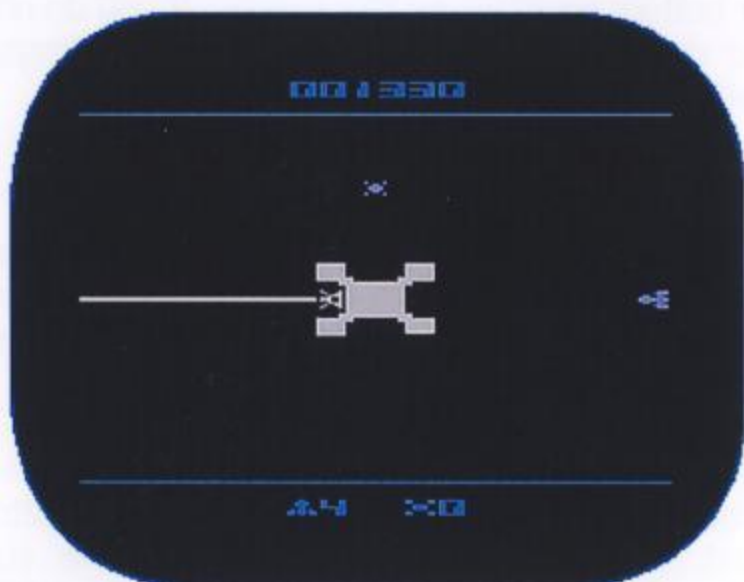


VAULT ASSAULT

TOURNAMENT EDITION

GAME PROGRAM INSTRUCTIONS

Written in 2001 and 2002 by Brian Prescott
For the Atari® 2600™ Video Computer System™.



**USE LEFT JOYSTICK CONTROLLER
FOR ONE PLAYER**

OBJECT OF THE GAME

The objective of Vault Assault Tournament Edition is to keep your vault from being destroyed for as long as possible. Fighter ships appearing from four different directions (the top of the screen, left side, right side, and bottom) will appear. Once a fighter appears, it will delay for a short time before firing a bomb at the vault.

Your defenses consist of a laser cannon that can be positioned in these same four directions. You must destroy any fighter or bomb that appears. As the game goes on, the fighters appear for a shorter period of time and fire their bombs toward the vault faster.

Occasionally, a miniature vault will appear at either the top or bottom positions on the screen. If you do not fire at and destroy the miniature vault, when it disappears you will receive a bonus vault.

PLAYING THE GAME

Use the Joystick Controller with this cartridge. Hold the controller with the red fire button to your upper left toward the television screen. Use the left controller jack for this game.

Use the Joystick Controller to move the cannon to one of the four firing positions. When the fire button is pressed, a laser blast will be fired in the current direction of the cannon. There is a slight delay after the cannon is fired before it can be moved and fired again.

For each fighter (or miniature vault) that you destroy, you will receive 100 points, and for each bomb that you destroy, you will receive 10 points. The game starts at

level 1, and once you destroy a certain number of fighters and bombs, you will automatically advance to the next level, up to a maximum of level 9. A bonus vault is awarded for every 10,000 points that you score, up to a maximum of 9 vaults in reserve.

CONSOLE CONTROLS

To start a game, press down and release the game reset switch. The level number (from 1 to 9) and number of reserve vaults remaining (maximum of 9) appears at the bottom of the screen. The other console switches are not used.

NOTES

The fighters on the left and right side of the vault are further away from the vault, so their bombs take slightly longer to reach the vault than those fired from the top or bottom. However, once you reach level 9, this difference is negligible, so the best bet is to pick off the fighters in the order that they appear.

The gameplay of Vault Assault Tournament Edition is almost identical to the original version of Vault Assault with a few differences. In this version, the difficulty switches are not used, there is no easter egg or special hidden message, and on level 9, the difficulty continues to increase the longer you survive, eventually making it impossible to continue. The goal is then to score as many points as possible before running out of vaults.

If you want a slightly different challenge, plug a joystick into the right controller port, press the right joystick fire button, and get ready. Thanks for your interest and good luck! BP



Vault Assault web page:

<http://home.tampabay.rr.com/bprescot/vaultassault/index.htm>