# ATARI® 2600™

## VANGUARD*

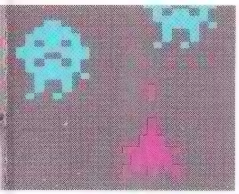
*Trademark licensed by Centuri, Inc.

Atari welcomes your comments. Please address all correspondence to:

Atari, Inc.
Customer Relations
1312 Crossman Avenue
Sunnyvale, California 94086

**NOTE:** Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI 2600™ Video Computer System™ game.

© 1982 ATARI,INC. ALL RIGHTS RESERVED



# TABLE OF CONTENTS


1. IN THE TUNNEL 1

2. GAME PLAY 3

3. USING THE CONTROLLERS 8

4. CONSOLE CONTROLS 9

5. SCORING 10

6. STRATEGY 11

7. GAME TABLE 12

# 1. IN THE TUNNEL

"Whoowhee! If the folks back home could see me now! When I joined the Vanguard expedition I never thought I'd be flying through the tunnels of Aterria looking for a mythical City of Mystery."

"It might not be a myth."

"Captain, do you mean to tell me you really believe there is such a city, paved with silver and ruled by a giant called Gond?"

"Why not? It's right here in the flight log book we found in the Aterria excavations. That's pretty convincing."

"But that book's dated 1983. People believed in all sorts of weird things back then... flying reindeer, egg-laying rabbits..."

"When you've been on as many expeditions as I have, you'll believe anything can exist. This whole planet is pretty unreal. Take these tunnel walls, for instance...

every color of the rainbow! I'd swear I was in heaven if it weren't for the rocks...

"Hey! Watch out! You almost speared us on that stalagmite. I know our spaceship has five lives, but we still have a long way to go and we're going to need all the lives we've got. If this log book is telling the truth, these tunnels are full of dangerous flying objects: hovering Mist ships, Harley rockets, Helm balloons."

"Yeah. Garimes waiting to tear us with their tentacles and that other cozy customer, the flying Kemlus snake."

"Seriously, what do you think the log book means by 'Watch out for the rain of Romedas in the Bleak Zone'?"

"I think the pilot that kept that log book was out of his mind, that's what I think. Probably bitten in the head by a Kemlus snake."

"Well, if there is anything in this tunnel, we should be sighting it pretty soon. According to our tunnel map, we're entering the Mountain Zone. How's the fuel supply holding out?"

"Getting low. We'd better infuse energy pretty quick or we'll crash."

"I certainly hope the log is right about energy pods growing in the Mountain Zone. Pod energy is supposed to make us indestructible for 10 seconds. Why, if that's true, we won't need to fire our lasers."

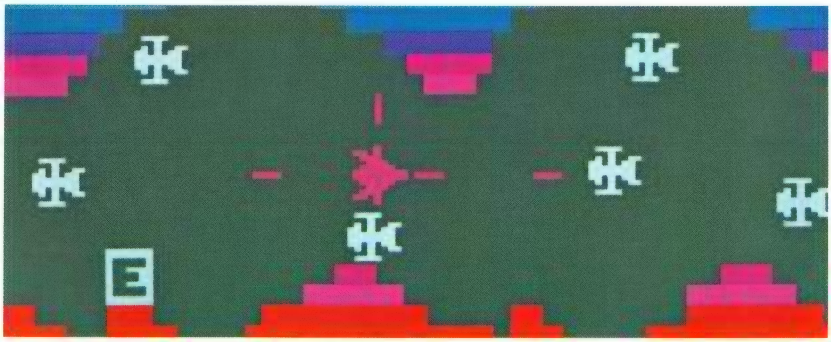
"Oh sure. Just run headlong into an enemy ship and POW! down it goes. Listen, I don't believe in pod power any more than I believe in Mist ships. If there is anything like that on Aterria, I'll eat it."

"Well, I hope you have the stomach for it. Look what's coming!"

"Great Gonds! Mists as thick as hornets and twice as mad."

"And they're all yours. Fire at will...and while you're at it, keep an eye out for energy pods."

"Roger! City of Mystery, here we come!"



