



ATARI[®] **7800**[™] VIDEO GAME
CARTRIDGE

FALLSAFE

7800[™] Game Manual

The War C

After the successful elimination of the terrorists and their missile silo complexes, we have heard through various sources that they have relocated, and have doubled their security! Once again you must invade enemy territory and prevent the missile launching aimed at Washington D.C. and stop the terrorists once and for all!





Getting Started

1. Insert the FailSafe™ cartridge into your ATARI® 7800™ ProSystem as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack to play the game.
3. Move the controller handle forward or backward, to choose your skill level from Novice, Intermediate, and Expert.
4. Press [Reset] or the left controller button to start the game.
5. Press [Pause] to pause the game; press it again to resume play.
6. Your tank will move in the direction you move the controller handle. Press the FIRE button to fire in the direction of your tank.

Playing The Game

Make your way through five different terrains in search of the Depot where you will pick up Fail-Safe clues. Once you make contact with each Depot, one letter in the code in it's correct position, appears in the center of your fuel gauge. The sixth terrain is the most dangerous of all - the missile silo is heavily guarded by all enemies, including a mine field! If you make your way past that, you will have to enter the four-digit octal (0-7) code to stop the launch and save the world. Do that, and you will start a new heat in a more difficult environment. Otherwise...





Along the way you will encounter more accurate jeeps, cruise missiles, stationary shooters, pill boxes, and even the terrorists themselves, hiding behind bunkers! Don't worry though, the U.S. has dropped helpful packages which are unfortunately guarded by these enemies. But once you destroy them, the packages are yours for the taking! They will come in these forms:

-  *Freeze Enemy - these will jam the enemy radar and halt them for a period of time.*
-  *Invincible - your tank will be invulnerable to enemies and their fire, but it only lasts for a few seconds, so be quick!*
-  *Speed - gives your tank a temporary speed boost, making it capable to plow through trees, towns and water like they were open road.*
-  *Distance - your tank will be able to shoot much farther distances than your enemies, for a short period of time.*

When these power ups are about to run out of their power, your tank will begin to flash. Make sure you get to safe ground!

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There are also 4 other packages, but they are much more rare and they don't interfere with the afore-mentioned power ups if you should find them:

-  *Time - Gives you 5 more minutes to reach the Missile Silo! You will be very happy to find these in the higher levels.*
-  *Player - Awards the player with an extra tank.*
-  *Letter - Washington has learned of a letter to the FailSafe Code that will help you stop the missile launch! Grab this power up to see what it is!*
-  *Energy - Included in this package is a full fuel tank! Recharges your tank to maximum fuel.*

Strategy

- Get to know the angles of the enemies' shots. You shoot at different angles than your enemies, giving you the ability to shoot them without them being able to hit you.
- You have a slight advantage with vertical shots, and your enemies have a slight advantage with horizontal ones.
- Try to lure the Terrorists from behind the bunkers so only their head or legs show. This way you can pick them off without them being able to hit you!
- You can hear the Cruise Missiles before you see them. As soon as you hear the sound of their engines, get to an open area as fast as possible so you have the best chance of stopping them before they hit you!
- Be VERY careful when obtaining an 'S' Power Up. You will be very tempted to go full-speed past the enemies. But you could very easily end up crashing into an enemy or their fire!

Skill Levels

Each skill level is defined by the number of enemies on-screen at one time, the speed at which they turn/travel, and the distance all shots travel (the higher the difficulty, the farther the shots travel before disintegrating).

The game defaults to the 'Intermediate' level which are a moderate number of enemies, moderate speed, and moderate shot length.

Also, the left and right-difficulty switches determine the number of starting lives and the amount of time given to guess the FailSafe code:

Left Difficulty Switch: Set Left = 5 starting lives, Set Right = 3 starting lives

Right Difficulty Switch: Set Left = 60 seconds to guess the FailSafe code, Set Right = 30 seconds to guess the FailSafe code.

Scoring

You score points whenever you destroy an enemy (either with your shots or kamikaze-style with your tank):



Pill Boxes—100 points.



Jeeps—250 points.



Stationary Shooters—150 points.



Cruise Missiles—1000 points.



Terrorists—500 points.



Reaching a Depot—5000 points.



Correctly guessing the FailSafe code—10000 points.

Bonus Tank awarded every 30,000 points.



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