

ATARIBLAST!

A single player game for the ATARI 8-bit computer with *Atarimax Maxflash 8mbit Cartridge*

FILES

atariblast.bin - This is the binary ROM image which should be used when programming the *Maxflash 8mbit Cartridge* with the *Maxflash Cartridge Programmer*.

atariblast.car - This is the binary ROM image with the CART header added. It can be used on cartridges like the *Ultimate Cart* or *The!Cart*. It can also be used to run the game under emulation avoiding the need to manually select the cartridge type.

atariblast.atr - This is the .ATR programming image which should be used when programming the *Maxflash 8mbit Cartridge* using an SIO2PC type of device.

For information on programming Atarimax Maxflash Cartridges see

<http://www.atarimax.com/flashcart/documentation/>

EMULATION

The game runs well in Altirra (<http://www.virtualdub.org/altirra.html>) which has been used extensively during the development of the program.

The game requires accurate emulation and so may not run correctly in all emulators. It appears to run in Atari800Win Plus 4.1.

CONTROL

ATARIBLAST! is a single player game controlled with a joystick in port #1.

Option - pause/resume game

Start - abort game and return to title screen

TITLE SCREEN

On running the program you will be presented with the title screen:



You can move the yellow cursor up and down with the joystick and change an option by pressing the trigger.

COLOUR

This option controls the colouring of sprites.

Bling! - random colour offsets are applied to the sprites to make them more colourful

Design - sprites keep to their original design colours

FIRE

This option controls the firing of your weapon.

Manual - press the trigger to fire your weapon

Auto - your weapon constantly fires

MODE

This option controls the difficulty of the game: **Easy**, **Normal**, **Hard** and **Harder**.

TYPE

This option selects between starting a new game or going to the *blast code* entry screen. Whenever you complete a level you will be played a *blast code* sequence. Remember it (or write it down) to be able to start a new game from that position in the future.

Game - begin a new game

Code - go to the *blast code* entry screen

GO

When you have set all the options as required, select **GO** to start a new game or go to the *blast code* entry screen.

DEMO MODE

If you leave the title screen idle for a short while the game will automatically switch to *demo mode* and preview the first 6 screens of each level.

During *demo mode* pressing the trigger will abort the demo and return to the title screen.

BLAST CODE ENTRY SCREEN



Move the joystick to position the cursor and press the trigger to play that note.

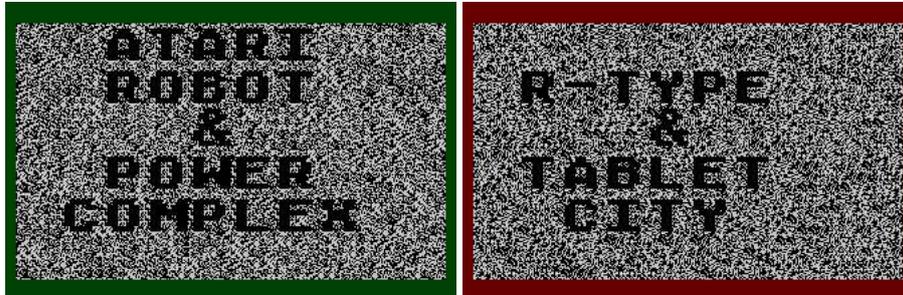
If you enter a sequence that the game recognises it will begin a new game at the appropriate level (and difficulty mode).

If you enter an unrecognised sequence the game will return to the title screen.

If you make a mistake entering a sequence continue playing notes until the game returns to the title screen.

