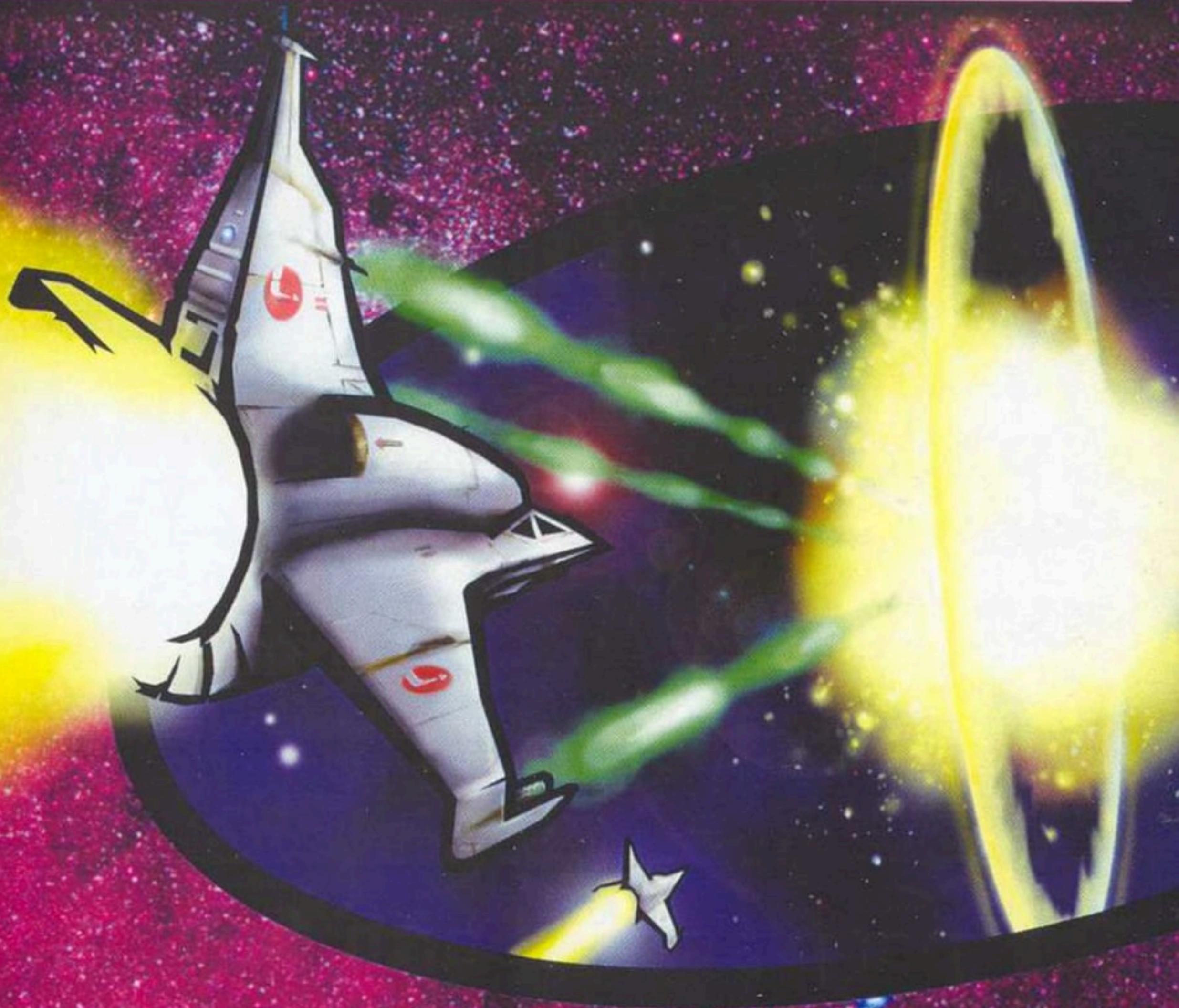


XYPE

STARFIRE



MISSION BRIEFING >

Authorized EFF STARFIRE ground and flight crew only

STAR FIRE

It is a time of crisis for the Earth forces. Years of constant assault from the EXIDY coalition have left Earth almost totally defenseless.

