## ADDITIONAL MISSION INSTRUCTIONS

- The Scanner on your screen shows you any area on the planet where HUMANOIDS are in danger. Keep an eye on your scanner — it will alert you to any emergencies in another part of the sky. Rush to a STARGATE for immediate transport to that sector.
- Your planet will be destroyed if all the HUMANOIDS are turned into MUTANTS—but you must still defend yourself! If you're a good fighter, your planet will be restored in wave 6, or in
- In attack wave 5 and every 10th attack wave thereafter, you'll encounter the YLLABIAN DOG FIGHT. The only allens that appear on the screen are YLLA-BIAN SPACE GUPPYS. PODS, and DYNAMOS. It takes skill and practice to make it through this wave.

- In every 10th attack wave, you'll find yourself in the middle of a FIRE-BOMBER SHOWDOWN: FIREBOMBERS are everywhere. Keep a sharp eye and a nimble firing finger.
- Whenever you lose a ship, you reappear on the screen with a new one (if you have any left). But all action stops until you move the lovstick.
- Along with the powers of your super spaceship, you've been blessed with supersonic hearing. You can hear the HUMANOIDS scream as they're being accessed by LANDERS. On your side of the planet, this comes as a faint yelp. The sound of explosions means that a HUMANOID and LANDER have just been transformed into a MUTTANT





Stellar Gateway to the Universe



irst, the best brains in the world designed a super spaceship to defend your planet against evil allens who lusted to conquer it. But the marauders kept coming!

Your new secret. weapon: STARGATE, a powerful stellar gateway to the universe. It's the only hope for your beleaguered planet! Once again. you take to the skies in your ship - now fortified with the mysterious cloaking compound, INVISO. With the help of the STAR-GATE, maybe - just maybe - you can save the last humanoids and wipe out the aliens FOREVER

## PREPARE FOR THE ATTA

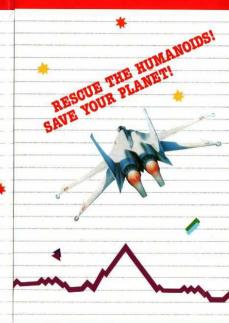
Insert the STARGATE cartridge as explained in your 2600 Video Computer System owner's guide, and turn on your system.

Use Two Joysticks! Plug a joystick controller into BOTH controller jacks for this one-player game. Use the left controller for manuevering your ship and firing on the aliens.

Use the right controller to scituate SMARTBOMBS and IN. VISO, and to jump to HYPER SPACE. Press the fire button to activate SMARTBOMBS, More—the loyatiok forward to activate SMARTBOMBS, More—the loyatiok forward to activate INVISO. move it back to activate INVISO. move it back to activate INVISO. Move it back to activate INVISO. Once you run out of SMARTBOMBS, pressing the fire button will activate INVISO. Once you run out of INVISO. pressing the fire button will set fire button will send you into HYPERSBACE.

You can complete up to 100 attack waves in STARGATE. You begin the next attack wave each time you clear the planet of aliens

Press GAME RESET or the left fire button to begin the attack



## The Tricks Up Your Sleeve

You begin the game with three shins, three SMART-BOMBS about six seconds of INVISO, and enough energy to HYPERSPACE temporarily out of danger-the number of ships and SMARTBOMBS and the amount of INVISO you have left are shown at the ton of your screen.

MANEUVERING AND SCORING

For every 10,000 points you score, you earn another shin. another SMARTBOMB, and more INVISO

5 - SMART BOMBS destroy all the enemies on a screen. Use your SMARTBOMBS sparingly

INVISO makes you temporarily invisible for about two seconds. You can still fire while cloaked with INVISO, and anything you pass through will automatically be destroyed.

HYPERSPACE temporarily sends you into space warpyou never know where you'll reappear. Use HYPERSPACE only as a last resort! It's very unpredictable - you might blow up on any given HYPER-SPACE attempt.

STARGATES warp you to a part of the planet where a HIIMANOID is in danger, or, if all the HIIMANOIDS are temporarily safe passing through a STARGATE will transport you to the opposite side of the nlanet



HUMANOIDS by docking with them in the sky. To set them down, gently guide your ship down to the planet surface. The HUMAN-OIDS will beam to the nearest Humanoid Space Station on the planet. They're still vulnerable while at the Space Station - so you'll have to protect them

You can also keep the rescued HUMANOIDS with you on board your ship. In attack waves 1 through 9, if you pass through a STARGATE while transporting four or more HUMANOIDS on your ship, you'll automatically advance four waves in the game. You'll also receive 1000 points for every HUMANOID left on the planet.

At the end of attack waves 1 through 5, you receive 100. 200, 300, 400, or 500 points for every HUMANOID left on the planet, respectively. After

the 5th attack wave, you receive 500 points for every HIIMANOID left.

## The Tricks Up Their sleeves

Each alien ship has a different function and mission.

LANDERS fire lethal charges at you. Worse, they also kidnap HUMANOIDS from the planet below and carry them to the stars above. Shoot LANDERS for 150 points each. If one makes it to the top of the screen with a HUMANOID, both the HUMAN-OID and LANDER are transformed into a destructive MITTANT

MUTANTS are worth 150 points also. The heads of MUTANTS rotate, and they flash with bright colors. They also fire white charges at you while they make their assault.



YLLABIAN SPACE GUPPYS are mindless puppets. but they'll home in and destroy you if you're not

careful. Pulverize them for 200 points each. FIREBOMBERS are



treacherous. Blast them for 250 points each and get them out of your way early on.



- Pons bob around like bouncing balls. Shooting one earns you

1000 points.



SWARMERS are hegotten from PODS. Once you shoot a POD. three SWARMERS are released. and it takes three shots to destroy them Each SWARMER is worth 150 points.



creatures that swirl around the beavens above the planet surface. Explode them for 200 points each.



furiously. Stop a BAITER in its path for 200 points.



PHREDS are no fun Again, if you waste time during your attack, these nasty creatures join the attack. Frazzle a PHRED for 200 points.



MUNCHIES are followers of PHREDS. Zap 'em for 50 points each.

