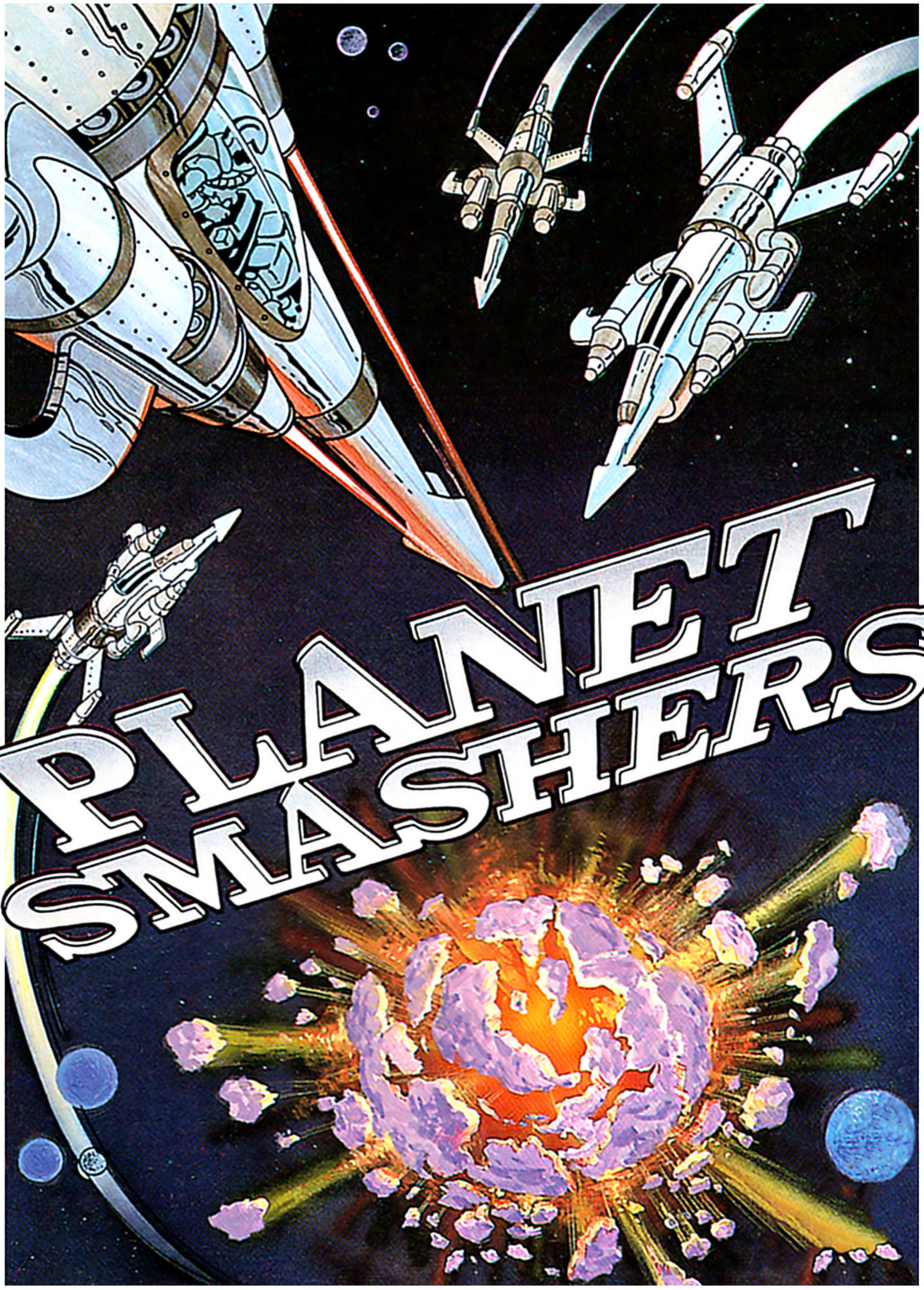
ATARI® 7800™ Game Manual



While exploring a far-off region of the cosmos, your best friend's starship was ambushed by hostile aliens from a remote galaxy. These hostile aliens have informed Earth that they are sending a crack inter-galactic invasion force, the Planet Smashers, to take over your planet.

You know that with a name like the Planet Smashers these guys are not going to leap at a chance to vacation in Geneva and talk peace. These vicious aliens murdered your friend, they intend to pillage your planet and enslave your fellow humans. Besides, they're really ugly!

You can't wait to take your starship out to meet these ill-begotten space cadets. You can't allow even one Planet Smasher to reach the Earth!

Getting Started

1. With your TV switched on, insert the Planet Smashers cartridge into your Atari 7800 as described in your owner's manual.

2. Connect a controller to the left controller port. In two-player Planet Smashers, connect a controller to each controller port.

3. Switch on your console. The Planet Smashers title screen appears. If you do not touch your controller, the High Scores screen appears, listing the ten top scores. Press the fire button to continue.

