SPECIAL EDITION

THRUST
v1.6

©2002
THOMAS
JENTZSCH
-XYPE-

PRESS FIRE

F

OWNERS MANUAL

ATARI

THRUS+ SPECIAL EDITION

FOR USE WITH DRIVING CONTROLLERS
& THE CONFIGURABLE FOOTPEDAL SET

(C) 2000/2002   Thomas Jentzsch

THE GAME

The resistance is about to launch a major offensive against the Intergalactic Empire. In preparation for this, they have captured several battle-grade starships, but they lack the essential power sources for these formidable craft: Klystron Pods.

You have been commissioned by the resistance to steal these pods from the Empire's storage planets. Each planet is defended by a battery of "Limpet" guns, powered by a nuclear power plant. By firing shots at the power plant, the guns can be temporarily disabled; the more shots fired at the nuclear reactor, the longer the guns will take to recharge.

BUT BEWARE!!

If you fire too many shots at the reactor, it will become critical, giving you just ten seconds to clear the planet before it is destroyed. If you have not already retrieved the pod stored at that planet, then you will have failed the mission. If you have retrieved the pod, and you manage to send the reactor into its critical phase, and leave the planet safely, you will receive a hefty bonus.

Further into the Empire's system, you will encounter planets with REVERSE GRAVITY and something even more deadly...

PLAYING THE GAME

SELECT = SELECT GAME VARIATION
RESET = ABORT GAME

You can control your ship with the driving controller ...:

D.C. LEFT = ROTATE SHIP ANTICLOCKWISE
D.C. RIGHT = ROTATE SHIP CLOCKWISE

.... and the footpedal

FIRE = FIRE (THRUST while joystick is DOWN)
UP*   = THRUST
DOWN* = ACTIVATE TRACTOR BEAMS/EXTERNAL SHIELDS
(* joyst ck position to be configurated on the footpedal)

The Omega Booster Grip buttons are also supported:
Trigger = FIRE
Booster = THRUST

Use the RIGHT DIFFICULTY switch to adjust colors for NTSC- or PAL-TVs.
Use the LEFT DIFFICULTY to pause the game

To collect a Klystron Pod, hover just above the pod, activate the tractor beam,
and thrust away from the pod. When the automatic tow-bar has fixed to the
pod, you can deactivate the tractor beam.
To collect fuel, hover above a fuel cell, and activate the tractor beam.

SCORING

DESTROYING A LIMPET GUN	750 POINTS	BONUS FOR MISSION COMPLETION	VARIES ACCORDINGLY
PICKING UP A FUEL CELL	300 POINTS	BONUS FOR DESTROYING PLANET	MISSION BONUS + 2000 POINTS
DESTROYING A FUEL CELL	150 POINTS	MISSION FAILURE	NO BONUS!!

A spare ship is allocated for every 10.000 points.
The game will end if (a) You die and have no spare ships   (b) You run out of fuel

Your fuel is displayed in yellow, your score in blue, and the countdown in red.
Before the digits, your spare ships or the game variation are shown.

GAME SELECT MATRIX

THRUST PLUS includes
five game variations.

Press the GAME SELECT
switch until the number
appears on the very left
of the score display.

Number	1	2	3	4	5
Planets	1-6	3-8	1-6	3-8	1-6
Difficulty Level	Normal		Expert		Rookie
Lives	4		3		5
Fuel	1000		500		2000
Rotate Ship	normal		normal		slow
Atmos. Density	low		zero		high
Gun Fire	medium		high		low

The difficulty level Rookie is limited to the planets 1 to 6 and normal or reverse gravity.
If you want to experience the other planets and the "even more deadly" factor, you have to master the game
at a higher difficulty.
After all missions of difficulty level Rookie (12 missions) or Normal (24 missions) are completed the difficulty
increases to the next level.
You shouldn't try to cheat the game, if you want to reach the end.

ACKNOWLEDGMENTS

THRUST PLUS is based on the classic C64 game, which was sold by Firebird in 1985. Thanks to Jeremy C. Smith, who made the original.
This game would not have been possible without valuable support of the members of Stellalist, the Atari 2600 programmers mailing list: www.biglist.com/lists/stella

LEGAL STUFF

THRUST / THRUST PLUS (C) 2000/2002 Thomas Jentzsch
This game is freeware, but copyrighted; it may be freely distributed, but it must be always accompanied by this documentation file. This program may be included on websites and shareware or freeware compilations, but please contact me first. You can't distribute THRUST on Atari 2600 cartridges without my explicit permission. Thomas Jentzsch makes no guarantees, written or implied, on this software. I'm not responsible for any damage due to the use of this software.

MISC

THRUST PLUS has been developed and tested with z26 by John Saeger. It does not(!) work with older emulator versions that don't support illegal opcodes, like Stella (1.1), StellaX (1.1.3) and PCAE (2.4).

The Artwork and concept for THRUST PLUS was brought to you by Jah Fish (jahfish@atombombe.de). the idea was born on http://www.AtariAge.com and the project was friendly supported by the team.

You can get Atari 2600/5200 printed circuit boards and cartridge cases from pixels past: http://www.pixelspast.com

please send any comments, questions, or suggestions to:
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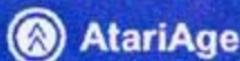
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