

STRONGHOLD™

August-1-83
First Draft

Instructions

One Player

Uses Left Joystick

(c) 1983 CommaVid, Inc.

GETTING STARTED

- * Turn OFF your game console.
- * Insert the Stronghold game cartridge.
- * Be sure the LEFT joystick controller is firmly connected to the console (this is the only controller used).
- * Turn ON your game console, you will see a nearly blank screen.

* Set both difficulty switches to "b" (Note: On Sears Tele-Game™, the difficulty switches are called skill switches and the "b" position is called novice).

* To play game variation #1, the basic game, start the game by pressing the GAME RESET switch. After a brief pause, your attack ship will appear and a volley of defense drones will rise to meet it.

* To select any one of the 16 possible game variations, repeatedly press the GAME SELECT switch until the desired game number appears in the score area at the top right of the screen. Press GAME RESET to begin playing the selected game.

* You must pilot your attack ship through the defense drones, destroying or dodging them. When the shields close, blast through them and destroy the command crawler to neutralize the Stronghold.

* Consult the appropriate sections of this booklet for a complete explanation of the game features and play variations.

USING THE JOYSTICK

* Hold the base of the joystick in your hand with the fire button in the left corner nearest the TV.

* Pushing forward and backward on the joystick moves your attack ship up and down the screen. Pushing left and right moves your attack ship left and right across the screen. Pushing the joystick in any of the four diagonal directions will move your attack ship diagonally on the screen.

* Push the FIRE BUTTON on the joystick to fire your attack ship's gun. The gun always points in the direction your attack ship last moved. However, THE GUN CAN NEVER AIM OR FIRE DIRECTLY TO EITHER SIDE of your attack ship.

* In games with "rapid fire", your attack ship will keep firing as long as the fire button is pressed. In other games, you must

destroy your attack ship. In addition, when you have broken a hole through the shields, the Command Crawler will be able to fire deadly bolts through the opening.

* In game versions with the Mega-Field, it will begin to appear at the top of the screen shortly after the shields close and the Command Crawler emerges. The Mega-Field is a dull red region into which your attack ship cannot move. As it moves down toward the asteroid's surface, your maneuvering room is diminished until you are forced into the Patroller zone, where it can be very difficult to survive.

GAME VARIATIONS

* The DIFFICULTY SWITCHES allow you to select the first asteroid you will attack. The higher asteroids have much better defenses than the first ones.

Asteroid#	Left Difficulty	Right Difficulty
1	b (novice)	b (novice)
9	a (expert)	b (novice)
17	b (novice)	a (expert)
25	a (expert)	a (expert)

GAME FEATURES CHART

Feature / Game#:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Armored Drones :		X		X		X		X		X		X		X		X
Rapid Firing :	X	X			X	X			X	X			X	X		
Mega-Field :	X	X	X	X					X	X	X	X				
Cloned Drones :									X	X	X	X	X	X	X	X

* With "Armored Drones", the drones cannot be destroyed. You must dodge them until they stop and the Command Crawler emerges.

* "Rapid Firing" allows your ship to fire continuously as long as the fire button is pressed.

* When the "Mega-Field" is selected, the asteroid's defense system will use it to force you down into its other weapons.

* With "Cloned Drones", the drones travel in sets. However, since they are clones, they share a single control system and the set can be destroyed by a single blast.

PLAY TIPS

* Remember that you can't shoot directly to either side. Don't get "outflanked" by an attacker coming from the side.

* Watch out for rapidly entering attackers. Stay away from the top and bottom of the screen when new attackers are likely to come in.

<<<Precis for back of booklet:>>>

In STRONGHOLD™ you control a small spacecraft which you Pilot on an assault against a well defended asteroid. Your goal is to neutralize the asteroid's defenses by destroying the Command Crawler that controls them. First you must survive a barrage of drones launched from the surface. As you maneuver to blast through the shields that protect the Command Crawler, interceptors home on your ship and Patrollers hover above the shields. When the shields are breached, the Command Crawler itself begins to return your fire. If you can destroy the Command Crawler, a new and better defended asteroid awaits. STRONGHOLD™ is a video game cartridge for the ATARI® Model 2600 Video Computer System™, the Sears Tele-Game™ and other compatible video game consoles and adapters.

7/31/83

new order

		1	2	3	4	5	6	7	
		Vx	X head?	X + road way	Vy	Y road 2	Y road way		
1	nice problems, get to camp Can measure from here	2	50	1	2	50	1/2	①	easy patrol
2	use narrow but can be measured through	2	50	1	3	50	1	②	easy patrol
3	hard up in X, can findy hard to pass thing	2	100	1	3	50	1/2	⑤	M. easy patrol
4	may had to pass, due path to vertical, considerably	2	100	1	0	50	1/2	⑥	M. easy patrol
5	3 or very hard, turn not quite as bad but fat	3	50	never	0	50	1/2	⑦	V. hard patrol
6	a little easier than ①	2	50	1	2	50	1	③	hard patrol
7	should be too hard	2	100	1/2	2	100	1/2	④	hard patrol
8	the cruncher!	3	100	1/2	0	50	1/2	⑧	V. hard patrol
9									
10	both	3	0	1	1	50	1/2	X	
11	Can get under 2 fish easily	3	50	1	1	50	1/2	①	
12	Can get under fishy easily (with some rock)	0	50	1	1	100	1/2	X	
13	Can get under one of them probably not two could	0	100	1	2	100	1/2	②	
14									
15		0	50	1/2	2	50	1/2	③	
16	should be easy had to get under	0	100	1/2	3	100	1/2	④	
17									
18									
19									
20	Can miss down by a mile without trying	2	100	1/2	2	0	never	X	
21	Can measure through reliably, but must walk it	3	50	① 1/2	2	0	"	①	← (note: change)
22	very difficult to get through clearly without skidding	3	100	1/2	2	0	"	②	
23	skidding helps some, but it must be done above	0	0	1	2	0	"	③	
24	it is a dead end about								

into canyon

under the SE (note: !!)

EFFICIENCY LINE

fishy

easy

harder than at base note: had a lot lower