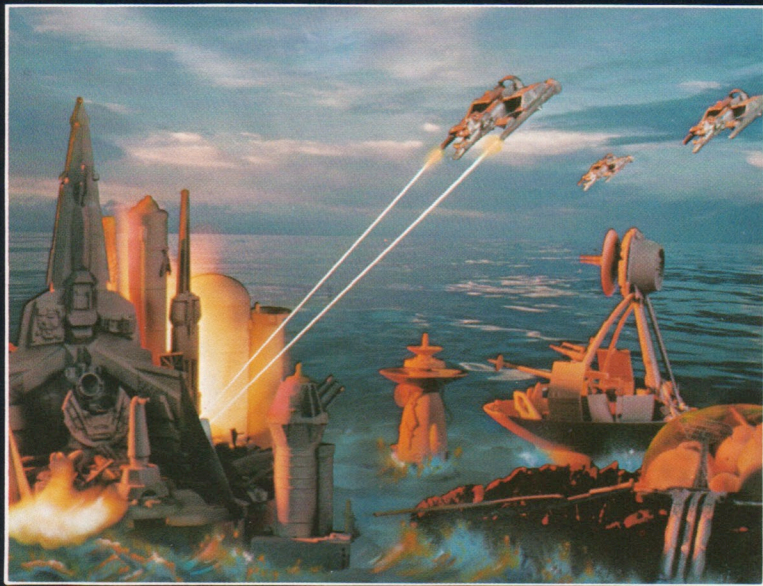


IMAGIC

ATLANTIS

GAME PROGRAM INSTRUCTIONS



The ancient city of Atlantis, a city beneath the sea, a civilization greater than any the world has ever seen...

One day a low drone is heard throughout the ocean metropolis. Then the stars go out. Gorgon vessels fill the sky, pounding the city mercilessly. A cry reaches every citizen — "Defend Atlantis — before it becomes a watery gravel"

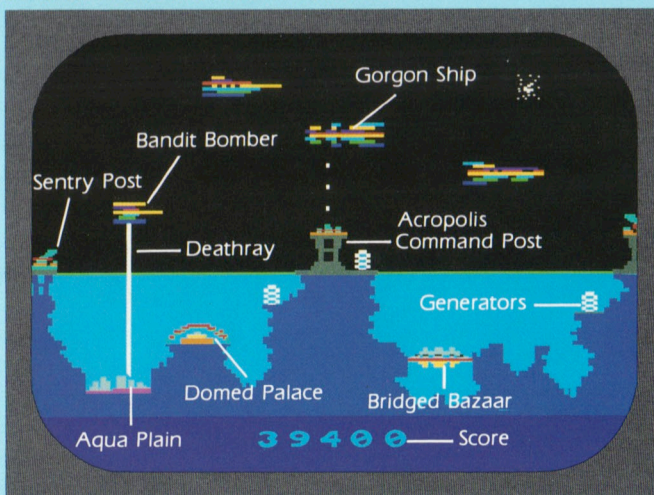
Atlantis and the Gorgon Fleet

Atlantis, the fabled city of antiquity, lies in peaceful waters. The major districts of the city — the Aqua Plain, the Domed Palace and the Bridged Bazaar — murmur with activity while vital generators whirl. Three defense posts guard the skies over the metropolis.

An ominous sound penetrates the sea surrounding the city. The Gorgon Fleet, fierce warriors intent on demolishing Atlantis, attack in force. How long can the city withstand the assault?

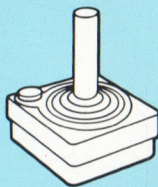
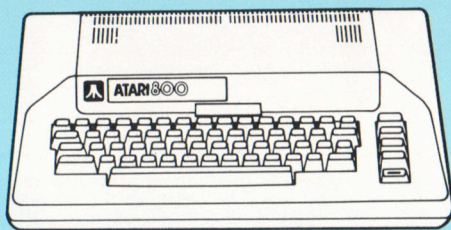
Game Objective

Defend Atlantis! Blast Gorgon vessels before they come close enough to demolish Atlantis with the deathray. Score big and you can replace parts of the city the Gorgons have hit. The game ends when all seven of Atlantis' installations have been leveled and none are left in reserve.



Keyboard Unit

- Press yellow Option button on the keyboard to select a skill level (Easy or Difficult).
- Press the Select button to select one or two players.
- Press the yellow Start button to begin the action. Game begins again whenever you press Start.
- The Fire button on left hand controller also starts the game.



Hand Controls

You control the three Atlantean defense installations with your joystick.

- A sentry post guards either side of the city. They cannot be destroyed.
 - To fire left sentry post, lean joystick left and press red button.
 - To fire right sentry post, lean joystick right and press red button.
- To fire the central Acropolis Command Post in the center of Atlantis, press the red button with the joystick centered.
- The Acropolis Command Post projects a powerful force field that protects the other six Atlantean installations. As a result, the Gorgon deathray must demolish the Acropolis Command Post before the rest of Atlantis becomes vulnerable to attack.

Scoring

You score each time you vaporize a Gorgon vessel. You must hit the ship directly to score.

TARGETS HIT

WEAPONRY USED

	Acropolis Command Post	Sentry Post
Large Gorgon Vessel	100	200
Gorgon Bandit Bomber	1000	2000

- At the end of a wave, you receive 500 points for each part of Atlantis that survives the Gorgon assault.
- For every 10,000 points you score, a destroyed part of Atlantis is restored at the end of the current wave of attack, up to 90,000. When your score exceeds 90,000, cities are no longer restored.

Example: You score 20,000 points during a wave, but lose the Acropolis Command Post and two other city installations. At the end of that wave, the Acropolis Command Post and one installation will reappear on the screen.

- If you earn credits during a wave but do not lose any installations, those credits will be saved for the end of a wave during which you do suffer losses.
- The small Gorgon Bandit Bomber is fast and powerful. Hit it, and the explosion knocks out all other Gorgon vessels in the sky! You score only for hitting the Bandit Bomber.

Game Variations

Skill Level

Select either EASY or DIFFICULT skill levels by pressing Option button. Both levels get progressively more difficult.

One and Two Player Games

- In one player games, wave after wave of bombers attack.
- In two player games, turns change after each wave is defeated.
 - A series of beeps is heard, the game action briefly pauses, and the score changes color.
 - Player 1 (left controller) displays a red score.
 - Player 2 (right controller) displays a yellow score.

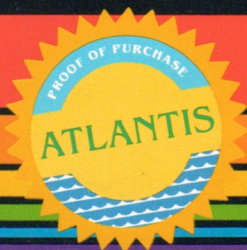
Special Audio Signals

- The drone of Gorgon vessels can always be heard.
- The Bandit Bombers make a loud humming sound. Listen for it! You can anticipate their appearance.
- Your weapon fire drowns out all other sounds. Learn to place your shots well. If you fire constantly, you won't hear Bandit Bombers approach.
- Five short and four long beeps signal the end of a wave. Then the game pauses and you receive bonus points.

Tactical Tips

- Gorgon vessels stay in formation, descending from the highest level to one closest to Atlantis. Gorgon vessels can only fire the deathray when close to the city. **Blast them before they reach the fourth level from the top.**
- The Acropolis Command Post can knock out a Gorgon vessel — even a Bandit Bomber — while the Gorgon Ship is firing the deathray. You have to be quick and accurate. Practice!
- Risk letting Bandit Bombers get close to the planet surface. If you hit one then, you'll demolish all Gorgon vessels in formation behind it.
- In advanced waves, the deathray will not always blast one of the whirling generators. This gives you another chance — but not for long.

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