VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VCS™
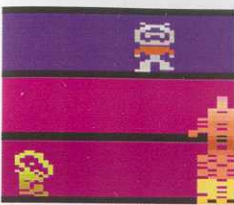
ATARI® ™
2600

JABOTEUR

TABLE OF CONTENTS

1. ROBOTIC SUBTERFUGE

Clunk Clunk Clunk…

They're coming for me. I can hear their footsteps on the catwalks.

How did I get myself into this? Yesterday I was Hotot, simple metal miner and peaceful citizen of Cytonia. But then I stumbled upon this alien complex and all that changed.

I'll never forget the day I found it. I had been searching for mineral deposits in the Kohlok Mountains and when probing a rock I accidentally triggered a small avalanche.

I guess the avalanche must have destroyed the cloaking device that had been shielding the complex, because before I knew it I was surrounded by strange blue aliens.

After ducking for cover, I hid in the shadows for a time and observed them. They seemed to building some sort of giant rocket armed with the largest warhead I had ever seen.

I knew we were in danger, so I quickly went to go warn the council of elders.

"So the day we've been dreading for centuries has finally come." Elder Multika said. "The Qotile have finally begun their mad plan of galactic destruction."

"The Qotile?" I said.

"Have you forgotten your own history?", an elder hidden in the shadows scolded me, "Many centuries ago, the Qotile and Cytonians lived in peace and harmony.

One day the sun in our system went super nova, but while we were safely shielded from the radiation the Qotile were not as lucky. The population of the planet was destroyed almost instantly, and the few surviving Qotile were horribly scarred and mutated. The Qotile blamed us for the destruction of their home world and vowed revenge, but with their numbers diminished they had not the means to wage war. The Qotile fled for another star system, and were never heard from again."

"And now they're back?" I said.

"Yes, and you are the only one who can stop them." Elder Sora stated.

"Me?" I said as I nearly fell backwards onto the floor.

"Yes. You are the only one who knows where the base is located, and you apparently know how to move around the complex without getting caught. We are far too old to partake in such a dangerous mission." Elder Cintara said.

"What must I do?" I said weakly.

"You must sneak into the complex, sabotage the launch rocket and destroy the warhead.

Only when the warhead has been destroyed will we be safe from the Qotile menace forever."

So now I'm a saboteur.

"Cherrppp?"

That's Gorek, a fellow Saboteur. He's a Gorfon, a squat yellow birdlike creature. Their planet is in danger as well, so they were all too eager to help. Agile and quick on their feet, they make excellent thieves. So now I provide the cover fire while they steal the rocket parts. We actually make a pretty good team.

Clunk Clunk Clunk...

No more time for talk, the battle is about to begin.
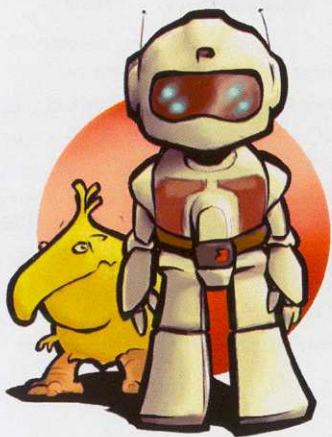
2. GAME PLAY

The object of Saboteur is to help Hotot destroy the warhead and save his galaxy from annihilation. Saboteur's gameplay takes place over three different boards, which represent different stages of the rocket construction.

Launch Site

Master Robot Construction Robot Rocket
Yar Fly Gorfon Hotot

Remaining Lives   Score
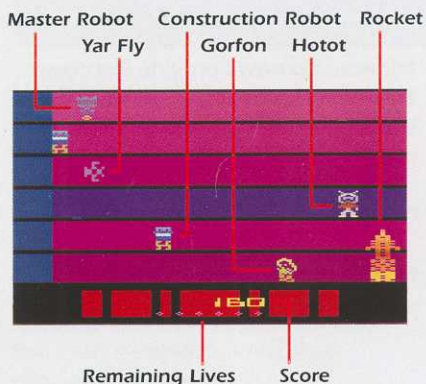
The first board takes place on catwalks high above the rocket launch site. Here Hotot must prevent the launch rocket from being completed by shooting the construction robots. There are three different types of aliens that come across each catwalk, and you'll want to learn how to identify them so you can quickly tell friend from foe.