# 2. GAME PLAY

Your goal is to reach the City of Mystery at the end of the tunnel and destroy Gond. In the tunnel zones, you maneuver around sharp rocks and barriers while battling weird flying objects. The more enemy objects you destroy, the more points you earn. If you make it to the City of Mystery and shoot Gond, you earn bonus points. But watch out! Gond could shoot you instead. If you survive the City of Mystery, you continue the game in Tunnel 2. In two-player games, the player with the highest score wins. Points and bonuses are discussed in *Section 5*—**SCORING.**

## AUTO-PLAY

Until you start the game, the computer flies the Vanguard spaceship through the seven tunnel zones leading to the City of Mystery. This Auto-Play mode gives you a chance to see what the obstacles are before you start the game. Note that your ship fires lasers in four directions as it travels through the zones. *See Section 3*—**USING THE CONTROLLERS** *for instructions on maneuvering the spaceship and firing lasers.*

## TUNNEL MAP

In one-player games, the Tunnel Map (**Figure 1**) is displayed before each zone. In two-player games, it's displayed before each turn. The map shows whose turn it is (Player 1 or Player 2) and where the player's spaceship is in the tunnel.

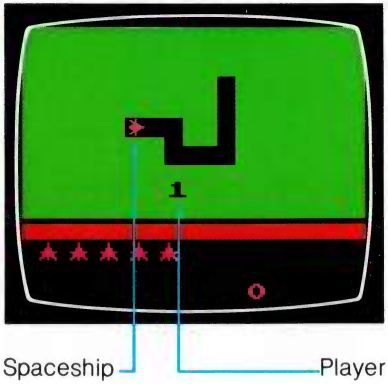



*Figure 1 - Tunnel Map*

## THE TUNNEL

***Mountain Zone*** (**Figure 2**). Mist ships and then Harley rockets attempt to collide with your spaceship and destroy it. Mists have a maddening habit of hovering where you can't get a good shot at them. Harleys fire colored missiles at you. Your lasers will destroy Mists and Harleys, but you have to dodge missiles...unless your spaceship is operating on pod energy; then nothing can harm you.

***Pod Power.*** Fly through energy pods (marked with E's) to infuse pod energy into your spaceship. Pod energy prevents you from firing lasers but gives you the power to crash into enemy targets and rock ledges without damaging your ship. During the 10 seconds pod energy lasts, crash into as

many Helms and Harleys as you can and score points. The Vanguard theme music plays while you're operating on pod power. When your pod energy runs out, the music stops and a siren warns you to stop crashing and start firing.

**NOTE:** If a stray Mist hovers under a rock ledge while you're on pod power, go after it and destroy it. This will bring on the Harleys before your pod energy runs out. All Mist ships must be off the screen before Harleys can enter.

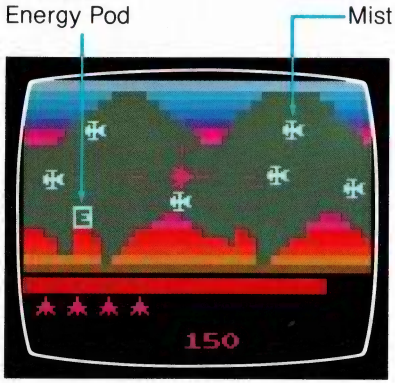



*Figure 2 - Mountain Zone*

***Rainbow Zone* (Figure 3).** From the Mountain Zone you travel downward through a Rainbow Zone, where lethal Helm balloons float across your path. A collision with a Helm will cost you a life, so puncture Helms with your lasers. You must shoot them all before you can enter the next zone.

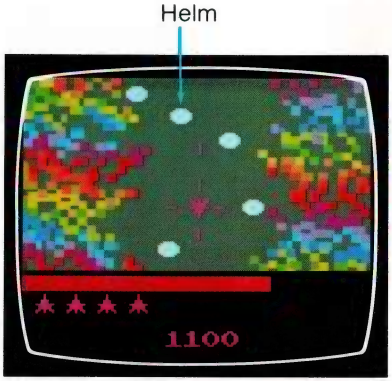



*Figure 3 - Rainbow Zone*

***Stick Zone* (Figure 4).** The stalactites and stalagmites in the Stick Zone are beautiful but hazardous. They don't leave much room for maneuvering around Harleys and Mists, which return for another try at you. This time Mists also shoot missiles. Unfortunately, energy pods do not grow in this zone.

