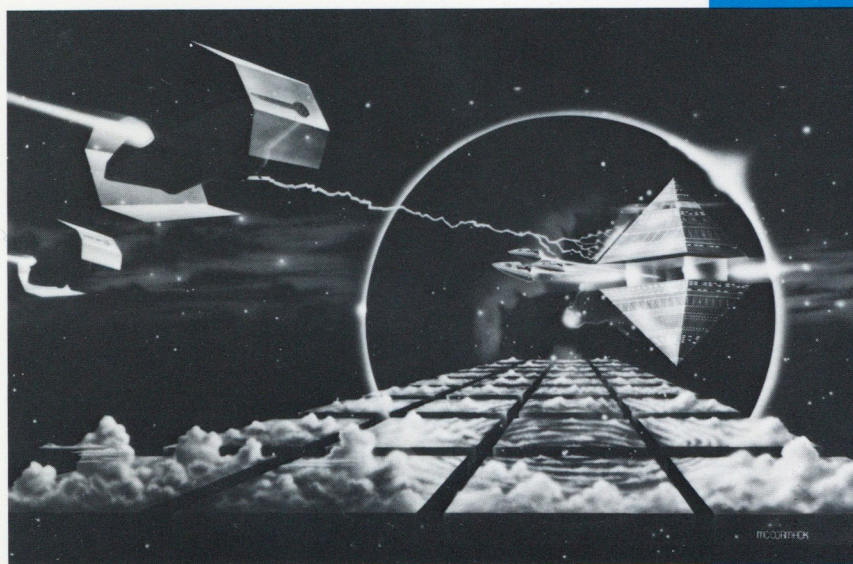# ᐱ ATARI®

ST™ Star Raiders®

The Great Galactic Adventure

Game Manual

IMPORTANT INFORMATION

The software for ST Star Raiders was designed and programmed by Rob Zdybel. Graphics and animation were created by Jerome Domurat.

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because it is constantly improving and updating its computer software and hardware, Atari Corp. cannot guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions.

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INTRODUCTION

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Zycroids, savage robots from deep space, are invading our galaxy, destroying all life.

Reliable data shows that Zycroids are the cruel legacy of a remote galactic war, during which technologically advanced civilizations blew each other apart. After the war, swirling electro-mechanical garbage from the shattered star systems mutated into a mindless robot army programmed to destroy. Now the Zycroid army is attacking every quadrant of our galaxy.

Star Raiders are the only force in the Atarian Federation strong enough to resist the aliens. So we've accepted the dangerous assignment of wiping them out. But the Zycroids are crack shots, and they're costing us. We've got to find more pilots, or the galaxy is doomed!

You've got the right stuff. We're giving you command of our most advanced fighter, the Starcruiser. Warp it to the Katsaurii Quadrant. Find and destroy the alien fighters there and save the StarBases. You've got to work fast—the Zycroids won't give you much time.

The Starcruiser is perfect for the job. It's outfitted with Port, Starboard, and Aft Ion Cannons, warp engines, and hyperwarp drive. Its sophisticated Control Panel helps you track and destroy the Zycroid horde. But you must protect the StarBases. When your energy runs low or the Starcruiser is damaged, StarBases are your only harbor.

The Atarian Federation will reward you richly. With continued successes, you could become one of the elite Star Commanders. But if you fail, all peace-loving humanoids in the Katsaurii Quadrant will be destroyed by those cold, vicious machines—the Zycroids.

The challenge is enormous. Only a few will succeed. One of them could be you.

Time runs short, Star Raider. Shields up, and good luck!

PLAYING THE GAME

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SYSTEM REQUIREMENTS
- ATARI ST Computer
- ATARI MicroFloppy Disk Drive
- ATARI Color Monitor (or television)
- Joystick

Note: In order to run the Star Raiders program, your ST Computer must have TOS™ in ROM, or a disk-based TOS and 1 megabyte of RAM.

GETTING STARTED

1. Before you begin, make a backup copy of your Star Raiders program disk. (Refer to your ST Computer manual for instructions.) Always use the backup copy, and store your original program disk in a safe place.

2. With your ATARI ST Computer system turned on and the GEM™ Desktop displayed, insert the Star Raiders program disk, label side up, into the disk drive. Plug a joystick into the computer's joystick port.

3. Set the screen display to low resolution. To do that, select the Set Preferences option from the Options Menu. When the Dialog Box appears, click on Low, then click on OK.

