

ROTOR^{II}



ROTOR II

CREDITS

Code: F#READY

Music: IvoP

Graphics: IvoP, Fred_M

REQUIREMENTS

Atari XL/XE computer with at least 64k of RAM

PAL only

CONTROLLER SUPPORT

Joystick

Paddles

Mouse



INTRODUCTION

The year is 2102, workmen in the underground mines occasionally use their drone tools (rotors) to entertain themselves. Using the rotors, they compete against each other by bouncing a colored ball in the pipelines to decide who will be National Rotor Champion. To participate you and a co-worker must take control of a rotor bat and try to defeat each other.

You will become the rotor champion when you have scored 11 points. To score a point you have to use your skills to make sure your opponent misses the ball. If you hit the ball squarely with the center of the rotor bat, the ball moves straight across the field; an "edge hit" will cause the ball to angle. The color of the ball shows which player has to hit the ball with his bat.

Remember that Rotor is about having fun and, of course, showing off your quick reactions, skill and superior tactics to your friends.

GAME CONTROLS

Rotor is a one and two player game and can be played with joystick, paddle (in port 1) and mouse. This game features an unique automatic process to detect which controllers are connected to the Atari computer.

CONTROLLER DETECTION

The detection starts when the menu screen is displayed. The screen will display “unknown” until the player has connected a controller and moves it. After the game has detected the movement “stick”, “paddles” or “mouse” will be displayed. Please note that the game can only be started when a controller has been detected and different types of controllers cannot be mixed in a 2 player game.

The detection of the controllers can be restarted in the menu screen by pressing the “D”-key.

DIFFERENT GAME MODES

Human vs Human: 2 player game

Human vs Robot: 1 player game

Demo: demonstration of a 2 player game

Please note that the demo-mode will start automatically after a few minutes. By pressing “OPTION” you can return to the menu screen.

STARTING THE GAME

The game can be started by pressing “START” or by pressing the fire button (1 player game) or fire buttons (2 player game).

FUNCTION KEYS

START: start the game

OPTION: choose 1 or 2 player game or demo mode

SELECT: starting speed of the game (1: slowest, 7: fastest)

SPACEBAR: turn background music on/off

D: restart controller detection process

TIPS AND TRICKS

When using joystick(s) you can move your bat faster by pressing the fire-button.

Pressing "OPTION" during the game will abort the game

Enjoy this game and become the National Rotor Champion!

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