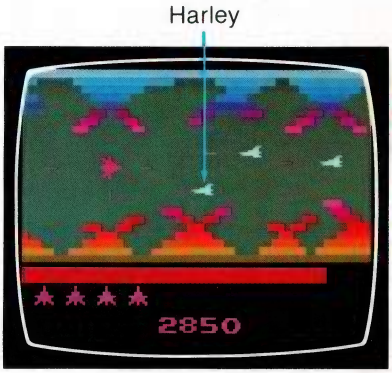



*Figure 4 - Stick Zone*

***Rainbow Zone 2.*** You enter another Rainbow Zone, where Ammos, first cousins to Helms, put the squeeze on you.

***Striped Zone*** **(Figure 5)**. It takes an experienced pilot to survive in this zone. You must maneuver to the right or left of dangerous ledges formed by long fingers of rock. If you choose the left side, Garimes extend tentacles to grab you. If you go to the right, enemy bases, barriers, force fields, and floating Paynes bar your way. Collide with any of these objects and your spaceship explodes.

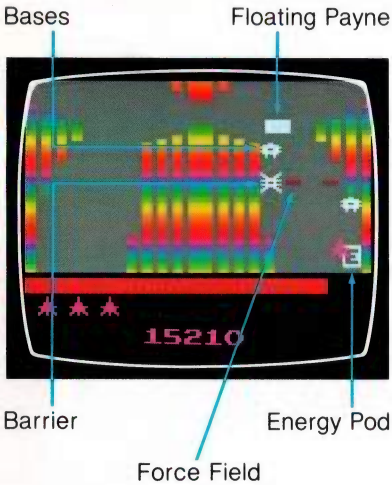



*Figure 5 - Striped Zone*

Shoot Garimes, bases, and barriers on approach. You can fire lasers through crevices in the rocks. Force fields collapse when you destroy barriers. Unfortunately, floating Paynes cannot be destroyed; you have to edge past them.

One or two energy pods grow on the right side of the tunnel in this zone. With pod power, you can clear obstacles out of your way and pile up points fast.

***Rainbow Zone 3.*** Helms reappear as you enter the third Rainbow Zone.

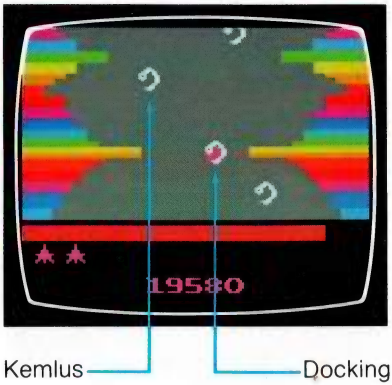



*Figure 6 - Bleak Zone*

***Bleak Zone*** **(Figure 6)**. There's light at the end of the tunnel now but still plenty of danger. Kemlus snakes fly out of the rocks and attempt to crush your spaceship. Normally you shoot Kemlus, but if you can maneuver your spaceship into the center of a Kemlus and dock with it (touch it), you can get a free ride and earn lots of bonus points without being crushed. Kemlus are not very bright, but they figure this out after the third

ride, so don't try for a fourth ride. Kemlus revive if you touch them right after shooting them. This means you can shoot a Kemlus and then dock with it to earn extra points. After the third docking, however, touching a Kemlus after shooting it is certain death.

You no sooner conquer the Kemlus when the rain of Romedas begins. Arrow-shaped Romeda rockets attempt to spear your spaceship. Fire away at them, but watch out for the debris; it's deadly. If you survive the Romedas, you fly out of the tunnel into the bright lights of the City of Mystery.

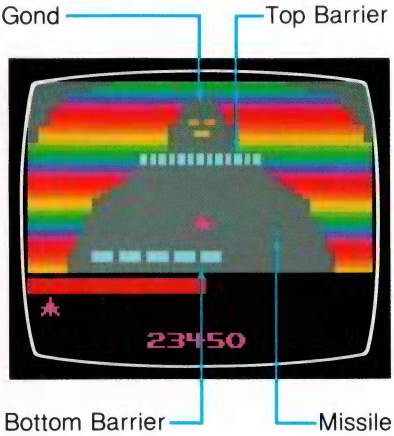



*Figure 7 - City of Mystery*

## CITY OF MYSTERY

In the City of Mystery your spaceship is trapped between two moving barriers (**Figure 7**). As the Gond fires missiles at you, right to left, the bottom barrier rises and threatens to crush you against the top barrier. To escape, you must fire over the top barrier at Gond and destroy him. When you hit Gond, the city bursts into radiant light and you win a bonus (*see* **SCORING**).

