Screen Display

The color bar beneath the green asteroid belt indicates the current Quantum Level or Hyperspace Transition. To the left is the number of satellites which have hurtled through space and to the right is the score for the current game. In the color bar are the Proton Shield status indicators.

Proton Shield Status Indicators

◆ : Shield energized.
! : Shield destroyed and Shuttle vulnerable.
- : Shuttle damaged. Game ends with this mission.

HAYDEN SOFTWARE

Shuttle Intercept
ATARI

Object

Your mission is clear: to retrieve friendly satellites bearing vital data.

But between your sky hook and those satellites lie a dozen dangers: deceptive enemy satellites that can destroy your Shuttle; lightning-fast flying saucers that disable your collecting hook; seek-and-destroy missiles; threatening meteors hurtling through space.

And when you've barely begun to bring in your satellites - suddenly you're in Hyperspace, weapons inoperative, able only to dodge!

You'll come out of this space encounter exhausted, ready for R & R.

But you'll be back!

Fire up your Atari, press the button on your joystick - and you're off on the most exciting mission of your career!

Hardware Requirements

You will need an Atari 800 or 1200 with at least 32K of memory, a video monitor, an Atari 810 Disk Drive and a joystick.

Loading Instructions

1.   Turn OFF the Atari and remove all cartridges.
2.   Open the disk drive door and insert the SHUTTLE INTERCEPT disk, label side up. Turn ON the disk drive.
3.   Turn ON the Atari and the video monitor.
4.   Upon completion of a successful load, the game will begin automatically.

Rules

There are four Quantum Levels of play, with a Hyperspace Transition between each of the first three.

Your Shuttle craft starts its mission with its Proton Shield energized. A hit with your Proton Shield up creates an explosion and destroys the shield, but does not count as a direct hit on your craft. Once your shield is destroyed, your Shuttle is vulnerable to a direct hit. **Avoid a direct hit!** Just one will drain your anti-matter power source and end the mission at

Quantum Level 4. With no direct hits, your Shuttle will jump from Quantum Level 4 back to Quantum Level 1 and start a new mission. Also, your Proton Shield will be re-energized.

You score points only when your Shuttle is in a Quantum Level by destroying enemy craft or enemy satellites and retrieving friendly satellites. In a Hyperspace Transition, all you can do is avoid being destroyed by the meteors and missiles that come after you at hyperspeed.

Here's what you'll find in space:

Shuttle Craft: Push the joystick button once to open the bay doors. Push it a second time to fire the Laser Cannon and raise the sky hook. The sky hook must be fully extended to retrieve a satellite.

Enemy Craft: They look like flying saucers. Enemy craft are not powerful enough to damage the Shuttle, but they will push the sky hook down and close the bay doors. Your Laser Cannon will destroy them and earn you points.

Friendly Satellite: They alternate red and green so you can keep count. Catch them with the sky hook and get points.

Enemy Satellite: They are dangerous and start showing up at Quantum Level 2. They look like friendly satellites but can be distinguished by their extra antenna array. Your Laser Cannon destroys them. but they will destroy you if they make contact. You get points for shooting them down.

Meteors: They streak through space randomly at all Quantum Levels and in Hyperspace. Avoid them. Your Laser Cannon won't harm them, but they'll reduce your Shuttle to atoms.

Missiles: They will track your Shuttle and destroy it. Your Laser Cannon can't stop them. You have to outmaneuver them. (Hint: wait until they get close, then quickly move out of the way.)

Quantum Levels and Hyperspace Transitions

Ten friendly satellites will fly by at each Quantum Level. Catch as many as you can. After ten, your craft automatically goes into Hyperspace. If you take a hit during a Level, even with your shield up, you go immediately into Hyperspace Transition. Here's what you'll find at each Quantum Level and Hyperspace Transition:

Quantum Level 1, Color Bar - Gray: Ten friendly satellites, enemy craft and meteors.

Hyperspace 1, Color Bar - Purple: High-speed meteors.

Quantum Level 2, Color Bar - Purple: Ten friendly satellites, ten enemy satellites, enemy craft, meteors.

Hyperspace 2, Color Bar - Blue: High-speed meteors followed by guided missiles.

Quantum Level 3, Color Bar - Blue: Ten friendly satellites, ten enemy satellites, enemy craft, meteors, guided missiles.

Hyperspace 3, Color Bar - Orange: High-speed meteors with guided missiles.

Quantum Level 4, Color Bar - Orange: Ten friendly satellites, ten enemy satellites, enemy craft, meteors, guided missiles.

If your Shuttle has taken no direct hits with your Proton Shield down, you will immediately re-enter Quantum Level 1, this time with guided missiles, and the sequence will continue.

If your Shuttle has been damaged by a direct hit, the game is over.

Scoring

If your score is less than 5,000 points, you receive:

75 points for each friendly satellite retrieved
50 points for each enemy satellite destroyed
25 points for each enemy craft shot out of the sky

Bonus Points

Once you reach 5,000 points, you receive:

100 points for each friendly satellite retrieved
75 points for each enemy satellite blasted
50 points for each enemy craft obliterated
At 5,000 points, the speed of the missiles will increase. At 10,000 points, the meteors will start traveling faster.

Keyboard Controls

Space Bar - will stop the game in midaction and restart it where you left off.

R - will reset the game and start from the beginning.