Qotile Construction Robots (blue robots)

Qotile Construction Robots run left to right across the screen, carrying parts to help build the rocket. If a Construction Robot reaches the rocket at the far right of the screen, it will be raised one step.

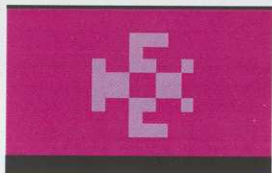**Qotile Construction Robot**

Master Robot

The Master Robot slowly moves along the top catwalk. This robotic overseer will shoot bullets at both you and the Gorfons, so try to take it out as quickly as possible. Unfortunately the Master Robot can never be permanently destroyed, and will appear again after a few seconds.

Master Robot

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Yar Flies

Also manning the catwalks are Yar Flies from Planet III, poor aliens that have been enslaved by the Qotile to help build the rocket. These giant insects act exactly like the Construction Robots, so take them out as well.


Yar Fly

Gorfons

These squat yellow birdlike creatures are your only friends in the alien complex. Gorfons run back and forth along the catwalks just like the Qotile Construction Robots, only instead of adding pieces to the rocket, they steal them. Each time a Gorfon successfully reaches the rocket, it will be lowered one step. Try and protect the Gorfons from the deadly Master Robot.

Gorfon

This board can end in one of two ways. If Hotot can shoot enough Construction Robots to prevent them from completing the rocket, he can sneak into the Warhead Assembly room undetected. However if enough robots get through and the rocket reaches the top of the screen it will launch, and the forces in the Warhead Assembly room will be alerted to his presence.

Warhead Assembly
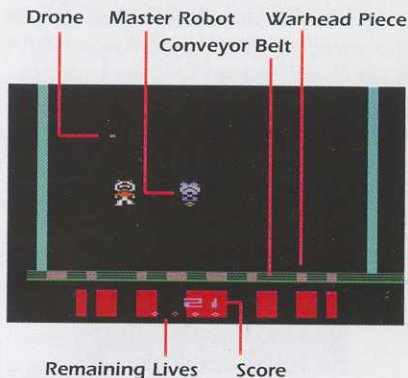
After successfully sabotaging the launch rocket, Hotot must now attempt to disarm the warhead. The warhead pieces are being carried on the conveyer belt at the bottom of the screen, but Hotot cannot shoot them directly.

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The Qotile have installed Photo-Phasic shielding over the conveyer belt to protect the pieces from Hotot's laser blasts. To make matters worse, the Master Robot from the Launch Site has followed Hotot and is now attempting to eliminate the security threat (i.e. you).

Although all seems hopeless, Hotot has one chance to destroy the warhead pieces. Scans indicate that the Master Robot's shielding is modulated at the same frequency as the shielding over the conveyer belt. If Hotot can deflect his lasers off the Master Robot, they should be able to penetrate the conveyer belt's shielding and destroy the warhead pieces.
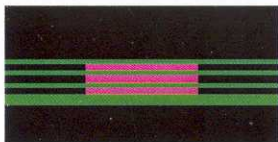
Warhead Piece

Bouncing your lasers off the Master Robot is actually easier than it sounds. Simply shoot the Master Robot and your laser blast will travel straight down towards the conveyer belt. Unfortunately the warhead pieces are spaced irregularly along the conveyer belt, and timing your shots correctly is a tricky proposition at best.

Of course, the Master Robot isn't going to simply stand around while you bounce lasers off its head, instead he's released security drones that will bounce around the chamber until they collide with Hotot.


Security Drone

If Hotot was able to prevent the rocket launch on the first board the security in the Warhead Assembly chamber won't be as strong. The Master Robot will only fire one security drone instead of two, and they won't be as fast. The Master Robot will also attempt to electrocute Hotot with its force shield; so do not let it touch you.

