



7800™ Game Manual

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Label and Manual artwork by Marc Oberhauser Ad on back page by David Torres

The background of the entire page is a dark, night-time sky filled with numerous streaks of light representing a meteor shower. A bright, glowing sun or moon is visible on the horizon, casting a warm glow over the scene. The overall color palette is dominated by dark blues, purples, and oranges.

METEOR SHOWER

Getting Started

1. Insert the Meteor Shower 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 for one player, and another into the right controller jack for two players.
3. Press [Select] or move the controller handle left or right to choose a one or two-player game and select the skill level: Easy, Normal or Hard.
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. Moving the controller handle left or right will cause your Base to move in the same direction. Pulling back on the joystick will activate hyperspace, and move your Base to a random position at the bottom of the screen. Use the fire button to shoot at the rocks, enemies, and Saucers.

Playing The Game

Meteors are falling to Earth! Defend Earth's surface by blasting away at the falling rocks... But beware! Alien forces have learned what was happening and are taking advantage of our vulnerability to attack us!

These are your targets:

- ⇒ Rocks—A small rock gives you twice as many points as a big one. And small rocks that land unhit cost you twice as many points. When big rocks are hit they usually split in two.
- ⇒ Spinners—If a spinner lands, it costs you one laser base. Spinners make audible alarm signals.
- ⇒ Dive Bombers—These guided missiles try to home in on your base, and change course as they fall. Dive Bombers make a beeping sound as they attack. They are worth 8 big rocks when hit.
- ⇒ Saucers—When your score is over 20,000, Saucers occasionally fly past, dropping bombs on your active base location. You get no points for hitting the bombs, but each Saucer hit is worth 10 large rocks. Saucers make a distinctive sound as they fly across. Experienced players will find that at a certain score range, a second Saucer will appear as well.

Skill Levels

Each Skill Level starts the player at different points in the game (including the player's score):

- On the 'Easy' Skill level, you start at the very beginning, rocks and enemies fall slowly, and there are no Saucers.
- On the 'Normal' skill level, you start at the 5,000 point mark where the rocks and enemies fall faster, are worth more points. There are still no Saucers.
- On the 'Hard' skill level, you start at the 50,000 point mark where the rocks and enemies fall the fastest to start, and are worth even more points. The Saucer is active at this Skill Level.

Scoring

The number at the top-left of the screen is the current score for player one, and the number at the top-right of the screen is the current score for player two. It changes when you hit a target, when rocks land, and when you lose a Base. Score increases when you hit ...

Score Range	Big Rock	Small Rock	Spinner	Dive Bomber	UFO
0-1,000	10	20	40	80	*
1,000-5,000	20	40	80	160	*
5,000-20,000	30	60	120	240	*
20,000-50,000	40	80	160	320	400
50,000-100,000	50	100	200	400	500
100,000+	?	?	?	?	?

Screen background color changes when score goes from one range to another.

Score decreases when these land... (Your score is never less than zero.)

Score Range	Big Rock	Small Rock	Spinner	Dive Bomber	Your Base Is Hit By Rock, Bomber Or UFO Bomb
0-1,000	5	10	20	40	100
1,000-5,000	10	20	40	80	200
5,000-20,000	15	30	60	120	300
20,000-50,000	20	40	80	160	400
50,000-100,000	25	50	100	200	500
100,000+	?	?	?	?	?

EXTRA TURNS:

You earn an extra Base every 5,000 points.

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