4. Double-click on the floppy disk icon for the drive containing the Star Raiders program disk. A directory listing for the disk appears.

5. Double-click on STRAID.PRG, and the Star Raiders title screen appears.

Note: Two error messages may appear:

- **Wrong Resolution Mode**   You must set your screen display to low resolution.

- **Insufficient Memory**   Make sure you have TOS in ROM, or a disk-based TOS with 1 megabyte of RAM. If the message still appears, return to the GEM Desktop and remove excess Desk Accessories.

6. Game Difficulty Levels are listed under the Options Menu. To change the game level selection (checked), click on another level: Novice (easiest), Pilot, Warrior, or Commander (most difficult).

7. Click on Start under the Options Menu (or press [Control] [S]) to begin a Star Raiders mission.

8. When the game screen appears, you're sighting through the Battle Window of your fighter, the Starcruiser 7, cruising through the Katsaurii Quadrant. Your Control Panel is at screen bottom.

Note: During play, leave your program disk in the drive, with write-protect off, to ensure that your high rating will be saved.

You're now ready to launch a serious offensive against the Zycroids. The information in the next sections will help you succeed.

THE STARCRUISER'S CONTROL PANEL

Indicators in the Battle Window and Control Panel monitor your ship's systems. Green steady lights on an indicator signal that a system is working; yellow flashing lights mean a system is damaged; red flashing lights mean a system is destroyed.
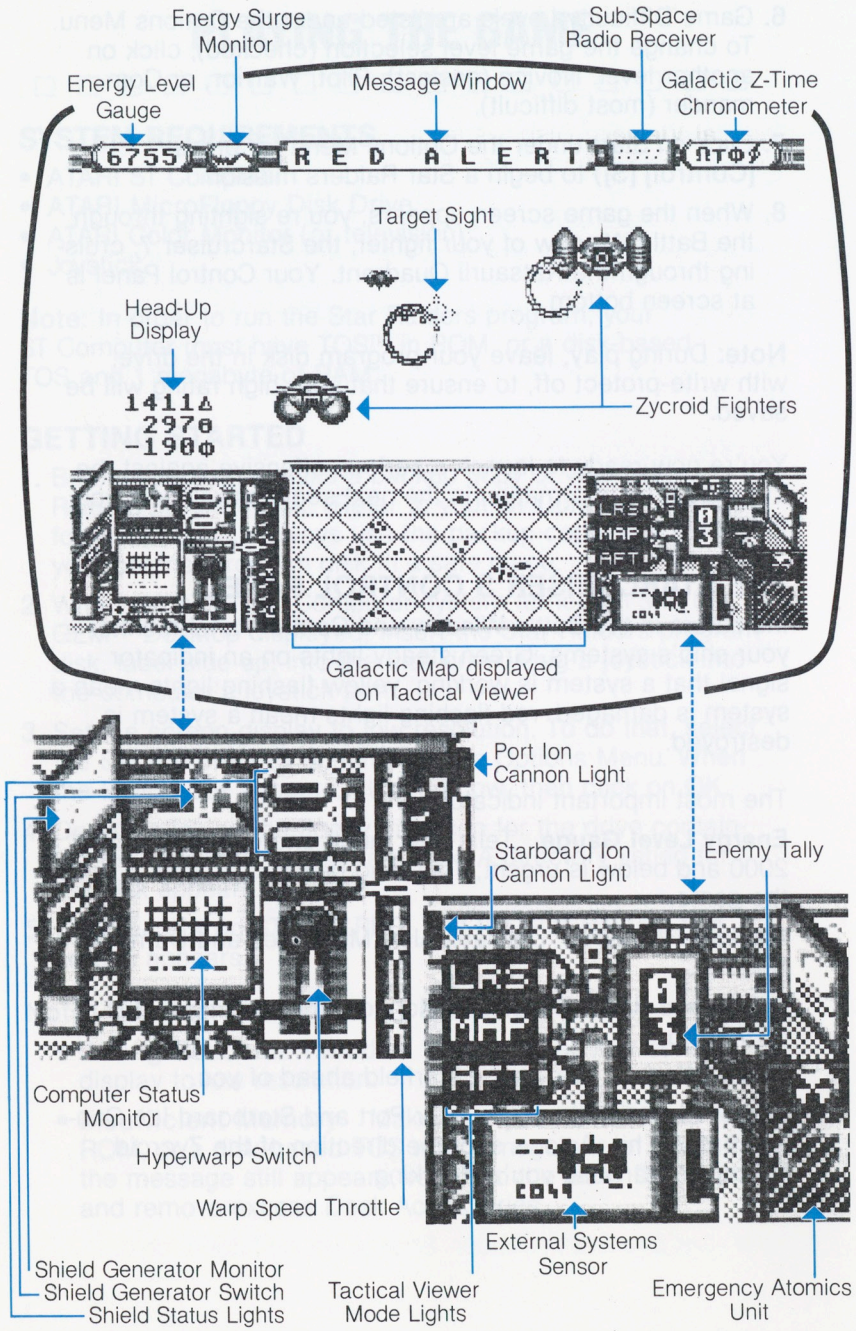
The most important indicators are:

Energy Level Gauge Tells how much energy you have left: 2000 and below is urgent; 1000 and below is critical; 0 ends the game.

Message Window Displays Alert Messages and Damage Reports.

Sub-Space Radio Receiver Monitors the working status of your radio.

Battle Window Views the starfield ahead of you.

Target Sight Tells where your Port and Starboard Ion Cannon fire will hit. Arrows spot the direction of the Zycroid fighter or StarBase you're tracking.

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Energy Surge Monitor

Sub-Space Radio Receiver

Energy Level Gauge

Message Window

Galactic Z-Time Chronometer

6755 〜 **R E D   A L E R T** ▒ Ωτ Φ ∮

Target Sight

Head-Up Display

1411△
2970
-190Φ

Zycroid Fighters

Galactic Map displayed on Tactical Viewer

Port Ion Cannon Light

Starboard Ion Cannon Light

Enemy Tally

LRS
MAP
AFT

03

CO4

Computer Status Monitor

Hyperwarp Switch

Warp Speed Throttle

Shield Generator Monitor
Shield Generator Switch
Shield Status Lights

Tactical Viewer Mode Lights

External Systems Sensor

Emergency Atomics Unit

Head-Up Display   Tracks a selected target or StarBase. The top line (⚐) tells the object's distance from you; the middle line (🔳) tells its left or right position; the bottom line (⬛) tells its position above or below you.

Tactical Viewer   Displays in three modes: Galactic Map, Long-Range Scanner, and Aft Scanner.
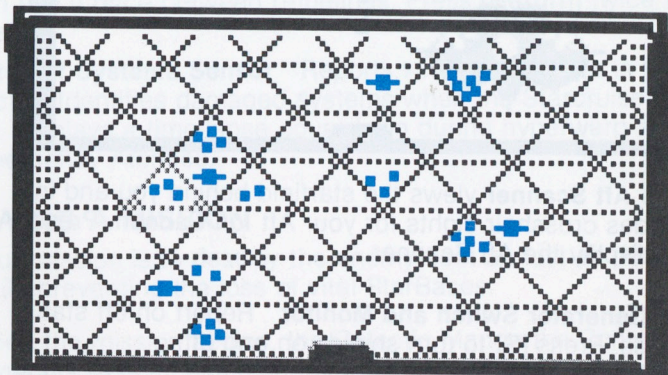
The **Galactic Map** details the Katsaurii Quadrant, showing StarBase locations and enemy-occupied sectors. Since Zycroid squadrons are constantly on the move, Federation Headquarters continuously updates the map via your sub-space radio. Press [M] to display the Galactic Map.
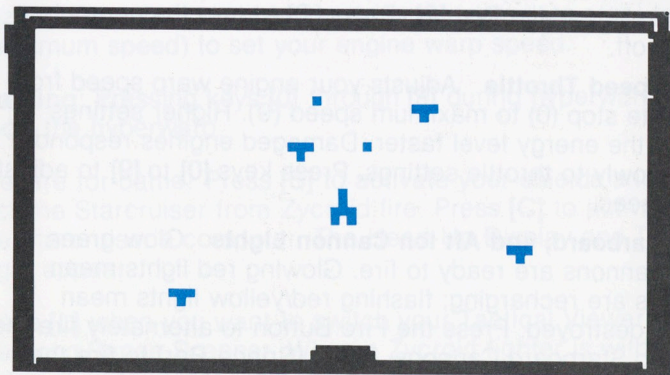
The **Long-Range Scanner** views the starfield from overhead, with the Starcruiser at center. Yellow targets are above the Starcruiser; red targets are below it; green are level with it. Press [L] to display the Long-Range Scanner.
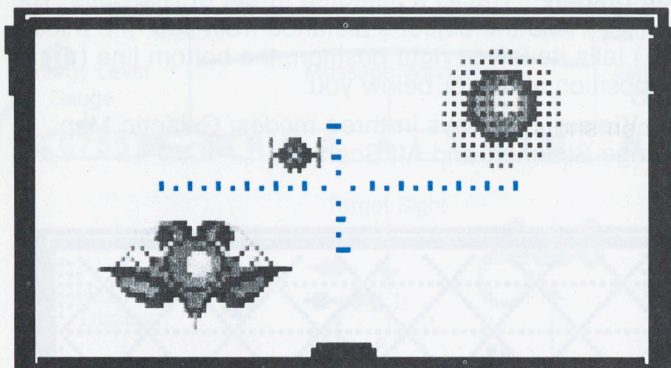
The **Aft Scanner** views the starfield behind you and includes crosshair sights for your Aft Ion Cannon. Press [A] to display the Aft Scanner.

