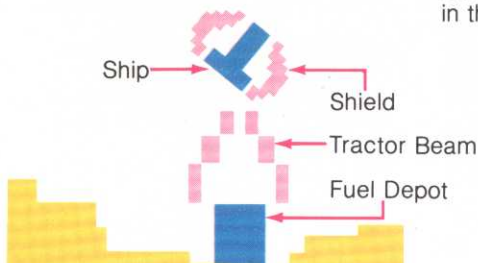


Figure 5—Picking Up Fuel

5. GAME VARIATIONS

GRAVITAR contains five exciting game variations. Below is a detailed description of each.

GAME 1

With only six spaceships in your fleet, this is the super challenge game! Each time you lose a ship, another takes its place. If you run out of ships or fuel, the game ends.

GAME 2

You have 15 ships in your fleet to help you complete your mission. If you lose a ship, another takes its place—until you run out of ships or fuel.

GAME 3

This game is easier than **Games 1** and **2** since the planetary bunkers and enemy saucers do not fire at you. Six spaceships make up your fleet. You control one ship at a time.

GAME 4

This is a great game for practice, since you have 100 spaceships in your fleet! But watch out for shooting saucers and enemy bunkers.






GAME 5

With a fleet of 25 spaceships and no gravity to fight, this is the game for beginners.

6. SCORING

You score points for destroying enemy saucers, rammers, and bunkers. Each time you enter a new solar system, you receive 7,000 fuel units, two bonus ships,

and 4,000 extra points. You can earn a total of 999,999 points before the score resets. Your final score appears at the end of a game below the game number.

Saucer		100 points
Rammer		100 points
Bunker		250 points
Fuel Depot		5000 fuel units
Bonus Ship		Every 10,000 points

7. STRATEGY

- When leaving the entry port, rotate the ship left or right, then thrust forward to move away from the sun.
- Use a light touch on your Joystick when thrusting. If your ship hits the sides of the screen, it will be repelled by a force field and may be hard to control.
- Since the force of gravity gets stronger as you near a planet's surface, try to aim the nose of your ship away from the planet when picking up fuel. This way you can thrust away from the surface as soon as you have the fuel.
- When picking up fuel, pull back on your Joystick and quickly release it. You'll use a minimum amount of energy and your chances of crashing will be reduced.
- You may want to wait until destroying every bunker on a planet before you beam up the fuel. But be careful not to fly near the top of the screen or you'll re-enter the solar system before you get all the fuel.
- You can expedite your mission in the more difficult solar systems by activating the reactor on the Alien Reactor Base.
- By the time you arrive in the dark galaxies, you'll probably have a good idea of what each planet looks like. However, if you need to double-check, fire missiles to find out where the planet surface is, or—in the case of the Alien Reactor Base—where the tunnel walls are located. Each time your missile hits, the explosion will briefly illuminate the landscape.

8. GAME MATRIX

Game Number	1	2	3	4	5
Number of Ships	6	15	6	100	25
Gravity					
Non-Firing Bunkers & Saucers					

9. YOUR HIGHEST SCORES

Name:

Date:

Score:

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