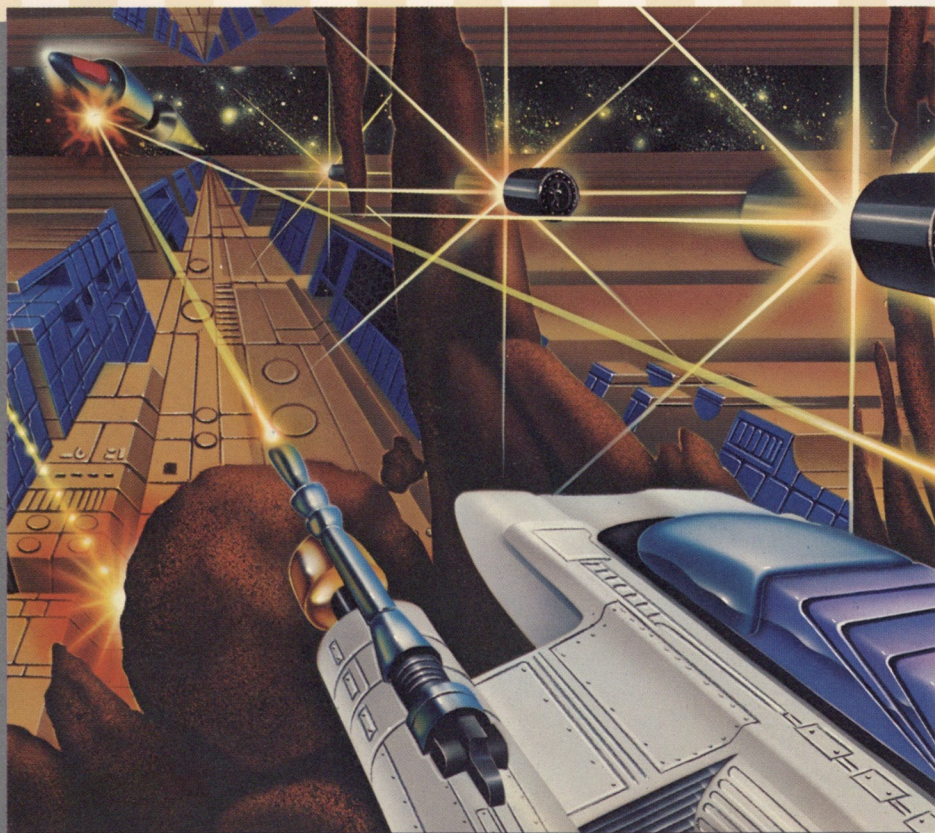


# CAVERNS OF MARS™

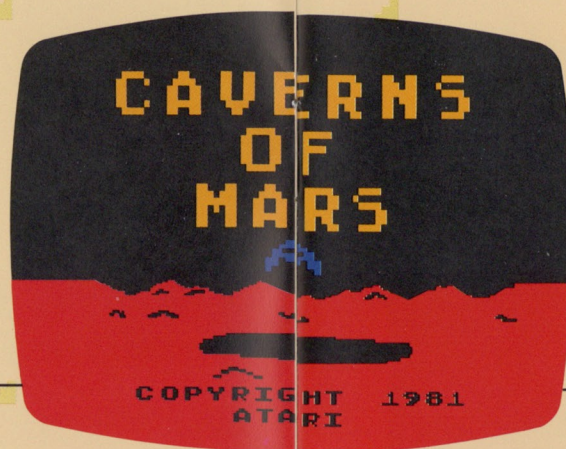
**Into the perilous depths—the invasion begins!**





# MARS HAS DECLARED WAR ON TERRA IV!

Martian galactic fleets surround the planet and are demanding its surrender! The Terra IV High Command knows that your space fighter, the *HELICON VII*, is the only craft equipped to invade the Martian Headquarters deep within the Caverns of Mars.



Your mission: Sabotage the Martian defense system by activating their deadly fusion bomb. Once activated, the bomb will level Martian Headquarters within a matter of seconds. So unless you reach the surface before time runs out, you will be destroyed along with the enemy.