Shield Generator Switch and Monitor Report on/off status of shields. Press [S] to turn shields on and off.

Shield Status Lights Monitor shield condition: green lights mean shields are operational; yellow blinking lights mean shield damage; red flashing lights mean total shield destruction.

Computer Status Monitor Reports the condition of the Starcruiser's computer: on/off; operable/damaged. Keep your eye on this monitor, since the computer operates your Target Sight and Head-Up Display. Press [C] to turn the computer on and off.

Warp Speed Throttle Adjusts your engine warp speed from complete stop (0) to maximum speed (9). Higher settings reduce the energy level faster. Damaged engines respond more slowly to throttle settings. Press keys [0] to [9] to adjust warp speed.

Port, Starboard, and Aft Ion Cannon Lights Glow green when cannons are ready to fire. Glowing red lights mean cannons are recharging; flashing red/yellow lights mean they're destroyed. Press the Fire Button to alternately fire the Port and Starboard Cannons. Press [Space Bar] to fire the Aft Cannon. (The Aft Ion Cannon Light is at center bottom of the Tactical Viewer.)

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Tactical Viewer Mode Lights Report which mode your Tactical Viewer is set to. Flashing red lights mean a mode is out of commission.

Enemy Tally Keeps score of enemy fighters destroyed by Ion Cannon shots.

Emergency Atomics Unit Gets you out of a sector quickly while destroying all remaining Zycroids in that sector. You can use it once between refuelings. Press [Return] twice to use.

External Systems Sensor Reports what objects are in your sector. Identifies damaged systems when the Starcruiser is hit. Displays a time-lapse countdown during hyperwarp and Emergency Atomics.

FLYING A MISSION

Your mission is to destroy the enemy fleet as fast as possible while preventing the loss of vital StarBases.

When the mission begins, the Galactic Map in the Control Panel displays all battle sectors of the Katsaurii Quadrant. Occupied sectors contain either Zycroid fighters (red dots) or Federation StarBases. A yellow perimeter and white cursor mark the sector you're in.

Use the [Arrow] keys to move the cursor to an enemy-occupied sector, then press [H] to hyperwarp to that sector. In a few moments you've raced through space to the battlezone. Press any number key from [0] (complete stop) to [9] (maximum speed) to set your engine warp speed.

Warning: Pressing keys [0] through [9] during hyperwarp will abort the hyperwarp.

Prepare for battle! Press [S] to activate your shields and protect the Starcruiser from Zycroid fire. Press [C] to activate the Starcruiser's computer. The Head-Up Display and Target Sight appear.

Press [L] when you want to switch your Tactical Viewer to the Long-Range Scanner. When a Zycroid fighter is within range of your Target Sight, press the joystick Fire Button to fire the Port and Starboard Ion Cannons. When needed, switch your Tactical Viewer to the Aft Scanner by pressing [A], then press [Space Bar] to fire the Aft Ion Cannon on retreating Zycroids.

Track single enemy craft by flying in the direction of the arrows on the Target Sight. Learn to use your Head-Up Display and Long-Range Scanner for effective pursuit. Press [T] to manually select an enemy to track. (The External Systems Sensor will show the Zycroids in your sector.) Otherwise, the Starcruiser's computer automatically selects and tracks an enemy. Push the joystick handle to the left or right to move your fighter in that direction. Push the handle forward to dive; pull it back to climb.