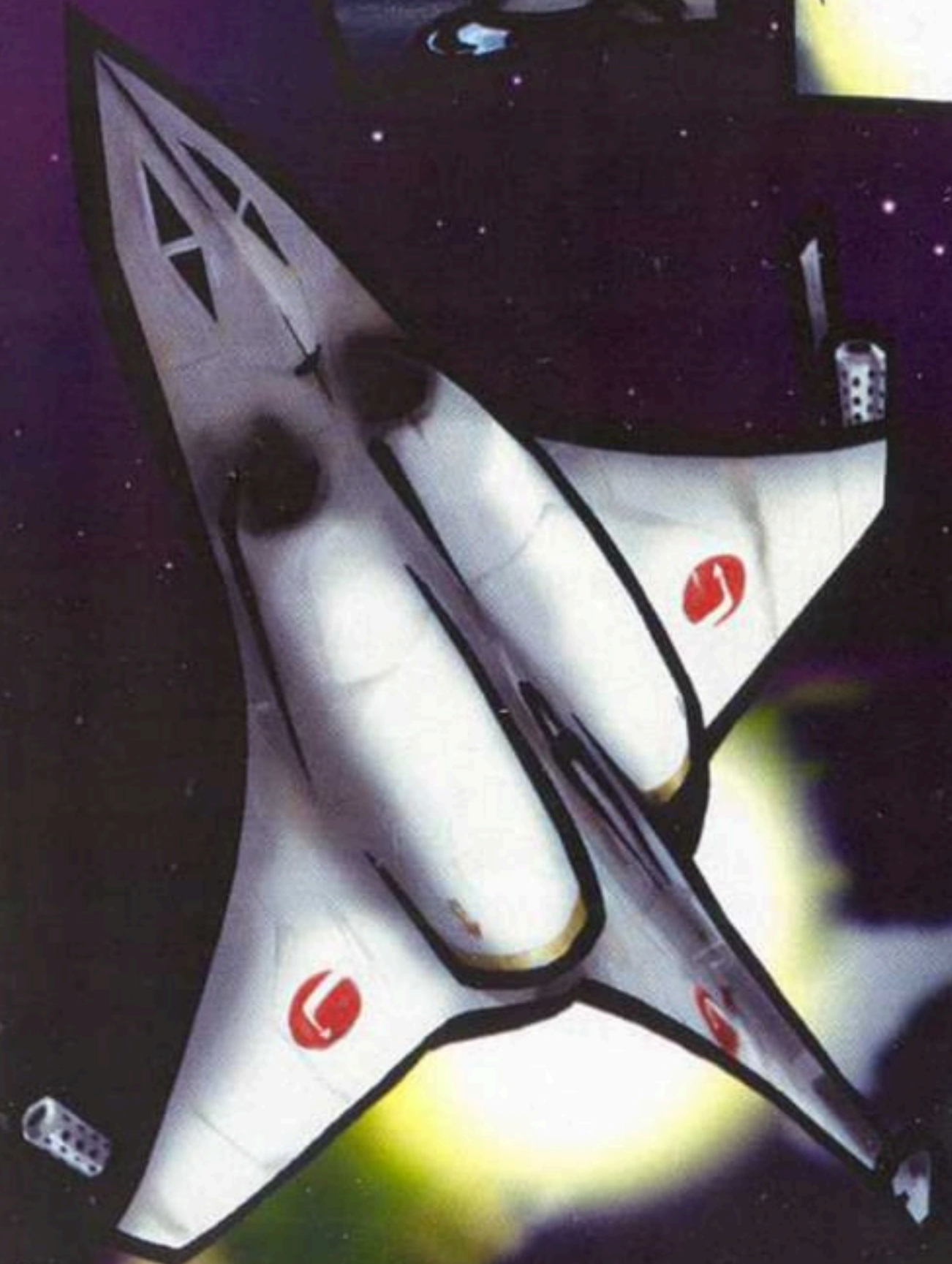
Intergalactic intelligence has discovered a new threat, several Exidy freighters, protected by an armada of smaller vessels, have entered a friendly sector of space and are advancing on Earth itself, loaded with enough weaponry to completely annihilate the planet.

The peoples of Earth have but one remaining hope for victory...



Launching from a secret base in the remote mountains, one of the few remaining STARFIRE class attack vessels races to counter the coalition threat.

Its firepower is an equal match for the enemy but its rookie pilot, while eager, is young and inexperienced..



Star Fire

PRE-FLIGHT CHECKS

Star Fire uses the left joystick controller. Be sure it is plugged firmly into the controller jack at the back of your Atari Video Computer System.

