

# ENCOUNTER!

Requires Atari 400/800/XL series with 32K disk or 16K cassette and joysticks.

In a world very similar to our own a battle is about to begin. The battle is not between inhabitants of this deserted little planet, for there is no intelligent life here. Nor, is the battle to capture this cobegotten piece of real estate.

This planet is a test! A challenge conceived by a race of beings originating untold billions of light years away from this world.

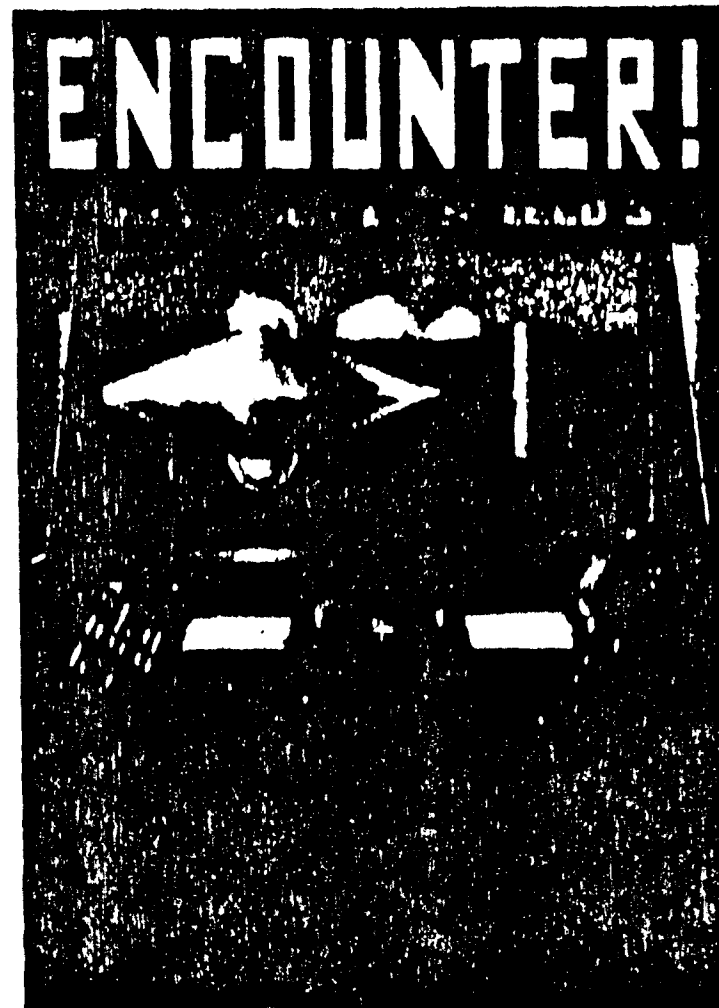
As a training enclave for the greatest warriors of this forgotten race, it has stood undisturbed since before the Earth was created. And now, for the first time in a billion years, the combat grid is activated. Prepare yourself Earthling. It is your turn for the encounter!™

**synapse**

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# ENCOUNTER!



by Paul Woakes

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## LOADING ENCOUNTER

### Cassette

Pull the release lever above the keyboard towards you to open the cartridge door of the computer. If there are any cartridges in the slots, remove them and close the cartridge door.

Insert the program cassette into the cassette recorder with the label side up. Press the play button on the cassette recorder until it locks in the down position. Hold down the start button on your computer and turn on the power switch. After you hear a beep from your computer, press the return key. The program will load in about four to five minutes.

Should you have any difficulty loading the program, rewind the tape all the way to the beginning and try to reload as described above. If this fails, simply flip the cassette over and try loading the reverse side of the tape. The program has been recorded on both sides of the tape.

### Disk

Pull the release lever above the keyboard towards you to open the cartridge door. If there are any cartridges in the slots, remove them and close the cartridge door.