Hotot only has a limited amount of time before the warhead is assembled. If all the pieces are successfully eliminated the warhead will self-destruct and Cytonia will be saved. However if Hotot fails to destroy all the warhead pieces before the timer runs out, he will be forced to destroy the warhead in a one-on-one battle.

Warhead Battle

Warhead — Warhead Matrix Bullet

Remaining Lives — Score
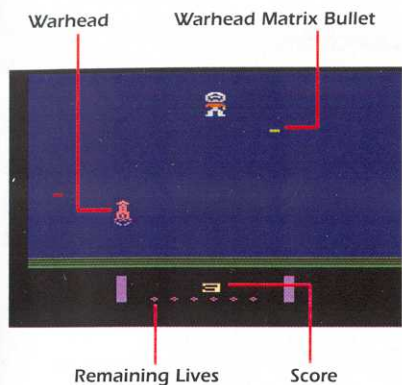
If Hotot was unsuccessful in preventing the warhead's construction, he'll have one last chance to destroy it before it detonates. Thankfully the warhead only has minimal shielding and can be destroyed in one shot. Unfortunately the warhead comes armed with an advanced defensive matrix that will attempt to hold off Hotot at all costs. If Hotot takes too long to destroy the warhead it will escape into space and destroy the galaxy. Don't let this happen.

One More Time

Each time Hotot successfully destroys the warhead or the warhead escapes he will go back to the launch site, and the gameplay will continue at a more difficult level.

Launch Site - The Construction Robots, Yar Flies, and Gorfons move much faster, making them harder to hit. The Master Robot shoots more accurately, and his bullets will begin bouncing back up once they reach the bottom of the screen. At higher levels small bullets will begin to appear on the left and right sides of the screen and chase Hotot on the catwalk.

Warhead Assembly - The Master Robot shoots more bullets and the warhead pieces move faster.

Warhead Battle – The warhead moves faster and shoots more bullets.

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3. USING THE CONTROLLER
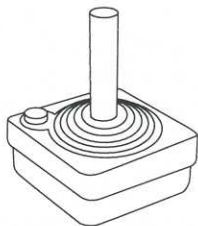
Use one Joystick Controller with this ATARI Game Program cartridge. Be sure to plug the controller cable firmly into the **LEFT CONTROLLER** jack at the back of your ATARI 2600 Video Computer System console. Hold the controller with the red button to your upper left, toward the television screen. (See your Owner's Manual for further details.)

Use the joystick to maneuver the Saboteur through the rocket complex.

Launch Site

Use the joystick to move the Hotot left and right along the catwalk. Press and hold the fire button to shoot up to four shots at one time. Use the joystick to aim shots in one of eight directions.

Warhead Assembly

Use the joystick to maneuver the Saboteur around the screen. Press the fire button to shoot up to two shots at one time.

Warhead Battle

Use the joystick to maneuver the Saboteur around the screen. Press the fire button to shoot up to two shots at one time.

4. CONSOLE CONTROLS

GAME SELECT SWITCH

Use the **GAME SELECT** switch to choose the game variation you want to play. Press this switch and the game variation changes as indicated by the number at the bottom of the screen. Read Section 5, GAME VARIATIONS, for more information about different game variations.

GAME RESET SWITCH

Once you have selected the game variation you want to play, press the **GAME RESET** switch to start the game. Pressing the red controller button also starts the game.

TV TYPE SWITCH

The **TV TYPE** switch is not used in Saboteur.

DIFFICULTY SWITCH

The left **DIFFICULTY** switch is used to control the game difficulty. If the left **DIFFICULTY** switch is set to the "A" position, Hotot will have 29 seconds to complete the Warhead Assembly screen. If the left **DIFFICULTY** switch is set to the "B" position, Hotot will have 38 seconds to disarm the warhead.

The right **DIFFICULTY** switch is not used in Saboteur.

5. GAME VARIATIONS

Saboteur contains four game variations:

1 - Normal: The Master Robot's bullets do not reflect. Speed is slow.

