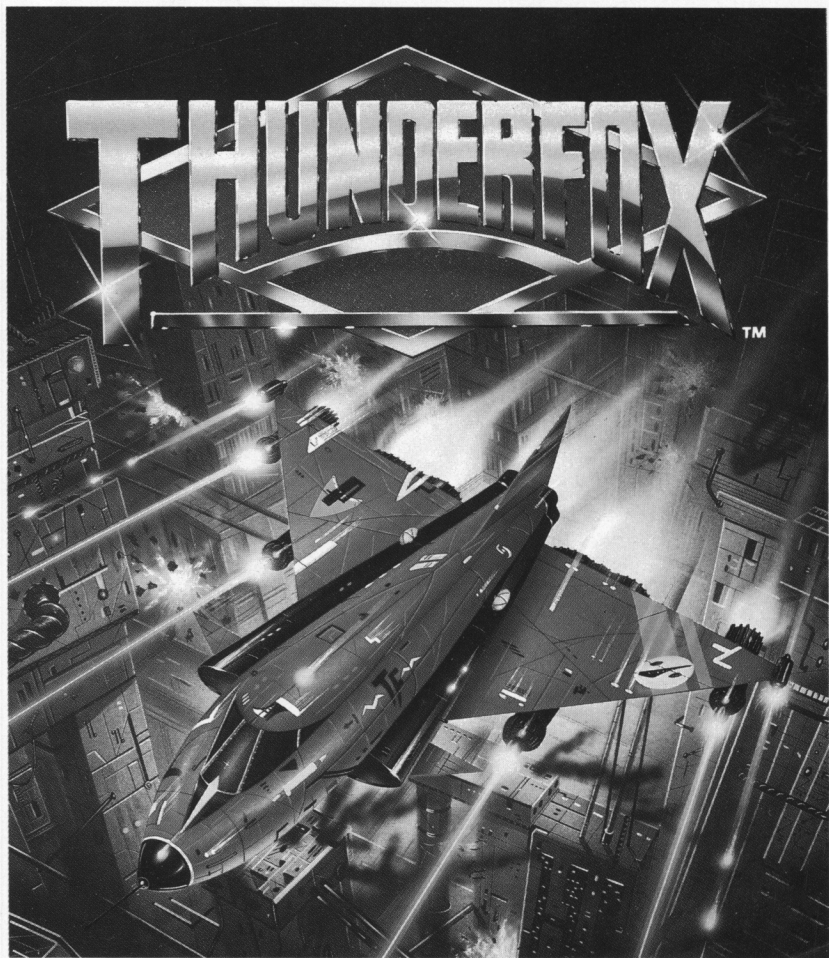


ATARI[®] XE VIDEO GAME CARTRIDGE

Game Manual



While monitoring space, Zayulian radar systems have spotted trouble on the planet Phalon. In order to get a closer look, the Zayulians have sent out reconnaissance missions, and their reports reveal that the Phalosians are building a large-scale war machine capable of destroying the solar system in minutes!

Heavily defended Phalon transporters are now carrying energy crystals to the Phalon mothership. Once installed, the crystals will power the deadly Phalon war machine. The Zayulians have only one hope to save the solar system—their prototype Federation Thunderfox space fighter and you, the finest pilot in the Federation.

The Thunderfox is a state-of-the-art, lightning-fast airship fully loaded with bombs and lasers. But it's going to take all the skill and bravery you've got to fight off the Phalosians. Ready? The fate of the solar system depends on you!

System Requirements

- Atari XE game system console or XE or XL computer
- Color television or color monitor
- Atari joystick

Getting Started

1. With your XE game system turned off, insert the Thunderfox cartridge into the slot on the top of your console as explained in your Owner's Manual. Plug a joystick into controller port 1.
2. Switch on your television or monitor, then press **[Power]** to switch on your system. When the title screen appears, press **[Start]** or the joystick button to begin playing.
3. During play, pause a game by pressing **[Select]**; press it again to resume play. To begin a new game, press **[Start]**.

Playing the Game

Piloting the Thunderfox

Maneuver the Thunderfox by moving the joystick handle up or down to move the airship in that direction. Speed up or slow down by moving the joystick left or right, depending on your direction of travel. To change direction, move the joystick in the opposite direction of travel.

The Solar System's Only ope—Thunderfox and You!

Your status indicators are at the bottom of the screen. Here you'll find your score, the number of ships and bombs you have left, the level, the weapon in use, and the long-range scanner that shows the distance between the Phalon transporter and its mothership.

Your Weapons

You have two types of weapons: lasers and bombs. To choose between the two, press **[Option]** on your XE console or the **[Space Bar]** on your keyboard. To fire a weapon, press the joystick button. The Thunderfox can carry six bombs at a time. If you use up all of your bombs, return to your mothership to reload. Use bombs to destroy the anti-gravity stabilizers and ground installations. Use lasers to fight airborne enemy attacks and the Crystal Guardian.