## HOW TO PLAY

**L**oad the Caverns of Mars cartridge as explained in your ATARI® Home Computer owner's guide. Plug a joystick controller into Controller Jack 1.

## SKILL LEVELS

**C**averns of Mars includes four skill levels: NOVICE, PILOT, WARRIOR, and COMMANDER. Each successive level increases in difficulty by adding a new cavern.

NOVICE	Caverns 1,2,Base
PILOT	Caverns 1,2,3,Base
WARRIOR	Caverns 1,2,3,4,Base
COMMANDER	Caverns 1,2,3,4,5,Base

To choose a skill level, press the OPTION (or O) key one or more times until the desired skill level is displayed at the bottom of the screen.

Then press START (or the S key) to begin play.

## TO PAUSE OR BEGIN OVER

**P**ress the SELECT (or H) key to stop play temporarily. But remember—while you're escaping from the caverns, pressing SELECT (or H) does not stop the fusion bomb timer from ticking down to destruction.

Press the SELECT (or H) key again to resume play.

Press the SYSTEM RESET or START key to end a game and return to the Caverns of Mars title display.



# MISSION BRIEFING

At the start of play, your space fighter is positioned at the cavern entrance near the top of the screen. The score counter, cavern level, fuel counter, and number of remaining lives are displayed across the bottom of the screen.

**K** **SCORE COUNTER**  
Keep track of your points during each invasion.

**T** **CAVERN LEVEL**  
The rightmost black number designates the current cavern level.

**Y** **REMAINING LIVES**  
Your space fighter has five in all for each game.

**S** **SKILL LEVEL**  
Select your ranking before starting each game.

**Y** **REMAINING FUEL**  
You're allocated 99 units of fuel at the beginning of each life.

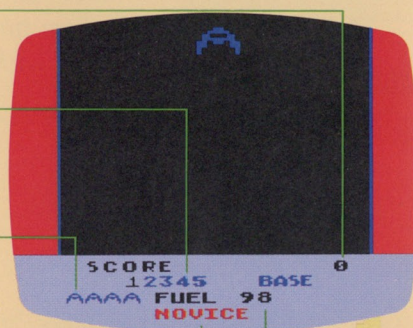
**Y** You must invade two to five caverns before reaching the Martian Headquarters, depending on the skill level at which you play. Once you reach headquarters—also called the Base—you must activate the fusion bomb...

And run for your life! If you reach the surface before the bomb explodes, your space fighter is placed at the cavern entrance to begin another invasion. You can invade the headquarters and escape to the surface a maximum of five times—though on successive escapes,

your HELICON VII moves faster, making it more difficult to maneuver. This is true at all skill levels.

But if the bomb explodes before you escape the caverns, your mission is over.

Your mission is not as easy as it may look. You have a limited amount of fuel for each life, and you lose a life whenever your fuel supply runs out. Crashing into a cavern wall or a Martian object also costs you one life. If you're invading a cavern when you lose a life, your spaceship is placed at the beginning of the cavern where you lost that life. When you lose all your lives, the game is over.



Before starting your mission, you need to know about the Martian cavern defense system. Each cavern level presents obstacles to your invasion. Scouts have spotted the following defenses, which you must destroy.

**YOUR SPACE FIGHTER**

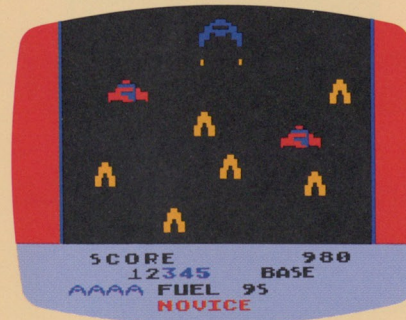
**LASER TORPEDOES** are your retaliatory weapons. Launch them by pressing the red fire button on your joystick controller. Hold the fire button down to launch a steady barrage of torpedoes.

