

ATARI® 5200™

CASTLE BLAST



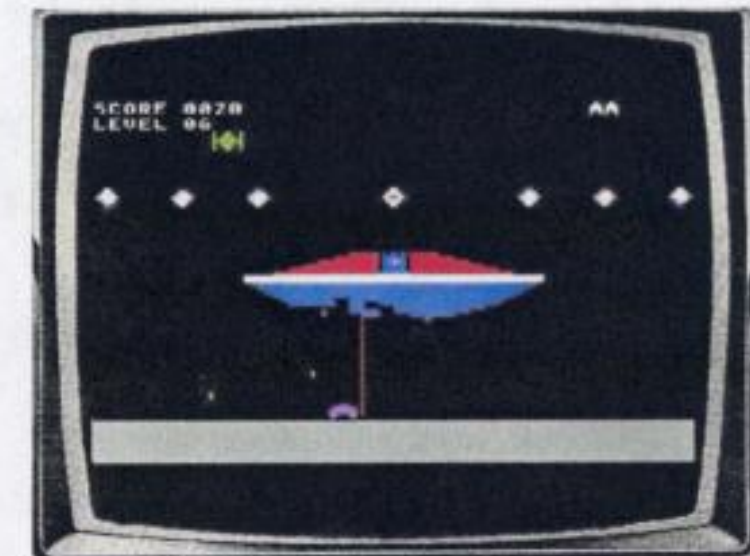
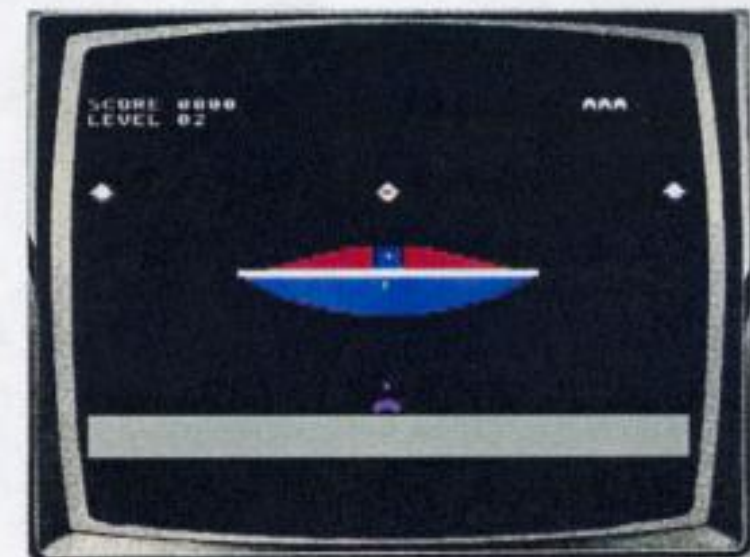
NOTE: Always turn the console POWER switch OFF when inserting or removing an ATARI Game program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

Get ready to have a blast!

Your mission is to destroy the Castle hidden inside the Mothership. Use your Vertical Trajectory Missiles (VTM's) to blast the outer defenses and expose the Castle for annihilation. Test your skill and try to wipe out the enemy spaceships flying overhead. But be smart! You can only fire one VTM at a time.

If you are successful, you will be promoted to the next level where your enemy becomes more ruthless. Now you must avoid deadly Focused Energy Beams (FEB's) fired from the Mothership and stars appear in the sky to make targeting of the enemy spaceships more difficult.

As your mission progresses to the next level, your heart will pound as enemy tanks assault you from the ground. Keep your trigger-finger ready and destroy them using your Horizontal Trajectory Missiles (HTM's). But don't stray from your primary objective. Destroy the Castle ... before it's too late!



Using the Controller

Plug one 5200 controller firmly into jack 1 for this one-player game.

Use your joystick to move the ship left or right. Use the lower fire button to fire your Vertical Trajectory Missile (VTM's) or, the upper fire button to fire your Horizontal Trajectory Missile (HTM's).

Control Keys

Press START to begin the game.
Press PAUSE to freeze the action; Press PAUSE a second time to resume the play.
Press RESET (when game over) to restart your game.

Press * to see your initials printed on the screen - if you have the Special Edition version of the game.

Scoring

Hitting Mothership's shield:	1
Hitting an upper spaceship:	20
Hitting a ground level tank:	20
Hitting the castle:	80

Helpful Hints

- Score as many points as you can in level 1, as the falling missile does not follow your location.
- Learn to use your HTM as its behavior changes with the levels.
- Score 1000 points to get one more ship.
- Haven't found the easter egg yet? Try harder...





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