Destroying Gond is not difficult if you fire immediately, before he can launch a missile. However, the longer you wait to fire, the more risk you run and the more bonus points you score.

## TUNNEL 2 AND BEYOND

If you survive the City of Mystery, you are transported into Tunnel 2, where the pace is faster. The zones here are the same as in Tunnel 1, but they are not in the same order. Obstacles are the same except that in the Bleak Zone, Romedas shoot missiles.

Tunnel 2 leads to another City of Mystery, which leads to another tunnel like Tunnel 1. You alternate between Tunnels 1 and 2 until you lose your last life and the game ends.

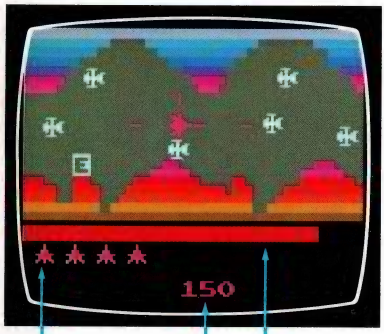
## ABOUT YOUR SPACESHIP

***Lives.*** You start the Vanguard expedition with five lives and earn a bonus life at 10,000 and 50,000 points. The number of lives remaining is indicated by the number of spaceships on the lower left side of the screen (**Figure 8**).

***Laser Guns.*** The Vanguard spaceship is equipped with four

laser guns on the forward, aft, starboard (right), and port (left) sides.

***Fuel.*** Keep an eye on your fuel gauge at the bottom of the screen (**Figure 8**). If you run out of fuel, your spaceship will go into a dive and crash on the rocks. Your supply lasts 40 seconds and decreases at the rate of one notch a second. Each time you hit an enemy or obstacle, your fuel supply increases one notch. At the start of a new life, your fuel is completely replenished.




Lives Remaining | Score | Fuel/Energy Gauge

*Figure 8 - Game Elements*

***Energy.*** The fuel gauge keeps track of energy remaining when you are operating on pod power. Pod energy lasts only 10 seconds and is depleted four times faster than fuel. Listen for the siren that warns you when you are about to run out of pod energy.

## CONTINUOUS PLAY

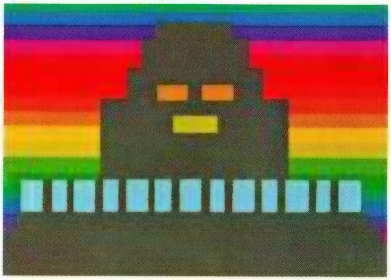
If you lose your last life in Tunnel 1 during a one-player game, you have the option to continue through the tunnel (starting with zero score) or to begin a new game from the first zone in Tunnel 1.

At the end of your last life, CONTINUE? appears at the bottom of the screen and the computer pauses 10 seconds for your reply. The 10-second counter, a white line in place of the fuel gauge, ticks off the seconds. If you want to continue, press the red button on your Joystick Controller. The lives remaining counter will reset to five lives and the score counter will reset to zero, but your position in the tunnel will not change.

**NOTE:** If you're pressing the red button when CONTINUE? appears, release the button and then press it again.

If you do not press the red button within 10 seconds, the computer resets to the Auto-Play mode. Then you must start a new game from the beginning of Tunnel 1.

The Continuous Play option is not offered in the City of Mystery, Tunnel 2, or two-player games.



## TWO-PLAYER GAMES

To select a two-player game, press the **GAME SELECT** switch. The number of players in the game appears above the score counter at the bottom of the screen (*see* **Figure 9**).

Player 1, using the left Joystick, starts the game. When he loses a life, Player 2 takes a turn. Players alternate turns until one player loses his last life. The surviving player continues playing until he too runs out of lives. The Tunnel Map (**Figure 1**) appears before each turn and shows the player's position in the tunnel.