4. To select one or two player Planet Smashers move the controller up or down to display the desired selection.

To select difficulty level (Easy or Hard) move the controller left or right to display the desired selection. In Easy mode the capsules drop more slowly than they do in Hard mode, the enemies are slower to move and shoot, and the Warp Capsule colors needed to progress to the next level are the same every time you play. In Hard mode the enemies are faster and the Warp Capsule colors needed to progress to the next level are randomly generated every time you play. In two player Planet Smashers, each player can select a different difficulty level.

Alien Invasion!

To select the displayed options and begin play, either player can press a controller fire button.

Optional Game Controls

The following optional game controls allow you to pause and restart the game:

- To pause the game press **PAUSE**. Repeat to resume play.

- To return to the title screen press **RESET**.

Playing the Game

Planet Smashers is an exciting vertical scrolling space shooter. You must expertly maneuver your ship to avoid deadly alien fire. Blast away with speed and accuracy to destroy seven waves of mutant invaders before they get a chance to destroy the Earth! While you do battle with these vicious creatures in their home galaxies, the Earth will have more time to build shields against alien attack.

Begin by commanding the first of your four sleek starships. You can maneuver your starship within the lower half of the game screen. Moving the controller moves your craft right, left, up, or down. Press the left fire button to shoot.

Without shields, each starship will be destroyed by only one hit from enemy fire, or one collision with an alien craft. Learn to dodge quickly to protect your starship! The game ends after your last starship is destroyed.

Score points for each alien starship you destroy. Shoot alien cargo vessels to release valuable items. Move underneath released items to pick them up and upgrade your ship. Be careful! Some released items are destroyed if you shoot them.

You'll need the Warp Capsule to speed on to the end of the current galaxy in your fight to keep the alien horde from reaching Earth.

After surviving regular alien attacks, you must destroy the alien

leader of each galaxy. The leaders are tough to destroy, and have killer attack abilities. Your final encounter will be with the dictator of the Planet Smashers, a nasty video game alien who will put your most horrible nightmares to shame.

After you have destroyed the evil dictator, the high scores screen appears. If you have managed to beat one of the high scores listed, your score will appear on the high scores screen.

In two player Planet Smashers, each player must successfully complete the game before the Earth can be saved.

Screens

Game play takes place on the Action screen. The Status bar displays game information.

Warp displays the colored Warp Capsules you have collected. Empty Warp boxes flash briefly when needed Warp Capsules are collected out of sequence.

2 (Number of Ships) displays the number of reserved starships.

Range tells how close you are to the galaxy leader.

Shield displays the number of shields remaining.

Cloak displays the number of cloaks remaining.

Earth Shield displays the status of the Earth's protective shields. Earth Shield status will decrease with every alien ship and leader you let slip past you. If the Earth Shield status is zero, your reserve ships are destroyed.

Score displays your score.

Status Bar

Items

The following capsules are released from destroyed alien cargo ships. Move directly underneath falling capsules to pick them up.

Weapon Capsule increases the fire power of your ship's weapons. There are 10 levels of Weapon Capsules. You begin the game with basic fire power, which means you must press the fire button each time you wish to fire one round. Weapon Capsules give you automatic rapid fire. Hold down the fire button and your weapon will fire repeatedly. Each level will increase the rapid fire speed.

Shield Capsule protects your ship from a single hit from enemy fire or impact with an enemy vessel. The impact or hit destroys the shield. You can store up to six shields.

Cloaking Capsules make your starship invisible for twenty seconds. But be careful. Just because the enemies can't see you does not make you invulnerable to stray lucky shots! You can collect and store up to six Cloaking Capsules. To activate the capsule, push the right controller button.

Galaxy Warp Capsules drop from special cargo ships. Each galaxy has a special three color code. When playing Easy level Planet Smashers, each level's three color code sequence will be the same every time you play that level. In Hard level Planet Smashers each level's three color code sequence is randomly created every time you play that level.

You must collect Galaxy Warp Capsules in the exact order of the three color code. You can change the color of a Galaxy Warp Capsule by shooting it before picking it up.

When you collect the correct color, an empty box will be filled in the WARP section of your statistics screen. The boxes fill from left to right. If you collect a needed color out of sequence, the box in which the color belongs will flash briefly but not fill. When you fill all three boxes, you will be transported directly to the end-of-galaxy encounter with the alien leader of that galaxy.

Extra Ship Capsules can gain you an extra ship to use against the evil Planet Smashers. But this cargo is so precious the aliens have protected it with a dangerous trap. When the cargo capsule containing the extra ship is released, it is sometimes charged with deadly energy that will destroy your ship if you attempt to pick up the capsule. When the capsule is dangerous it will display a chilling death's head symbol. It is safe to pick up the capsule during the period when it displays a ship symbol.

Scoring

Earn points by destroying the following alien invaders:

Enemy Bombs	25
Cargo Ships	100
Fighters	300
Bombers	500
Rammers	500
Bosses's Guns	1000
Bosses	5000 or more

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