

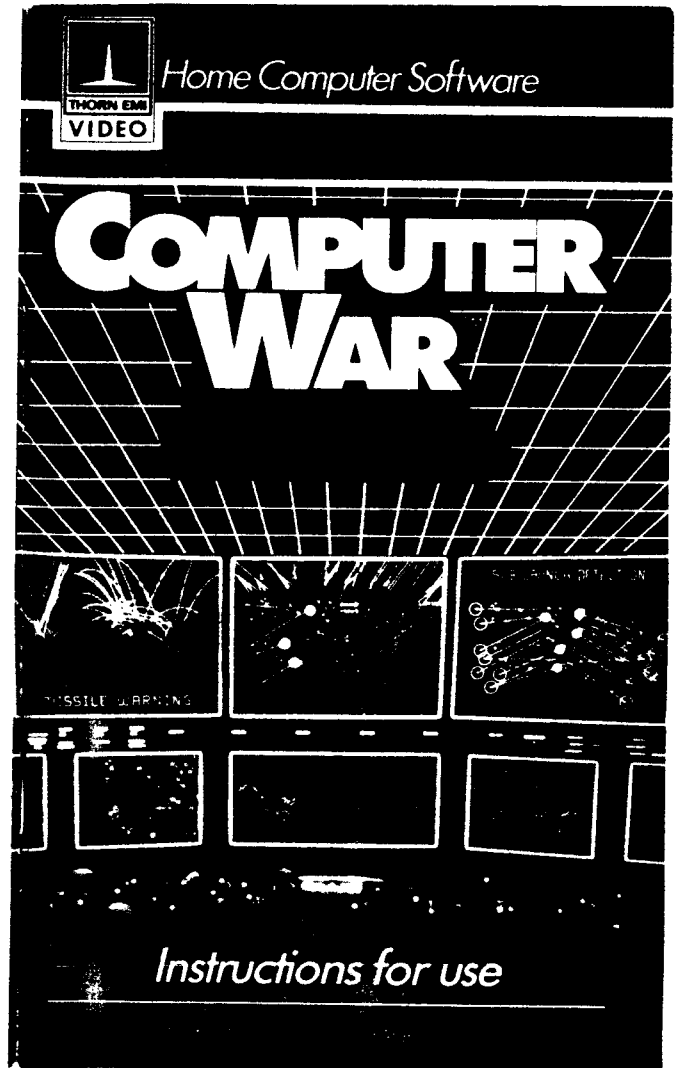
## HOW TO PLAY

- 1 Plug your Computer War cartridge into the computer.
- 2 Press START to begin the game.
- 3 Locate the missiles on the map and press the fire button when the cursor is over a missile.
- 4 Track down the missile through the computer landscape and shoot it down.
- 5 Destroy all the missiles to get a chance to crack the code.
- 6 When you have cracked the code, shut down one of the US missile bases.

This is only intended as a basic guide. For more detailed instructions, see inside.

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# COMPUTER WAR

By Colin Hume

## INTRODUCTION

Based on the hit movie  
"WarGames"

A thermo-nuclear war is imminent! The computer at NORAD, the North American Air Defense System, has detected a cluster of attacking missiles. The military is on the alert and preparing for a counter-attack.

Suddenly, you realize that something is not quite right – the missiles do not belong to the USSR. Somebody has managed to tap into the computer and activate a nuclear war simulation program. But the computer cannot tell the difference between simulation and the real thing!

Unless you act quickly, the system will launch a wave of American missiles and at least two world continents will be devastated as a result. The only way to stop it is to knock out the missiles in the computer's memory banks and crack the code to shut down the bases.

If global thermo-nuclear war is a game, the only winning move is not to play. But this game has begun and the stakes are the entire world.

## GETTING STARTED

- 1. Connect your television to the computer and switch the television ON.

Take your **COMPUTER WAR** cartridge and plug it into the cartridge slot of your computer (use the left-hand side socket on the Atari\* 800\*).

Turn the computer ON.

## HOW TO PLAY

This game is played by one person at a time. To start playing, press the **START** key. To abandon the current game and start a new one, you can press this key at any time during play.

At any time during the game, you can halt the action by pressing the **OPTION** key. To continue playing, press the **OPTION** key again.

When the game begins, you will see the display of the **NORAD** computer, with a map of America on the right.

## THE DISPLAY

- 1. The main display consists of a map of the USA and two banks of flashing lights. On the map are a number of green squares: these represent US missile bases.

- 2. The attacking missiles are represented by white blips on the map area.

- 3. At the bottom of the screen is a counter which displays the defense condition (**DEFCON**). This starts at 5, peaceful condition, and decreases each time a missile base is activated. If it reaches 1, thermo-nuclear war, the game ends.

- 4. Your score is also displayed at the bottom of the screen.

- 5. The high score achieved by you is displayed at the start of each round and again at the end of the game.