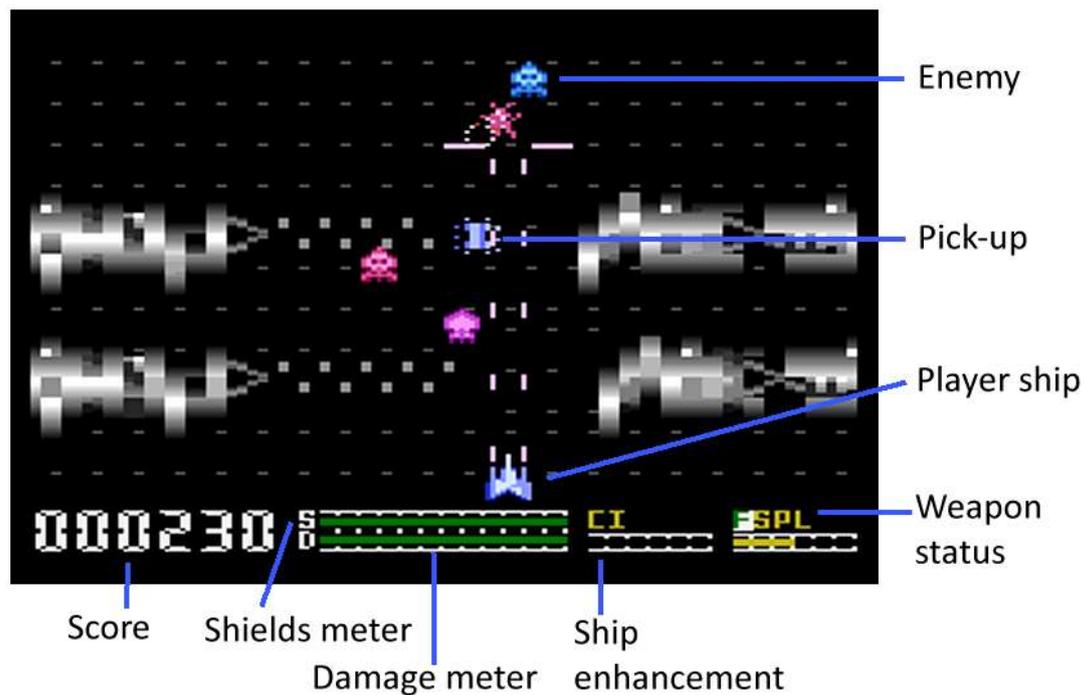
LEVEL INTRO SCREEN

Whenever you start a new level a screen is displayed with it's name:



Note the border colour. If it is green there is no danger in the landscape, only from the enemies which attack you. However if it is red there are elements in the landscape which will cause damage if you collide with them.

GAMEPLAY



ATARI BLAST! contains 15 levels to blast your way through, alternating between vertically and horizontally scrolling levels.

Your ship is protected by shields which are reduced whenever you are hit, collide with an enemy or collide with landscape elements in certain levels. The game ends when your shields are completely depleted. Your shields can be replenished by collecting **Heart** or **Shield** pick-ups.

Your ship is also damaged whenever you are hit. When your ship is severely damaged it will be hard to control and fire your weapons. Damage can be repaired by collecting **Heart** or **Spanner** pick-ups.

Note that whenever you are hit the status area at the bottom of the screen will turn red for a short period. If it remains red then your shields are very low and you should try to collect **Heart** or **Shield** pick-ups as quickly as possible.

You begin the game equipped with missiles but by collecting certain pick-ups you can improve your firepower for a limited period. There are also pick-ups that will enhance your ship for limited period.

PICK-UPS

Pick-ups can be uncovered by blasting away at the landscape.

The following pick-ups may occur in all levels:



Cloak - enemies will no longer fire at you



Invincible - your ship will not be damaged by any collision



Heart - replenishes shields and repairs damage



Shield - replenishes shields



Spanner - repairs damage



Bomb - destroys all enemies on-screen

The following pick-ups occur only in vertical levels:



Fast - your missiles will fire faster



Spread - your missiles will travel in a spread pattern



Photons - your missiles will be replaced with photons



Laser - your weapon will be replaced with a laser

Note that **Fast**, **Spread** and **Photons** will work together and all three in combination is a powerful weapon. Note that it is still worth collecting the pick-ups even when you have all three since it will extend their time.

The following pick-ups occur only in horizontal levels:

-  Spread 1 - your missiles travel in a small spread pattern
-  Spread 2 - your missiles travel in a wide spread pattern
-  Photons - your missiles will be replaced with photons

HIDDEN TARGETS

Occasionally the screen may stop scrolling which indicates there is a hidden target in the landscape somewhere. Destroy the target before scrolling starts again to receive a 1000 point bonus.

BOSS SHIPS

At the end of certain levels you will encounter a boss ship.



Colliding with a boss ship is fatal so it is best to keep your distance. After defeating the boss ship there will be a reward of falling pick-ups to collect.

CREDITS

Code by Paul Lay

Graphics designed and tweaked by Harvey A. Kong Tin

Flimbo's Quest music by miker

Graphics were ripped and tweaked from various sources including Hawkquest, Rescue on Fractalus (mothership), Laser Hawk, Blue Max, Xevious (7800), CES Demo (robot and spaceship), Roy Lynch's jet design... and perhaps a few others.

Thanks to everyone who helped: Aking, __The Doctor__, Paul Westphal, Philsan, Kyle22, MrFish, José Pereira, miker and Steve Tucker (Atarimax).

Thanks also to the authors of ca65 and Altirra.