2 - Hard: The Master Robot's bullets will begin reflecting off the bottom of the screen. Speed increases.

3 - Difficult: Side bullets appear. Overall speed increases.

4 - Insane: Side bullets appear and move faster. The Master Robot's bullets reflect. Game speed is increased greatly.
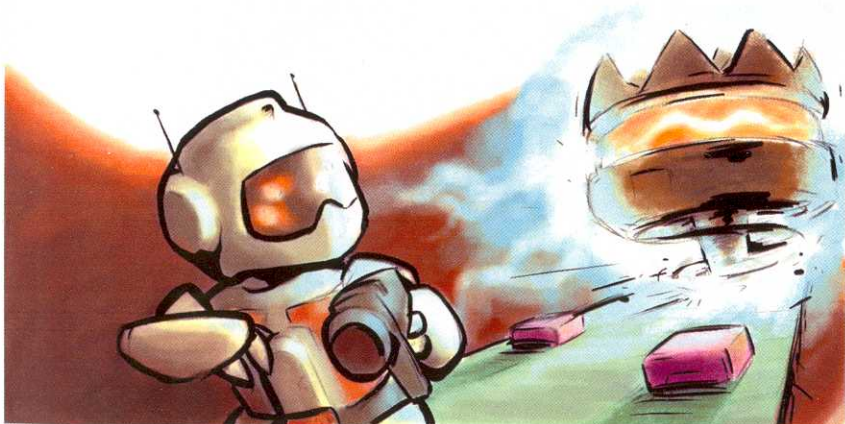
6. SCORING

You begin the game with six lives which are indicated by the dots at the bottom of the screen. Your score is also displayed at the bottom center of the screen.

A bonus life is earned every 10,000 points.

Here's how points are scored:

Launch Site

	Qotile Construction Robot	23
	Yar Fly	198
	Master Robot	57
	Side Bullet	33
	Gorfon returns to left of screen safely	71
	Rocket distance to top of screen (per step)	22

Warhead Assembly

	Warhead Piece	33
	Time left over on screen (per second)	99
	Destroying all Warhead Pieces	495

Warhead Battle

	Warhead Matrix Bullet (height dependent)	1-70
	Warhead	600

7. HELPFUL HINTS

■ Don't shoot the Gorfons! They're helping you steal rocket parts.

■ At the higher levels try not to stay near the edges of the screen. The side bullets come out quickly and you won't have enough time to react.

■ The Master Robot's bullets can destroy the Yar Flies.

■ Each time the Master Robot shoots you it will slowly move towards the left side of the screen. During this time it will not shoot at you, so make the best of it.

■ You do not need to aim at the Master Robot on the Warhead Assembly screen. Your bullets are auto seeking.

8. WORDS OF WISDOM FROM THE AUTHOR

Dear Classic Gamer,

I'm very glad that Saboteur will finally see the light of Cartridge. I feel it's a good game, and it's a game that features a lot of my favorite kind of development... innovative styles of action game play.

Saboteur has several screens of fast paced and unique game play dynamics which make it my most enjoyable game since Yars' Revenge (IMHO). It took several projects before I could get back to making a straight action game (my genre of preference).

To me there is no such thing as a simple game. I wanted to make Saboteur "big" in a similar sense to how Raiders of the Lost Ark is "big." I always set out to stretch the limits of size and action in VCS games. In that light I feel Saboteur is my crowning achievement. It's got more action (and more unique styles of action) than nearly any VCS game of its time.

It is a deep and sincere honor to have my "lost" game released now after all this time. I am eternally grateful to Albert Yarusso and Steve Juon and all the others involved in making this dream come true for me. For that is what Atari was really all about from the start...living the dream.

Yars truly :),

HSW

HIGH SCORE SABOTEURS

NAME	DATE	VARIATION	SCORE

NAME	DATE	VARIATION	SCORE

GAME PROGRAM™ CARTRIDGE INSTRUCTION MANUAL

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