Watch the Message Window for alerts that a StarBase is surrounded or destroyed, your Starcruiser is damaged, or other important information. When a StarBase is surrounded, hyperwarp to a sector next to it and destroy the enemy. If you take too long, the StarBase will be lost (see **Difficulty Levels**).

Press [P] to pause the game during play. Press it again to resume play.

STARCRAFT

Zycroid Starcraft

You'll face up to seven kinds of Zycroid fighters. They are:

WebStar   The least dangerous Zycroid and the easiest to hit.

Boojum   A Zycroid experiment in brutal force, programmed to even up the battle score—and then win!

Sphinx   Purposely blind, this tenacious attacker flies by sonar and can't be intimidated by the blaze of Ion Cannon fire.

LaserWasp   Evil, quick, and vicious. Watch out for that stinger!

Snarc   Stubborn fighter with only one mission: search and destroy.

Subtractor   Known for its lethal effect on Starcruisers.

Demon   The most dangerous Zycroid, continually eluding you with diagonal sweeps.

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Federation Starcraft

Three kinds of allied starcraft serve and support you:

Federation Starcruiser   Your ship, the most advanced starfighter in the Atarian Federation.

StarBase   Your harbor for refueling and repair. Bases can be surrounded by Zycroids, other bases, or the edge of the Galactic Map. Protect StarBases tenaciously; you need them!

Robonaut   (Robotic Navigational and Utility Technician) StarBase valet: turns off your shields, refuels the Starcruiser, repairs damage, checks your oil, washes the windshield . . .

HANDLING YOUR STARCRUISER

Control your fighter by using the joystick and the keyboard.

The Joystick

Push the joystick handle left or right to fly in that direction. Push forward on the handle to dive and pull back to climb. Press the joystick Fire Button to bombard the enemy with Port and Starboard Ion Cannon volleys.

Keyboard Commands

[0] - [9]   Set engine warp speed; abort hyperwarp.

[H]   Engages hyperwarp drive. During hyperwarp, your weapons are locked off.

[C]   Displays Target Sight and Head-Up Display in your Battle Window; press again to deactivate.

[S]   Activates the Starcruiser's shields; press again to deactivate.

[T]   Tracking selector; lets you manually select which Zycroid to pursue. (Your External Systems Sensor reports the closest alien or the one being tracked.) When the key is not used, the Starcruiser's computer automatically selects an enemy craft to track.

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[Return] Executes an Emergency Atomics escape, available once between refuelings. Press **[Return]** twice: once to release the safety catch, then again to turn the switch. You have only moments after releasing the catch to turn the switch and escape.

[Space Bar] Fires the Aft Ion Cannon.

[A] Displays the Aft Scanner on the Tactical Viewer.

[L] Displays the Long-Range Scanner on the Tactical Viewer.

[M] Displays the Galactic Map on the Tactical Viewer.

[Arrow] Keys Move the cursor around the Galactic Map.

[P] Pauses game; press again to resume play.

[Control] [C] Cancels the game and returns to the Star Raiders program screen. Pressing **[Control] [C]** again saves the high score to disk and returns you to the GEM Desktop.

[Control] [Q] Ends the game and displays your current rank.

[Control] [S] Starts a new game at the same Difficulty Level.

DOCKING AT A STARBASE

Hyperwarp to a StarBase for repairs and/or refueling when your Starcruiser sustains damage or runs low on energy. Use the Long-Range Scanner and Head-Up Display to fix the StarBase in your Target Sight, then gradually warp down to 0. You must stop in order to dock.

The base is within docking range when its lights glow red. If you get too close to dock successfully, back off, or circle the base. During docking, the Robonaut shuts off your shields.

Note: Zycroids cannot destroy a StarBase while you are in the StarBase sector.

ENDING A GAME

The game ends when you destroy all alien starcraft, your energy supply reaches zero, the Starcruiser is hit with its shields down, or you're blown apart while attempting an Emergency Atomics escape. To start a new game at the same level, press **[Control] [S]**.

You can also end a game voluntarily. Pressing **[Control] [Q]** ends the game and shows your current rank. Pressing **[Control] [C]** cancels the game and returns you to the Star Raiders program screen. Click on Quit under the Options Menu to return to the GEM Desktop.

STRATEGY/SURVIVAL TACTICS

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STAYING ALIVE

Destroy Zycroids nearest a StarBase first. Gauge their movements and thwart the enemy before they surround a base.