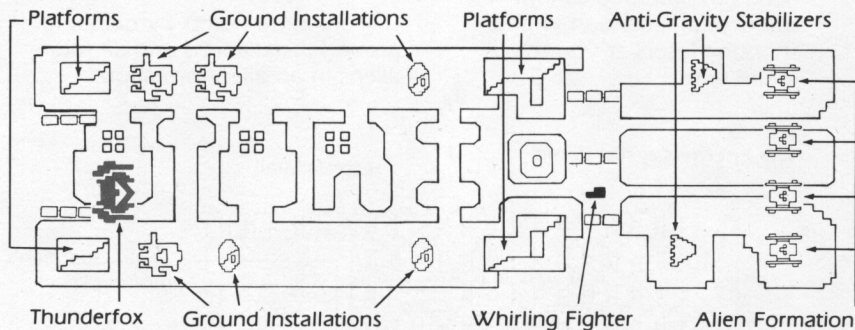
Your Mission

Your mission, should you wish to accept it, is to prevent completion of the Phalon war machine by locating and destroying the energy crystals. The crystals are situated

inside the heavily defended Phalon transporters and guarded by the fearsome Crystal Guardian robot. You have no time to lose—once the transporter reaches the Phalon mothership, you will be destroyed by a death missile and the solar system will be doomed. Your mission continues as long as you're able to destroy transporters and ends when all of your Thunderfox airships are gone. Your orders are as follows:

1. Press **[Start]** or the joystick fire button to start the game and to launch the Thunderfox from its mothership.
2. Travel to the far right-hand side of the outside of the transporter and bomb the two anti-gravity stabilizers that block access into the transporter. You must bomb each stabilizer five times. As you attempt to bomb the stabilizers, you'll have to fight off a variety of alien flying formations and evade whirling fighter craft. The flying alien formations can destroy you instantly.

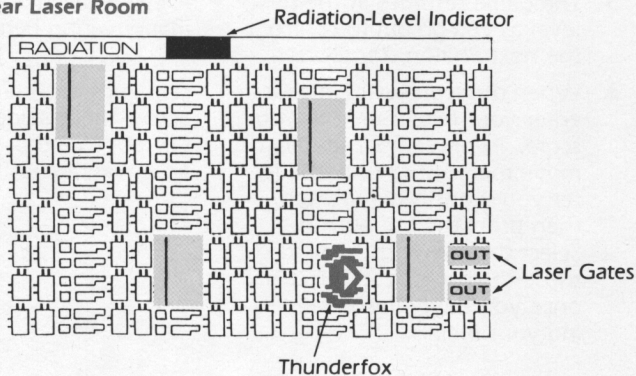
The Outside of the Transporter



3. Turn back so you can enter the transporter's thermonuclear laser room. Navigate through this room to the laser gates to get to the Crystal Guardian. You will be demolished if you are hit by lasers or if you touch

the walls. Keep an eye on the radiation-level indicator at the top of the screen. If you stay too long in this room, the radiation level becomes too high and you perish.

The Thermonuclear Laser Room



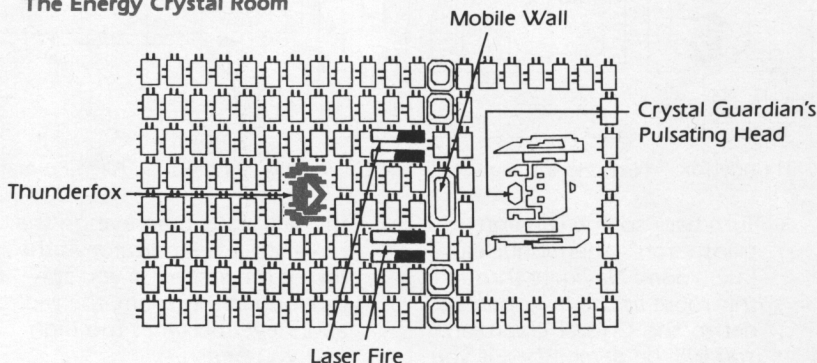
4. Once you make it through the thermonuclear laser room, you enter the crystal room and confront the Crystal Guardian. Destroy the guardian and the crystals by shooting past the mobile wall at the guardian's head ten times. Be careful—the Crystal Guardian will be shooting lasers at you the entire time.

Strategy

Avoid the transporter platforms when you are flying toward the anti-gravity stabilizers. If you run into these, you will be destroyed.

Score extra points by bombing ground installations and all four aliens in an alien formation.

The Energy Crystal Room



5. The game resumes at the next level as you go out to confront the next Phalon transporter.
6. When the scoreboard appears, enter your initials next to your score. To enter your initials, move the joystick until the letter you want is highlighted, then press the fire button. Select the arrow that points to the left to backspace. Select FIN once you have finished entering your initials.

Evade alien formations by maneuvering behind them.

Aliens appear in the same sequence each time you travel across the outside of the transporter. Note this sequence to gain an advantage in fighting them.

Scoring

Destroying the Crystal Guardian	1000 points
Aliens	70 points
Crystal Guardian's head	50 points
Anti-gravity stabilizer	50 points
Small ground installation	50 points
Large ground installation	20 points

After the Crystal Guardian is destroyed, you are awarded 100 points for each alien formation or ground installation you demolish.

When your score reaches 5000 points, you earn an extra Thunderfox airship.

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