SLIME

by Steve Hales

LOADING SLIME

FOR CASSETTE:

Make sure you have at least 24K of memory, and have removed the BASIC cartridge from the left hand slot.

Insert the game cassette with SIDE A facing up. (This is the side with the label on it). Press the play button down on the cassette recorder. Press the [START] key on your computer as you turn on the power switch. After you hear the 'beep' press [RETURN].

SLIME will take approximately 4-5 minutes to load.

If you should have any difficulty loading the program from SIDE A, simply flip over the cassette, making sure to rewind it and load the program from SIDE B.

FOR DISKS:

Make sure that you have at least 24K of memory and that the BASIC cartridge has been removed. Insert the SLIME disk and simply boot it up.

STARTING THE GAME

To start playing press [START] at any time after the music begins.

OBJECT OF THE GAME

There is a twofold object to the game. The first is protecting your deflector warship. The second is to 'channel' the slime that is falling from the heavens into the GAMMA-TUBE ABSORBERS (the two tubes sunk into the ocean on both sides of the screen).

As each level progresses, the slime that falls into the ocean causes the level of the ocean (and hence your warship) to rise. This in turn makes the deflector warship much more susceptible to the intense lightning storms that are generated when Plexerian saucers 'seed' the clouds with embryonic slime.

In order to prevent the slime from destroying your ship or causing the the oceans to rise, you must create wedge 'sluices' to deflect the slime, and wedge 'shields' to protect your ship.

There are 50 slime storms that you must survive in order to win the game. The level of the ocean drops to the base level every 10,000 points and at other times during the game play.

THE JOYSTICK

You can fire the deflector wedges by positioning the 'MARK'(the flashing triangle),and pressing the trigger. This will fire a wedge from the warship, and it will appear in the space under the MARK.

In order to create diagonal 'sluices', or horizontal 'shields', you must keep the joystick trigger depressed as you move the joystick in the desired direction. This will cause a row of consecutive wedges to be created along the axis of your movement. It is vital that this technique be mastered since you will find it difficult to advance to the higher levels of play without a reflexive control of this tactic.

TRAC-BALL

In order to use the TRAC-BALL press [T] and you will engage the TRAC-BALL mode. You may position the 'MARK' using the TRAC-BALL and use the fire button to launch the wedges.

THE SLIME

The slime is created by the alien saucer when it seeds the clouds with embryonic slime nurdules. Upon maturing, this slime ,by virtue of its increased weight begins to ooze down.

The slime must be prevented from touching the warship. Even a single drop will destroy the ship! It can be stopped by the deflector wedges. You receive 100 points for each slime drop that is deflected into the gamma tube absorber(and thus neutralized), and 10 points for each slime drop that is directly destroyed.

THE DEFLECTOR WARSHIP

Your warship rides on the open sea. It is influenced by
the prevailing winds and tides, therefore it drifts from
side to side. It is important to constantly monitor the
position of your ship in case you need to directly defend
it. It is destroyed by slime, fireballs or lightning. You
may choose to play with 3,5 or 7 warships.

THE CHOPPER

The helicopter will appear when a plexarian plug has
sealed one of your absorbers. You must make sure that
the chopper is not hit by any slime drops, fireballs, or
saucers on it's way to pull the plug for you.

The plug automatically gets sucked down the absorber
tube when the level of the ocean rises.

OPTIONS:

In order to access the option screen press the
[OPTION] button. You will be presented with a series
of choices: Number of players, Number of ships, Point
level at which bonus ships are awarded, the starting
slime storm, and the point level at which the ocean
drops.

Press the [OPTION] button to move the selector arrow
down to the option desired and then the [SELECT]
button to choose the desired level of the option
engaged. By using the [OPTION] button you may set all
of the options. Once you have set the options, press
[START] to begin play.

You may always restart the the game with the preset
options, by pressing [START]. This is true during the
game as well as in the introductory screens.

In order to choose either JOYSTICK or TRAC-BALL
press either [T]-TRAC-BALL or [S]-JOYSTICK.

Pressing the [SPACE-BAR] will stop the game in
progress and pressing the [SPACE-BAR] once again will
restart the game at the point at which you left off.

THE WEDGES

There are 20 wedges available to the ship. Since they are held aloft by GRAVITRON support beams, the enormous amount of energy required is to great to sustain more than twenty at one time.

The number of wedges remaining(out of the initial 20), is displayed in the WEDGE CONTROL BAR in the left top portion of the screen. If a wedge is fired after the WEDGE BAR indicates 0, then one of the existing wedges will be destroyed in order for the new wedge to be activated. Once in place the wedges will stay in place for the entire round unless destroyed by the saucer, lightning, fireballs or other hazards. Sometimes you may wish to destroy some of your own wedges that are no longer necessary. To do this merely place the MARK on the wedge and press the trigger button. This will destroy the wedge and increse the number of wedges that are available to you.

THE SAUCERS

The Plexarian saucers are worth 1000 points. They are fast and clever. Not only do the seed the clouds with the embryonic slime, but also they attack your positioned wedges in order to create gaps for the descending slime to ooze through.

The seeding saucer appears at the start of each round and flies into the cloud layers to do its dirty work. The saucers also carry a number of fireballs which they occassionally shoot at the warship.

The PLEXARIANS also have recently manufactured a Gamma Tube retardent which they have fashioned into plugs for the gamma tubes. The saucer carries these plugs and tries to plug up your tube absorbers so the slime cannot be neutralized. You may destroy these plugs by positioning a wedge in the plug's path of travel or by directly hitting it with a wedge.

THE FIREBALLS

The fireballs can either be launched by the saucer or they may be hurled down from orbit by hidden plexarian craft. The fireballs are fast and dangerous. They are primarily used to weaken your defenses. However, if the fireballs get by your wedges they will lock on and track your warship and try to destroy it.

PLAYING HINTS:

1. It is very important to learn to build your wedge 'sluices' and 'shields' quickly and efficiently. There is seldom time to do this in the heat of battle in the more advanced rounds.

2. Because of the sensitivity and speed of the control you must learn to 'tap' the joystick to make very small corrections in the position of the 'MARK'.

3. Be aware of all the action on the screen. That is, do not focus your attention on one area to the exclusion of everything else. This general awareness will help you react more quickly in the case of slime breaking through your wedge shields and attacking your ship.

4. Do not try to bargain with the PLEXARIANS, they will not listen.

5. And of course, practice, practice, practice.

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SLIME

*Requires Atari 800 or 400 computer
with 24K memory and joysticks*

The Omega Peace Accords have been violated by the Plexiarian Invincibles. Their Bio-Transporters have warped into the Earth's atmosphere and threatened total destruction. The ground trembles, and nature rebels, as wave after wave of slime oozes from the heavens.

The diabolical alien plan is to raise the level of the Earth's oceans, and drown out all life so that the slime-breathing Invincibles can colonize.

The Terran alliance has hastily constructed Gamma-Tube Absorbers and has implanted them in the Sargosso Sea, the entry point of the Plexarian invasion. All that is left of the Earth's defenses is your fleet of Electro-Wedge Deflector warships and the Absorbers.

Can your fleet prevail against the Invincibles? Will the Absorbers contain the deadly slime?

Only your superbly trained task force can stop the Invincibles and spell the difference between survival and gruesome annihilation!

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