Hold the joystick with the red button to your upper left, toward the television screen.

THE TITLE SCREEN

The title screen displays the currently selected starting wave ranging from 1-9, plus your final score from the last game.

THE GAME SCREEN

The main game screen puts you directly into the cockpit of your starfighter. At the top your current shield state is displayed: The more green lights, the better.

In the main center window you get a direct view of your surroundings.

Right below that is the meter showing you the current laser temperature. The bigger the red bar, the hotter the laser. If the laser is getting extremely hot, the ship's diagnostic system will jam it in order to prevent a burn out.

At the bottom of the screen your radar readings are displayed. The inner area of the display shows all objects right in front of you, the outer area shows what's sneaking in from the sides or from behind.



THE SCORE SCREEN

In between waves, the score screen displays the wave to be played next and your current mission score.

CONFIGURATION SWITCHES

When the LEFT DIFFICULTY switch is in position A, the laser heats up twice as fast. Switch to position B for a simpler game if you prefer but beware, your scores will be significantly lower.

The RIGHT DIFFICULTY switch toggles the movement of the spaceship along the y-axis. Set it to position B for realistic flight controls or to position A for reversed controls. Both switches can be altered any time on the fly with immediate effect.

CHOOSING THE STARTING WAVE

On the title screen you can choose the starting wave from 1-9, either by moving the joystick left or right to decrease/increase the wave, or you can just increase the wave by pressing SELECT.

The game will remember the last chosen wave.

STARTING THE GAME

Whenever the title tune is playing, you're in the attract mode. You can start a new game by pressing the fire button.

GAMEPLAY

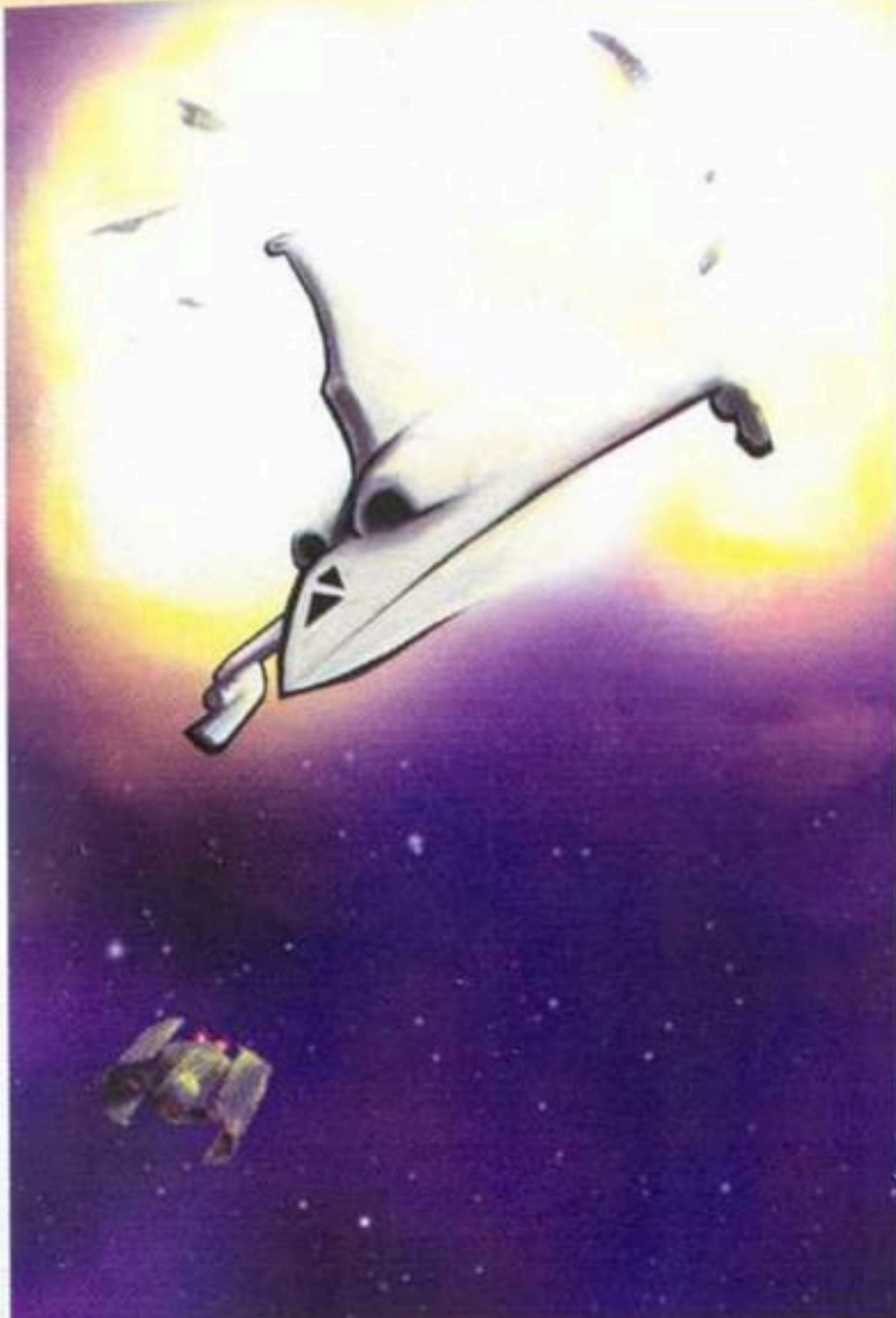
Use your joystick to maneuver your starfighter. Push your joystick forward and your starfighter will dive. Pull back and you'll start climbing through space. Move your joystick right, and your ship's course will change to the right. Move left, and your ship will swing left. Press the fire button to shoot your lasers. The StarFire is armed with four laser cannons that fire in clockwise rotation.