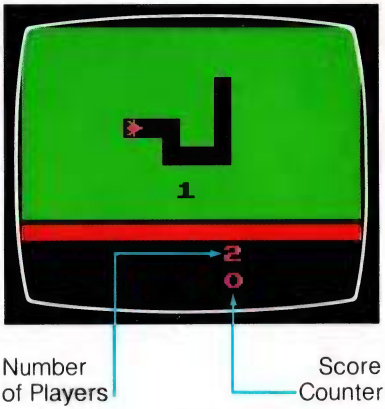
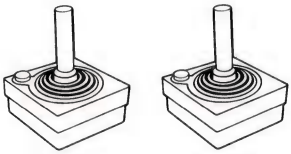



*Figure 9 - Game Selection*

# 3. USING THE CONTROLLERS



Use your Joystick Controllers with this ATARI Game Program cartridge. For one-player games, plug one Joystick into the **LEFT CONTROLLER** jack at the back of your 2600 Video Computer System console. For two-player games, plug a second Joystick into the **RIGHT CONTROLLER** jack. Hold the Joystick with the red button pointing to your upper left, toward the television screen. (*See your Owner's Manual for details.*)

## STARTING THE GAME

Press the red button on your Joystick Controller or the **GAME RESET** switch to start the game.

**NOTE:** You cannot use the red button to interrupt a game and begin a new game. Use the **GAME RESET** switch for that purpose.

## MOVING THE SPACESHIP

You can move your spaceship up, down, right, left, or diagonally on the screen (**Figure 10**). Just move the Joystick in the direction you want the spaceship to go.

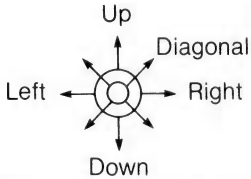



*Figure 10 - Spaceship Moves*

### FIRING LASERS

Your Vanguard spaceship fires lasers forward, aft, and to either side (**Figure 11**). There are four ways to fire, depending upon the position of the DIFFICULTY switches. See **DIFFICULTY SWITCHES** in Section 4 for firing instructions.

**IMPORTANT!** Your spaceship moves faster when it is not firing.

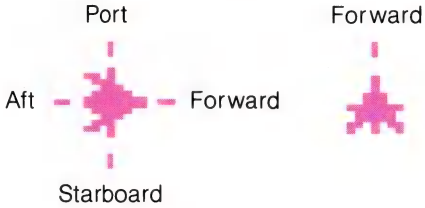



*Figure 11 - Laser Fire*

# 4. CONSOLE CONTROLS

### GAME SELECT

Press the **GAME SELECT** switch to select a two-player game. Press it again to return to a one-player game. The number of players appears at the bottom of the television screen (*see* **Figure 9**).

### GAME RESET

Press the **GAME RESET** switch to start a new game or to reset a game to the beginning of Tunnel 1. **GAME RESET** resets the score counter to zero and the lives remaining counter to five lives.

### DIFFICULTY SWITCHES

The **DIFFICULTY** switches control the way the spaceship fires. Set the **LEFT** and **RIGHT** switches for the method that suits you best.

You can change switch settings any time you like.

1. **Left A, Right A:** Press the red controller button and move the Joystick in the direction you want to fire. Release the button to stop firing.
2. **Left A, Right B:** Same as method 1 except that you do not have to move the Joystick forward to fire forward. The forward laser gun fires automatically when the red button is pressed.
3. **Left B, Right A:** Move the Joystick in the direction you want to fire. Press the red button to ***stop*** firing.
4. **Left B, Right B:** Same as method 3 except that the forward gun fires automatically.

# 5. SCORING

| | | |
|---|---|---|
| | Mist | 70 Points |
| | Harley | 50 |
| | Helm | 80 |
| | Ammo | 80 |
| | Garime | 100 - 400 (variable) |
| | Barrier | 800 |
| | Base | 100 - 400 |
| | Floating Payne | No points (indestructible) |
| | Kemlus | 100 - 400 |
| | Romeda | 100 |

**BONUSES**

| | |
|---|---|
| Bonus Life | At 10,000 and 50,000 points |
| Docking with Kemlus | 1090 |
| Destroying Gond | 1000 - 8000 |

**NOTE:** The longer you wait to destroy Gond, the more points you score.

# 6. STRATEGY

☐ **FIRING SLOWS YOU DOWN.** Your spaceship moves twice as fast when you aren't firing. Hold your fire when you're passing barriers or diving for energy pods.

