

GAME DESCRIPTION

This action packed game is a simulation of the 'DAMBUSTERS' raid of May 16 1943 against German dams on the Upper Ruhr. The object of the game is to pilot a Lancaster bomber from take-off in England, across the North Sea and Dutch coast to the target, whilst gaining as many points as possible along the way. The highest score so far is maintained on the display.

There are five levels of difficulty in the game ranging from 'Flying School' to 'Group Captain'. At the start of the game, or if you press the 'START' key whilst on the runway, you will be able to select your initial rank with the joystick; subsequently your rank depends on how well you succeed on each mission. If you survive the mission a reconnaissance of the dam area is displayed. If you have breached the dam then you will be promoted to the next rank, otherwise you will be demoted.

The game features fine vertical and horizontal scrolling, player-missile graphics and sound, and is suitable for players aged from pre-teenage to adult.

COMPUTER SYSTEM REQUIREMENTS

Cassette Version

ATARI 400/800/600XL/800XL (16K memory).

ATARI 410 Program Recorder.

ATARI Basic Cartridge. (Not required for 600XL or 800XL)

1 Joystick (plugged into controller jack 1).

INSTRUCTIONS FOR LOADING

The program is divided into two parts which are loaded separately as follows:

Rewind the tape to the beginning and press the PLAY control on the recorder. Type CLOAD and press the RETURN key on the keyboard. When the beep sounds press the RETURN key again and the first program will start to load.

When the first program has finished loading the display will show READY. Leave the PLAY control on the recorder pressed down and type RUN followed by pressing the RETURN key. The first program will now run and begin by displaying the title DAMBUSTERS. After a short time the program will begin to set up the background scenery showing you reconnaissance pictures as it does so.

When the first program has finished the beeper will sound and the message 'PRESS RETURN' will be displayed. Press the RETURN key and the second program will load and run automatically. Note that the second program will take several minutes to load.

When loaded the program will display the 'Select Rank' page. You can then select your initial rank by moving the joystick forwards or backwards which will move the flashing cursor. When the cursor is opposite the required rank then press the fire button to select it. The message 'PREPARE TO TAKE-OFF' will then be displayed followed by the airfield and the bomber ready to take-off.

INSTRUCTIONS FOR PLAY

Joystick Controls

The aeroplane is controlled entirely by the joystick as follows:

- | | | |
|---------------------|---|---------------------------------|
| a) CLIMBING | - | Pull back on joystick |
| b) DIVING | - | Push forward on joystick |
| c) STARTING ENGINES | - | Move joystick to the right |
| d) DROPPING A BOMB | - | Move joystick to the left |
| e) MACHINE GUNS | - | Press firing button on joystick |

Scoring

- | | | |
|---|---|------------|
| a) Destroying ships by bombing | - | 100 points |
| b) Destroying ships by machine guns | - | 200 points |
| c) Destroying fighter aircraft by machine guns | - | 100 points |
| d) Destroying 'ack-ack' gun or tank by machine guns | - | 200 points |
| e) Destroying 'ack-ack' gun, tank or factory by bombing | - | 100 points |
| f) Breaching the dam | - | 500 points |

GENERAL HINTS

To take off, start moving forward by pushing the joystick to the right, then pull back to climb.

Take care when approaching ships at low level. If your altitude is less than 160 feet when a ship appears on the horizon it will fire an accurate radar controlled missile which can only be avoided by destroying the ship with machine gun fire.

You cannot out-manoeuvre fighter aircraft, but it is possible to shoot them down with machine gun fire. There is a chance that they will shoot you down if not destroyed.

Bombs dropped from too great an altitude will explode on impact and will not bounce on water.

The dam can only be breached by a bomb exploding against the dam wall.

You may be hit by your own rebounding bomb if you dive soon after releasing it.

You have only a limited amount of fuel which is replenished after each mission. Fuel is used up at a greater rate whilst climbing, so you may have to compromise between attacking targets on route and saving fuel in order to reach the dam.

Ensure that you do not crash into the mountains beyond the dam by pulling hard back on the joystick after releasing the bomb. Do not attempt to land on the mountain. If you successfully complete the sortie a reconnaissance picture of the dam will be displayed, showing you whether or not you have breached the dam. If you have breached the dam you will be promoted and your score will be maintained, otherwise you will be demoted and your score set to zero.

GOOD LUCK!!