Now that you've entered enemy territory, scan your radar scope at the bottom of the screen. The box in the center will show the enemy's position within your field of vision. Outside the box, you'll see the long range view of enemy spaceships.

Warning! Exidy Freighters are equipped with wave-absorption shielding, rendering them invisible to your instruments.

When an enemy ship comes into view, maneuver your ship into position and fire your lasers. After rapid firing, your lasers may become overheated – when this happens, the firing mechanism will shut down for a few seconds while they cool. While they do, watch out, you'll have only your reflexes to depend on. Dodge all enemy fire until your laser power returns.





Whenever your ship gets a direct hit from enemy fire, your shield loses energy. To restore shield energy look out for energy diamonds.

Vaporize the energy diamonds with your laser cannons. The 'Scramble effect' will then convert their energy into power for your shields.

When you manage to destroy all hostiles and put a sector back under the control of the Earth forces, a warp gate will appear to transport you to the next sector.

ENDING THE GAME

You can get back to the title screen any time by pressing RESET.

FEEDBACK

I'd really like to read comments, reviews, love or hate mails regarding Star Fire. Send your mail to: cybergoth@nexgo.de

ACKNOWLEDGMENTS

This project wouldn't have been possible without the members of the Atari 2600 programmers mailing list:

<http://www.biglist.com/lists/stella/stella.html>

Thanks to all the input from the people on the list I have found the encouragement, the information and the support needed to complete this project! Some peoples efforts deserve a special mention:

David Rolfe and **Ted Michon** created the original Star Fire arcade game.

Paul Slocum composed and programmed the Star Fire intro tune and additionally programmed the warp sequence including the warping SFX.

Thomas Jentzsch programmed the Star Fire intro screen and additionally he's one of the top ranking idea contributors, playtesters and moral supporters.

David Exton created the label artwork and this manual.

Eckhard Stolberg as usual provided his superior hardware knowledge, especially real thing bug-tracking and weird TIA behavior analysis.

The basic intelligent-flicker sprite-multiplexing engine used in Star Fire was inspired by **Bob Colbert's** efforts regarding that. I'm not using a single line from his code, but I learned a lot from studying his technique.

And thanks to all other people that helped create Star Fire!

Star Fire (C) 2003 by Manuel Polik (XYPE)

Join the STAR FIRE ELITE SQUADRON

Do you have what it takes to join the elite?
We are offering you the chance to join the select few. All you have to do is score 3500 points or more in Star Fire, take a picture of your score and send it to us. The first 50 of you to send in a valid score will receive the special STAR FIRE ELITE SQUADRON patch!

You can either email your photos to STARFIRE@AtariAge.com or mail them to: STAR FIRE Elite Squadron, AtariAge, PO Box 27217, Austin, TX 78755-2217, USA.
Only scores from the cartridge version of Star Fire are valid, scores from the ROM image are not acceptable.



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