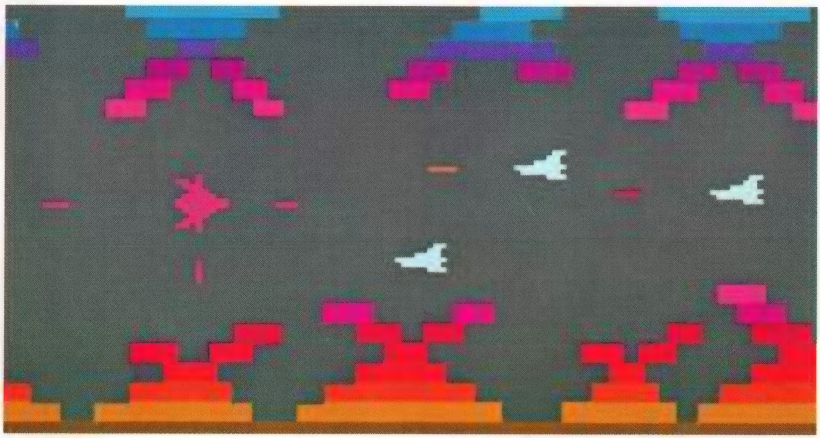
☐ **MISTS AND HARLEYS.** Keep the spaceship moving up and down to avoid missiles and lay down a barrage of lasers vertically, against the enemy's line of flight. A Mist can only fire once, so you can dodge its missile and then go for it.

☐ **HELMS AND AMMOS.** Try to hit these with your starboard and port lasers before they cross your path. Avoid getting caught between two balloons, since it is hard to fire without moving into them.

☐ **KEMLUS AND ROMEDAS.** Fire horizontally across their line of flight.

☐ **STRIPED ZONE.** Don't try to shoot everything you pass; think mainly of surviving. Fire at barriers and Garimes through crevices in the rocks, but take care not to crash into the rocks. Don't fire at Paynes. You can't destroy them, and firing slows you down when you need a burst of speed to pass safely.

☐ **CITY OF MYSTERY.** If you want to earn lots of points, hold your fire until the last minute. The trick, of course, is to dodge the missiles. Gond aims directly at you, so keep moving. As soon as you enter the city, move up to avoid the first missile. When it passes, move down. Keep changing your position until you run out of room, then fire.



# 7. GAME TABLE

| ZONE | OBSTACLES/AIDS | POINTS |
|---|---|---|
| Mountain | Mists | 70 |
| | Harleys (missiles) | 50 |
| | Energy Pods | |
| Rainbow | Helms or Ammos | 80 |
| Stick | Harleys (missiles) | 50 |
| | Mists (missiles) | 70 |
| Striped | Garimes | 100 - 400 (variable) |
| | Bases | 100 - 400 |
| | Barrier/Force Field | 800 |
| | Floating Paynes | |
| | Energy Pods | |
| Bleak | Kemlus Snakes | 100 - 400 |
| | Docking with Kemlus (three times only) | 1090 |
| | Romedas (missiles in Tunnel 2) | 100 |
| Mystery City | Gond | 1000 - 8000 |
| | Moving barriers | |
| | Missiles | |

ATARI PROOF OF PURCHASE

VANGUARD®

ATARI SERVICE
FACTORY AUTHORIZED NETWORK

Call toll-free:
(800) 672-1404 (in California)
(800) 538-8543 (Continental U.S.)

VANGUARD®

## GAME CARTRIDGE LIMITED NINETY DAY WARRANTY

ATARI, INC. ("Atari") warrants to the original consumer purchaser that your ATARI® Game Program cartridge is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Atari's sole obligation will be to replace the cartridge free of charge on receipt of the cartridge (charges prepaid, if mailed or shipped) with proof of date of purchase at either the retail store where the cartridge was purchased or at one of the ATARI Regional Service Centers listed below:

Atari, Inc.
1312 Crossman Ave.
Sunnyvale, CA 94086

Atari, Inc.
5400 Newport Dr.
Suite 1
Rolling Meadows, IL 60008

Atari, Inc.
12 B World's Fair Dr.
Somerset, NJ 08873

Atari, Inc.
2109 East Division St.
Arlington, TX 76001

This warranty shall not apply if the cartridge (i) has been misused or shows signs of excessive wear, (ii) has been damaged by being used with any products not supplied by ATARI, or (iii) has been damaged by being serviced or modified by anyone other than an ATARI Regional Service Center.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE. CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESS OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusions or limitations of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

ATARI®

ATARI, Inc., Consumer Division, P.O. Box 427, Sunnyvale, CA 94086 A Warner Communications Company

CO19741-69 REV. 1 2669
©1982 ATARI, INC. ALL RIGHTS RESERVED
Printed in U.S.A.