GAME MANUAL

SPARKDRUMMER'S CHALLENGE: RESCUE AT AtariAge

MISSION BRIEF:

The year is twenty one & seventeen, and all is not well for the little community hell-bent on preserving the legacy of Lubbock's quintessential orphan computer. Specifically, the AtariAge.com sites TI-99/4A community has but a couple of user group style newsletters remaining in publication. One of these publications may die an untimely death, as did the Valley of the Sun TI Users Group - VAST.

Evil Omega, the alter-ego of one of the TI community's most rabid advocates, has kidnapped Sparkdrummer, who happens to author one of our beloved periodicals known by the TI faithful as *YESTERDAY'S NEWS*. Your goal in the game is to locate, supply, and rescue Sparkdrummer, thus saving *YESTERDAY'S NEWS.*

HOW DO WE BEGIN?

This risky mission begins in a simple celestial maze. Navigating this maze will successfully open the portal to the rocky desert planet known as Sonoria. It turns out Evil Omega has a thing for desert planets because marooning his victims in such terrain suggests permanent suffering.

MAZE CONTROLS: Simply move up and down with the joystick as your ship drifts from left to right through the celestial maze. You'll collect the most points by drifting and minimizing the use of your thrusters.

MAZE LEVELS: Select your difficulty level carefully. The higher levels of gameplay result in greater challenges and better scoring, while the lower level mazes have wider pathway doors and very little pathway movement.

What's Sparkdrummer's deal?

Many are unaware of Sparkdrummer's thirst for generous amounts of VAST MoJo in order to function and publish his newsletters. His survival on the Sonorian landscape will require generous (VAST) amounts of said MoJo. But where will he get the MoJo?

ORBIT CONTROLS: Move the joystick upwards. Once orbit over Sonoria has been established, you'll be thrust you into Evil Omega's wicked lair of bricklaying death. This is where Evil Omega (not to be confused with the friendly Omega on AtariAge) selfishly stores his booty of stolen VAST MoJo.

LAIR CONTROLS: Fly directionally via the joystick. The joysticks fire button is used to activate the "airbrake" system if things get too weird.

How to collect VAST MoJo?

Fly directly into the MoJo to secure it for transportation, then follow the yellow arrows to return to Sonorian orbit. You must accomplish your task before Evil Omega bricks his lair closed and makes a mockery of you before stealing a ship from your limited fleet.

How to deliver the VAST MoJo to Sparkdrummer?

After returning to Lower Sonorian Orbit with the recovered MoJo, you'll need to airdrop the pallet of VAST goodness down to Sparkdrummer. Completing the airdrop successfully to the prolific one will show his appreciation!

AIRDROP CONTROLS: Press the joystick button to release the MoJo, then steer the falling MoJo pallet left and right with the joystick to land atop the stranded Sparkdrummer.

So wait... I have to go through the Celestial Maze again?

Yes! Upon completing a successful airdrop you must return to the beginning of the celestial maze for refueling, which is automatic. With each level you have an opportunity to deliver more life saving MoJo to the prolific one.

This game has five levels!

Five pallets of VAST MoJo should elevate Sparkdrummer's spirits sufficiently to create a rescue opportunity. Coincidentally, that is why there's five levels of gameplay.

GOOD LUCK!

Rescue Sparkdrummer and you've rescued YESTERDAY'S NEWS!

Fail and he's toast!