Turn on your disk drive and wait for the busy light to go out. Insert the ENCOUNTER program disk into the disk drive label side up with the section towards the rear of the disk drive. Close the disk drive door and turn on the power of your computer. The program will load in about 30 seconds

### Cartridge

Pull the release lever above the keyboard towards you to open the cartridge door of the computer. If any other cartridges are present, remove them. Insert the ENCOUNTER cartridge into the left slot label side towards you and close the cartridge door.

## ENCOUNTER

The planet grid is activated. As you roll forward over the planetary surface your scanner picks up the opponent. The fire control grip feels cool in your hand, and you prepare for the attack that must inevitably come. It is your time for the *Encounter*.

### Object of the Game:

*Encounter* is a fast action game in three dimensions. You are looking out the forward command window of an alien Seeker, onto a battlefield, surrounded by an instrument panel which combines a scanner screen and warning lights.

There are two adversaries, the first is a flying saucer which shoots at the player, the second is a drone which homes in on the player. There are 64 pylons on the field which the player cannot penetrate, neither can his shots. You can move freely over the battlefield, avoiding pylons, and can fire at will.

The game progresses through eight levels. Each level displays a different landscape and presents you with two new enemy saucer attack strategies.

### Saucer

The first adversary is a flying saucer which hovers above the ground. It moves randomly over the battlefield firing at you. As you move into higher levels the strategy and firing patterns of the saucer increase in complexity.

### Tactics

You are warned of the saucer's presence by a yellow indicator on the instrument panel. A trace on the scanner screen shows the saucer's position. A blue light will flash when the saucer fires a shot. Its target is your position, and you should move diagonally, not directly, towards or away from the saucer to avoid being hit.

The pylons on the battlefield can be used as protection against the saucer shots, which will bounce off them. You should be aware that you can be shot from any angle, including from behind. To destroy the saucer, you must place yourself in such a position that you can shoot at the saucer and have time to see

and avoid the saucer's shots, including those that may rebound from pylons. You can also drive diagonally towards the saucer firing as the sights cross its position.

## Drone

The second adversary is a low-flying missile, which homes in on you and cannot be stopped by obstacles. Its pattern of movement becomes increasingly more complex as the game progresses. It always appears in a 180° arc in front of you and produces a low menacing whine which increases in pitch as it approaches.

## Tactics

When the drone warning indicator flashes, the best tactic is to turn towards the position shown on the radar screen, backing away at the same time. This gives more time to see and destroy the missile. You should be wary of hitting obstacles behind you as this will cause a fatal delay allowing the missile to make contact.

## Levels

Each level is accessed through a gate which appears after all of the enemies have been destroyed. The gate will appear on your radar as a blip. Upon approaching it you will see it as a black rectangular hole. You must line up and center on the gate and then proceed through it. On passing through the gate you are propelled at high speed to the next level. When the first gate appears an extra shield is awarded, up to a maximum of 9 shields. If you fail to negotiate the spheres you are returned to the last level and lose one shield.

You may jump to any level, that you have completed in the play session, by pressing the corresponding [#] key whereupon you will hear a buzzing. Press the [START] key to begin play at that level.

## Scoring

The score line during play displays the score L1 to L8 showing the current level reached in the game. E00 to E25 shows the number of enemy remaining before the gate is activated. S0 to S9 shows the number of shields left.

There are 17 different enemy styles which score between 100 and 1600 points when hit. Each score is also multiplied by the game level.

## Controls

[Option] selects Novice, Advanced, or Expert difficulty mode.

When in self play mode, [System Reset] or [Start] may be pressed to return to the front panel. The game may be started by pressing the [Start] key or by pressing and releasing the joystick fire button.

The game may be paused by pressing the [space bar], moving the joystick in any direction resumes the game.

## Notes

Other points to note are that, due to a peculiarity of the way the scanner is written to the screen, small movements of the joystick will produce two alternate radar traces on opposite sides of the scanner screen. You must move towards either one whereupon the other will disappear. If the scanner screen is blank, the player should drive until the trace shows the saucer is within range.