**FUEL TANKS** hold precious rocket fuel; destroy them to refuel your ship.

**TRANSMITTERS** alert Martian Headquarters of intruders.

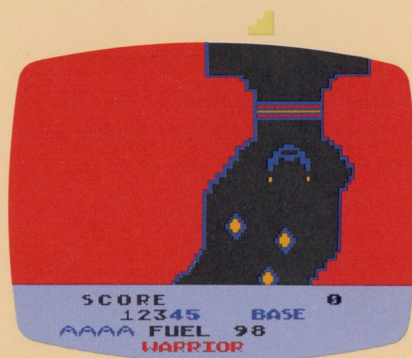
**CREON ROCKETS**, designed for cavern defense, will destroy your HELICON VII space fighter on contact.

**PYXIAS ROCKETS** are actually fuel tankers, designed to refuel Creon rockets.





# TOP SECRET! STRATEGIC INFORMATION



**THE FUSION BOMB** – the ultimate Martian weapon—lies hidden deep within the caverns. You'll be able to land on it to arm it without being destroyed. But its timer, once set, cannot be deactivated.

**REFUELING**  
At the beginning of each life, you have 99 units of fuel—the maximum load for your space fighter. As you travel through the caverns, you use up units of fuel. If you run out of fuel, you lose one life.

Your ship is equipped to absorb the dissipated fuel from any Martian fuel tank or Pyxias rocket you destroy. Since you're cut off from any friendly bases, this is the only way to refuel.

**THE BASE LEVEL**  
There are no objects to destroy at the Base level. Just activate the fusion bomb and head for safety! And remember—you have only a certain amount of fuel for your escape. You'll use one unit of fuel every second during your escape, with no way to accumulate more.

**LASER GATES** are designed to prevent your further descent. Your laser torpedoes have no effect on them at all, and any contact will instantly disintegrate your fighter. Intelligence reports indicate that some are predictable, but others open and close at random.

**SPACE MINES** in deadly groups crisscross the narrow cavern passageways. Their movements are unpredictable, and you must destroy or dodge them. Any contact with a space mine destroys your fighter.



Skill Level      Fuel Allocation for Escape

NOVICE	30 Units
PILOT	55 Units
WARRIOR	75 Units
COMMANDER	98 Units



**SURVIVING SPACE MINES**  
The best way to survive space mines is to destroy them with your laser torpedoes. Keep your spaceship close to the bottom of the screen to give yourself enough time to destroy the entire group. Some space mines move at random, while others blink on and off.

**SURVIVING LASER GATES**  
When approaching the laser gates in Cavern 3, stay at the bottom of the screen. Stop immediately in front of a laser gate and wait for it to complete its cycle. When it blinks off temporarily, continue through the gate. If you encounter groups of laser gates, proceed through the gates one at a time.



**SKIPPING CAVERN LEVELS**  
To skip from one cavern level to the next, press the TAB key while holding down the SHIFT and CTRL keys on your keyboard.



# SCORING

**You score points for every Martian object destroyed and for the distance you travel through each cavern.**

The Martian objects are divided into two color groups, red and white, each with a different value.

## White Objects Worth 200 Points



*CREON ROCKET*



*RADAR TRANSMITTER*



*SPACE MINE*

## Red Objects Worth 150 Points



*FUEL TANK*



*PYXIAS ROCKET*

The deeper the cavern you reach, the more points you score. Here are the points earned for traveling through each cavern in a single life:

<i>Cavern 1</i>	<i>1280 points</i>
<i>Cavern 2</i>	<i>4000 points</i>
<i>Cavern 3</i>	<i>3840 points</i>
<i>Cavern 4</i>	<i>5120 points</i>
<i>Cavern 5</i>	<i>6400 points</i>

You don't score points for flying in or out of the Base level. But once you leave the Base level on your escape to the surface, you begin scoring points again. At the end of each game, your score appears above the highest score attained since the current round of play began.

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because we are constantly improving and updating our computer software and hardware, ATARI, INC. is unable to guarantee the accuracy of the printed material after the date of publication and disclaims liability for changes, errors or omissions.

No reproduction of this document or any portion of its contents is allowed without specific written permission of ATARI, INC., Sunnyvale, CA 94086.

© 1983 ATARI, INC. ALL RIGHTS RESERVED.

PRINTED IN U.S.A.  
C014189-21 REV. A



A Warner Communications Company