Don't go after Zycroids in outlying sectors. They will eventually come to you as they move in on StarBases.

Don't try to conserve your ammunition—place a spray of shots around your target.

Fire your Aft Ion Cannon when an enemy ship passes you, even if your Aft Scanner is not displayed. You might hit the Zycroid from behind or at least block its retaliating shots.

Learn the particular battle ploys of each kind of Zycroid. Then adjust engine warp speed as needed to counter their tactics.

Destroy as many Zycroids as possible before refueling. Flying with sustained damage is touchy but it can gain you some hits. Watch those shields!

Hyperwarp to escape severe enemy attack, then choose your sector destination.

Conserve energy by deactivating your shields whenever you safely can.

Watch the Galactic Map during hyperwarp. If your target fleet moves, reposition the cursor and land in their new sector.

Learn your instruments—they're mutually supportive. Even with one instrument destroyed, you may still be able to pick up necessary information from another.

Use your Emergency Atomics Unit as a last-ditch measure, particularly for saving a StarBase.

MESSAGES

The Message Window displays important information during a Star Raiders mission. All Damage Reports should be assessed at once and repairs made as soon as possible.

Key messages demanding immediate attention are:

Red Alert Enemy starcraft occupies the sector you just entered.

Shields Damaged Very dangerous: shields could be destroyed with the next hit.

Shields Destroyed A hit from the enemy at any game-play level will destroy you. Get to a StarBase!

Radio Damaged You can't receive Alert Messages or updates on your Galactic Map. Get the radio fixed!

Energy Level Low Yellow numerals on your Energy Level Gauge mean crisis; red mean panic! Refuel at a StarBase at once!

Base Surrounded Save the StarBase—NOW!

Base Destroyed You've lost a base. To make matters worse, remnants of the destroyed StarBase will fuse into two new Zycroids.

Docking Aborted Realign your ship with the StarBase or adjust your distance for successful docking. You must be at warp speed 0 to dock.

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SCORING

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

At the end of a game the screen displays your rating. Ratings are determined by how long the mission took; how many StarBases were preserved; and how many enemy fighters you destroyed in one-on-one combat. Zycroids destroyed by Emergency Atomics are not counted.

A game ends when all Zycroid fighters are destroyed, you run out of fuel or are hit with your shields down, or you attempt an unsuccessful Emergency Atomics escape. You can also end a game by simulating a Zycroid surrender (press [Control] [Q]), and receiving an honorable rating. A victory parade of Federation Starcruisers rewards you after each mission in which you completely destroy the enemy.

[Control] [S] starts a new game at the same level. [Control] [C] returns you to the game title screen. High scores are saved when you click on Quit in the Options Menu and return to the GEM Desktop. (To save high scores, be sure your program disk is in the drive and is not write-protected.)

Click on High Scores in the Scores Menu to display ratings from previous games; click on Last Score to redisplay your last rating.

DIFFICULTY LEVELS

Star Raiders can be played at four different Difficulty Levels:

Novice   You face 2 types of Zycroids; you have 3 StarBases. You don't sustain damage when your shields are up. Aliens won't shoot at your back. You have 2 minutes to rescue a surrounded StarBase.

Pilot   You face 4 types of Zycroids; you have 4 StarBases. Zycroid attacks are more aggressive. You will sustain some damage. You have 90 seconds to rescue a surrounded StarBase.

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Warrior   You face 7 types of Zycroids; you have 5 Starbases. Aliens gain strength and agility; you sustain considerable damage. You have 60 seconds to rescue a surrounded base.

Commander   You face 7 types of Zycroids; you have 6 Starbases. Aliens react instantaneously; you're in constant danger. You have 30 seconds to rescue a surrounded base.

RATING

Ranks are listed below. Each rank has four classes; Class 1 in each rank rates highest. Ranks are:

Star Commander (highest)
Commander
Centurion
Warrior
Ace
Pilot
Lieutenant
Novice
Rookie
Garbage Scow Captain (lowest)

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Take advantage of this special offer. Subscribe now and save 50 cents off the newsstand price — or save even more with an 18 issue subscription to the only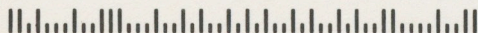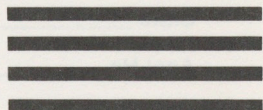 magazine published by Atari for you.