If you are too close to a pylon when firing, your shot will rebound too quickly to be seen. It cannot hit you because you are protected from your own shots.

May you be victorious on the grid!

## WARRANTY

**SYNAPSE SOFTWARE** warrants to the original consumer/purchaser that this **SYNAPSE SOFTWARE** program cassette/diskette (not including the computer programs) shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase. If a defect is discovered during this 90 day warranty period, and you have timely validated this warranty, **SYNAPSE SOFTWARE** will repair or replace the cassette at **SYNAPSE SOFTWARE**'s option, provided the cassette and proof of purchase is delivered or mailed, postage prepaid, to **SYNAPSE SOFTWARE**.

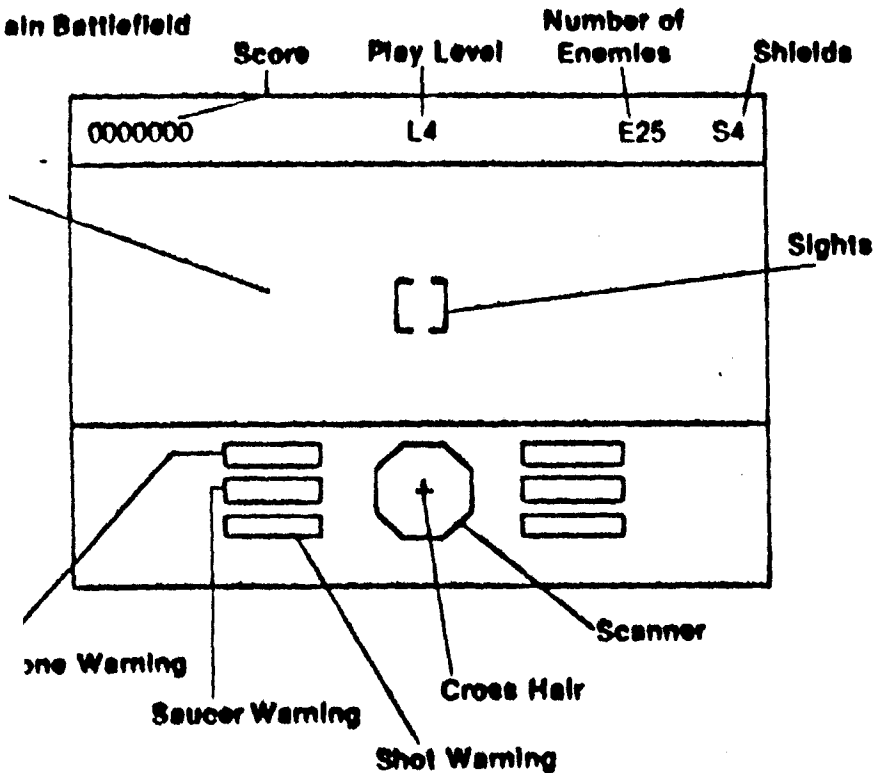
This warranty shall not apply if the cassette (1) has been misused or shows signs of excessive wear, (2) has been damaged by playback equipment, or (3) if the purchaser causes or permits the cassette to be serviced or modified by anyone other than **SYNAPSE SOFTWARE**. Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

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## ICOUNTER!

**Score:** Automatically increases each time the enemy is shot.

**Sights:** Indicates the area the player's shot will hit.

**Shot Warning:** Flashes to show a missile is attacking.

**Saucer Warning:** Glows to indicate a saucer is on the battlefield.

**Shot Warning:** Flashes to show saucer has fired.

**Scanner:** Shows position of enemy craft.

**Cross Hair:** Player position.

**Shields:** Level 1 through 8.

**Play Level:** Four at first, losing one with each hit; if player scores high he then acquires more to a maximum of nine.

**Number of Enemies:** Number of enemies left until transition.