

# AQUATRON™

ATD-201

ATARI VERSION  
BY JUSTIN GRAY

**THE GAME**

**SIERRA VISION™**



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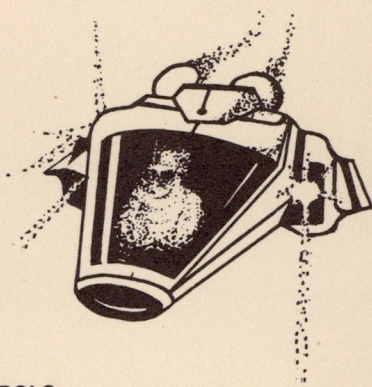
ATARI VERSION  
BY JUSTIN GRAY

Emergency! You have been abandoned on an ocean-covered planet. You have only one base ship and a mobile fighter.

To stay alive you must fight enemy ships in the air and under water, destroying and capturing as many as possible before enemy interceptors arrive.

## LOADING INSTRUCTIONS

1. Remove all cartridges from computer.
2. ROM cartridge only: Insert Aquatron ROM cartridge into Atari: center slot (400) OR left slot (800).
3. Disk only: Label side up, insert your Aquatron disk into the drive. Turn on power to the drive and close the door.
4. Turn on power for the computer and monitor.
5. Plug joystick into port #1.
6. When the demo begins, press 1-4 to choose number of players.
7. Press ◀START▶ or the fire button to start the game.



## CONTROLS

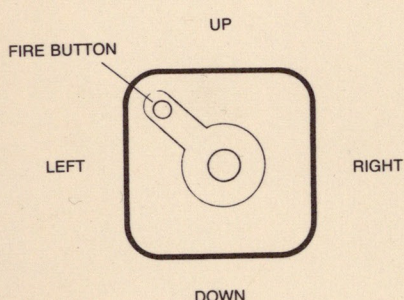
### JOYSTICK

Fire proximity missiles (they kill on contact or near miss) and blasters (they kill only on contact) with joystick button. When the Fire Button is depressed, you will get a missile followed by a short burst of blasters.

To engage hyperdrive, push stick up and fly full speed at top of screen. Slow speed by pulling back on stick.

### CONTROL KEYS

- |          |   |
|----------|---|
| ◀START▶  | To Start/Restart Game                             |
| ◀CTRL S▶ | To Toggle Sound On/Off                            |
| ◀ESC▶    | To Pause or Resume Game                           |
| ◀RESET▶  | Go To the Demo Mode<br>(change number of players) |

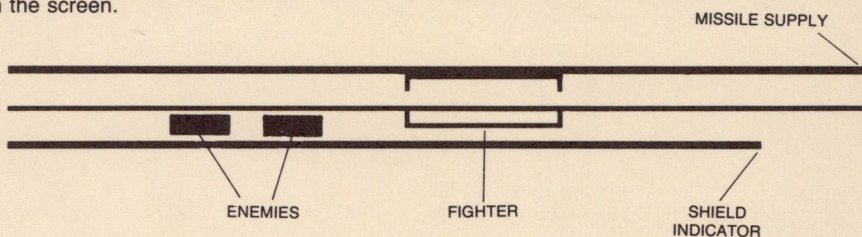


## HOW TO PLAY AQUATRON

Your fighter is a remarkable craft—it dogfights with enemy planes in the air, then plunges into the ocean to battle enemy submarines. It is armed with blasters and proximity missiles, and protected by energy shielding. Your fighter is also equipped with hyperdrive, enabling it to jump through hyperspace to any sector in only seconds.

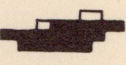


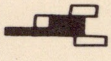
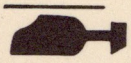


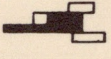

When your shield energy or your supply of proximity missiles runs low (indicators are at the bottom of the screen) you can visit your base ship to reload. (You will never run out of blasters.) The arrow in the upper right corner of your screen indicates the direction of your base. To restore shields and missiles, intercept the rescue chute that drops from your base ship. DO NOT HIT YOUR BASE! If your fighter is destroyed your base ship is traded for a new fighter.

The sector map at the bottom of your screen tells you where the enemy is in relation to your fighter. Your side scanners will show you the position of any enemy craft just before it appears on the screen.



## SCORING

You score points by either capturing or destroying an enemy craft. There are only three types of enemies which can be captured (to capture, simply touch the enemy with your fighter), but notice that you score much higher by capturing than by destroying these!

ENEMIES	POINTS Hit/Capture	FIGHTING TACTICS
Bomber 	100	Drops submarine chutes
Sub Chute 	10 100	Turns into submarine on contact with water
Submarine 	200	Tracks fighter under water, launches missiles
Escort 	50	Accompanies bomber, fires missiles (turns into interceptor when bomber is destroyed)
Helicopter 	200	Flees and fires
Power Mine 	200 1000	Drains energy banks from short distances
Contact Mine 	300	Attacks and destroys (must be shot to be destroyed)
Interceptor 	300	Attacks from above (need not be destroyed to advance in level)
Emergency Chute 	50 400*	Often drops from destroyed aircraft

Every 20,000 points you get a free base ship. You get another base ship when you pass the ninth level into the Suicide Level. Beat that level and you are truly a Master Warrior!

\* When you capture an emergency chute you receive the capture score immediately and a capture bonus at the end of the level (if you survive it).



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### WARRANTY NOTICE

Sierra On-Line wants your continued business. If you fill out the enclosed product registration card and return it to us (we have already paid the postage), you are covered by our warranty. If your disk should fail within 90 days, return it to your dealer or directly to us, and we will replace it free. After 90 days, enclose \$5 and return the disk directly to us. Sorry, without the registration card you are not covered by the warranty.

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