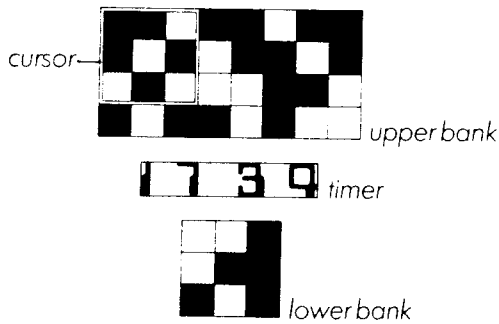
\*Indicates trademark of Atari, Inc.

## **RULES OF THE GAME**

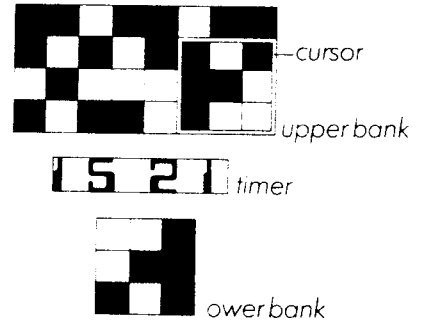
- 1 Study the map of North America and locate the "attacking" missiles generated by the simulation program. These appear as white blips moving across the screen.
  - 2 Decide which of the missiles poses the greatest threat to a US missile base and use the joystick to move the square cursor over that missile.
  - 3 When you press the fire button, the display will zoom in on the area of the screen covered by the cursor. If you have not aimed accurately and there is no missile in this sector, a message signalling that fact will flash up on the screen.
  - 4 You must now track the missile manually through the landscape in the memory banks of the computer. To do this, move the joystick in the direction of the missile—this is indicated by a marker on one side of the screen. When you are close to the missile, you will hear a rapid bleeping, which increases in speed as you get closer.
- 5 The missile will appear above the landscape and you can then shoot it down by pressing the fire button. To aim at the missile, you can control your horizontal position by pushing the joystick forwards or backwards.
  - 6 At the bottom right-hand side of the screen there is a countdown: when you destroy the attacking missile the amount remaining is added to your score.
  - 7 When the missile is destroyed, you return to the map of the USA to track down and destroy the next missile. You can return to the USA map at any time by pressing the SELECT key.
  - 8 If you fail to stop an enemy missile before it reaches one of the US bases, that base will become active and the Defense Condition will deteriorate (shown by a reduction of the DEFCON count). This will bring the chances of thermo-nuclear war that much closer. If the missile reaches NORAD headquarters (the red star on the map) the defense system will be automatically activated and war will, in fact, begin.

When all of the missiles in a wave have been knocked out, the two banks of flashing lights will freeze and a timer will start counting down. Before it reaches zero you must match the pattern of the smaller bank with a section of the larger bank. A flashing cursor the same size as the lower bank can be moved over the upper bank using the joystick. If necessary the SELECT key can be used to rotate the smaller pattern through 90°.

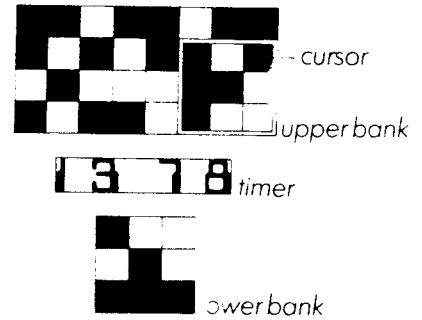
Example



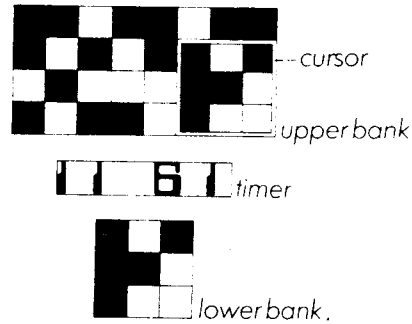
Move the cursor to the bottom right-hand section of the upper bank.



Press the SELECT key to rotate the lower bank of lights.



Press the SELECT key a second time to rotate the lower bank again.



The section within the cursor now matches the lower bank; press the fire button to verify this.

If you can match up the two patterns and press the fire button before the timer has expired, the missile bases will flash. You can then move the map cursor over one of the US missile bases and press the fire button to shut it down. You should choose the most vulnerable base – that is, the one closest to the edge of the map. If you succeed in shutting down all of the bases, you will have put off disaster for another round.

① To succeed, continue in this way – knocking out a wave of missiles and then shutting down a base – until all the bases have disappeared from the map. If the DEFCON count drops below 2 before you succeed, then a global thermo-nuclear war will result!

② If you are able to save the world from destruction, the DEFCON count will be reset to 5 and you will receive a large bonus. But you are still not safe yet – the next round is more difficult than the last. And, the longer that the thermo-nuclear game continues, the less chance you have of winning!