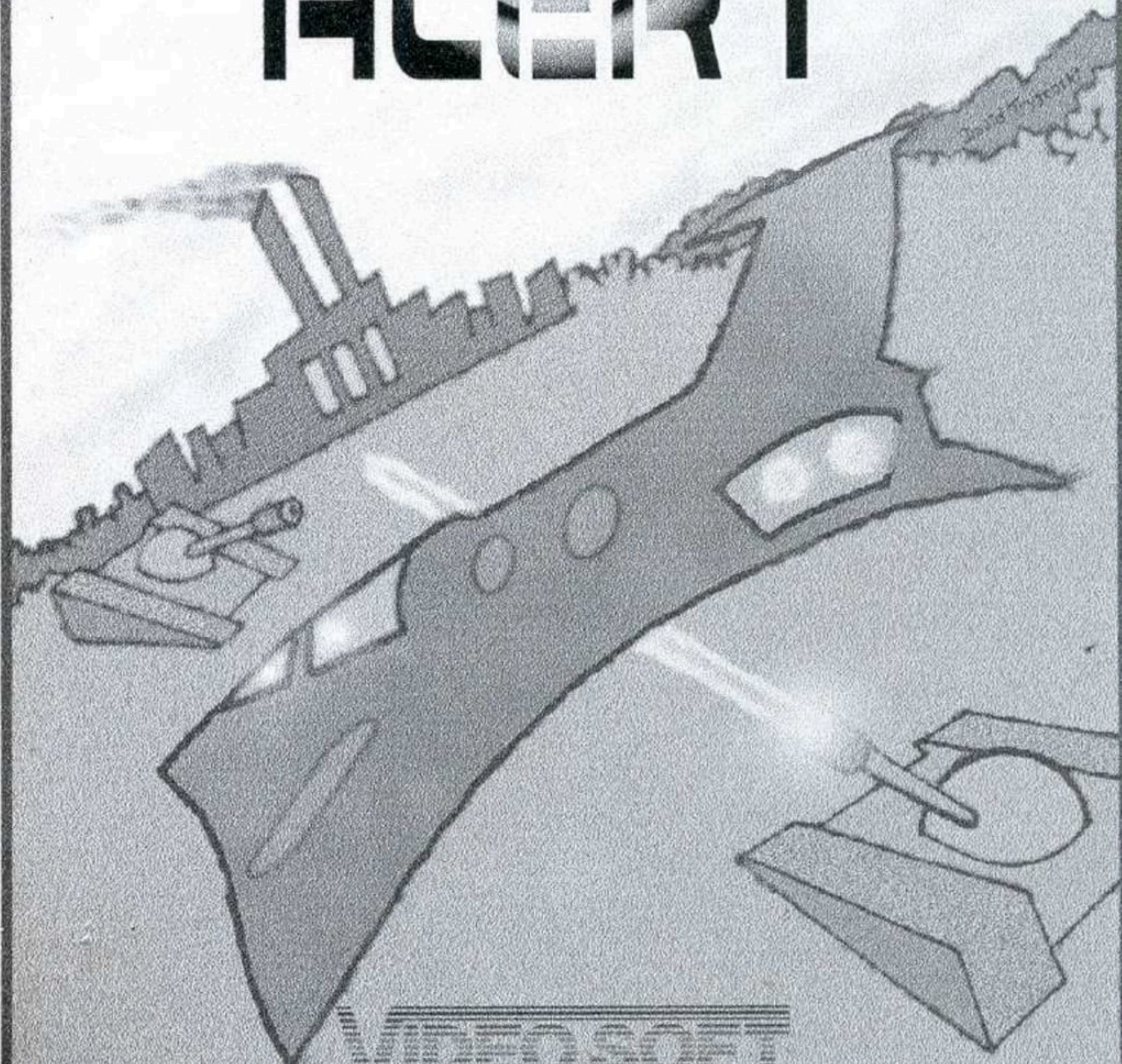




SAC



ALBERT



ALBERT SAC

You're guiding your plane through a routine surveillance mission when suddenly, you're surrounded by enemy bombers and fighters. But they've seen you first. And you'd better think fast. You squeeze off a few rounds, just to let them know it isn't going to be easy. You pull back hard on the stick, and head straight for the sky. It's not going to be easy for you either...

This was originally planned to be a cassette game for Amiga's Power Module peripheral, and is one of the games designed for use with The Joyboard controller. It was later planned to be 1 of 4 games on Power Play Arcade cart #5. According to a press kit, this was to be a 1st-person flying simulation with a true "through the cockpit" viewpoint and featuring both land and sea game variations.

Press **SELECT** to chose a land or sea mission, press the **FIRE** button to start the game, and pull back on the stick to take off. The **Difficulty Switches** don't appear to be used. You start with 3 planes and 99 units of fuel. Use the stick to climb, dive, and turn, and the fire button to shoot at enemy targets on land, sea, and air. You have an unlimited supply of bullets, so fire at will! The score counter rolls over at 99.

Fly at an altimeter reading of 9 or more, or red flashing lights and a high-pitched tone will alert you to climb higher (max 50). When your fuel drops below 20 units, flashing yellow lights and a low-pitched tone will alert you to land and refuel.

Watch for bombers that swoop up towards you – they'll fire at when they fly off. Starting with your 3rd sortie, ack-ack guns (land mission) and destroyers (sea mission) will start firing, so watch out! If you sustain too much damage, flashing orange lights and a medium-pitched tone will alert you to land for repair.

To land, fly low and look for a runway (diagonal line - land mission) or a carrier ("U"-shaped object - sea mission). Center the plane with it, level off, and fly down. When the runway appears, pull up to land.

If you crash, the screen will turn black. If you have any reserve planes left, you'll replay the same mission again. When the game ends, the screen turns red and you'll be ranked (**crew**, **pilot**, or **ace**) and rated (**0-9**) for your performance. To play again, press the **RESET** button.

The Video Soft S.A.C. ALERT cartridge is designed to operate with the ATARI® 2600™ Video Computer System™ console and all compatible machines.

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 cartridge and your ATARI® 2600™ VCS™.

The S.A.C. ALERT team:

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*Special thanks to Jerry Lawson,
for making this project possible.