

**RETROSCOPE** GAMES Presents

# TORPEDO TORPOR



For play on Atari 2600 & 7800 game systems

# INTRODUCTION

“Lateral Thrusters: Check. Laser Battery Control Lever: Check. Torpedo Ejection Port Release: Check. Pilot Sanity: Standby for evaluation...” Your Far Orbit Defense Armada instructors warned you nothing would be harder than to remain vigilant in the absence of an immediate threat, but nobody could have prepared you for the sheer tedium of 457 solar revolutions worth of routine systems checks. Maybe you shouldn’t complain; it’s a plum assignment guarding the far reaches of Terran space. The system has been mostly abandoned for centuries, save for the occasional expedition to harvest precious 20th century inline microchips, The Great Quantum Disturbance of 2083 having destroyed most of the Galaxy’s subatomic electronic components. If only the science lobby hadn’t made it so easy for any 21st century goofball who wanted one to get their hands on a particle accelerator. And to think, these were the same eggheads that had us all convinced force fields were a physical impossibility.

Of course, now you know better, as evidenced by the large and so-far-as-you-know impenetrable web of energy roiling around your starship’s vector. So confident was the armada in this technical marvel that they left you and your currently-in-hypersleep co-pilot as the only contingent out here on guard duty. Heck, they wouldn’t even spring for one of the fancier ancient chips to control your weapons systems. Your DS 1966 Attack Computer doesn’t even have enough clock cycles to automatically pilot your ship’s torpedoes, leaving you to pull double duty as pilot and gunner. As if anyone would be foolish enough to attempt an attack on these passive defenses...

“Attention: Multiple vessels inbound...” Your ship’s prerecorded voice message snaps you out of your concentration on the day’s 17th game of 4D Solitaire. TI-ARANS!? What are they doing out here? Come to bellyache about their bogus copyright claim to the old stock of electronics? They know their weapons couldn’t hold a candle to the power of this force..



**BZZZZBFFBBTTT!** Before you can finish your thought, a TI-ARAN destroyer smashes directly into the force field, utterly vaporizing the intruding vessel, but causing such an energy disruption that your ship's welds barely hold up against the resulting shock wave. Veering around to assess the damage, you find the energy field to be shifting and pulsing in a way that does not look conducive to its continued efficacy. Is life really so cheap to these intergalactic scum that they'd destroy themselves to have a shot at bypassing our blockade? "Enemy fighters inbound" blares the ship's voice banks, "Engaging laser battery controls. Priming torpedo ignition mechanism..." "Torpedo away!" You shout over the electronic din as you jam the control stick to interdict the enemy light craft... and nearly throw yourself over the console from the deceleration as your starship lurches to a halt. "Transferring manual control to torpedo fire mission," the ship's voice prattles on, rather irritatingly at this point. You scream yourself hoarse over the computer "C'mon, baby! Go, go, GO!"... KaBOOM! Direct hit on a TI-ARAN frigate! Your vessel zooms back to life as you pitch around and yank the laser control lever, disintegrating two fighters with one smooth motion.

Your moment of triumph proves to be short-lived as you look through cockpit window and notice the sheer enormity of the fleet supporting the TI-ARAN vanguard. Buckling yourself in, you grab the control levers and prepare for the fight of your life. Might be time to wake up that co-pilot...

## **PRE-PATROL CHECKLIST**

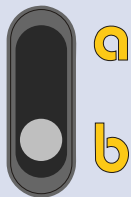
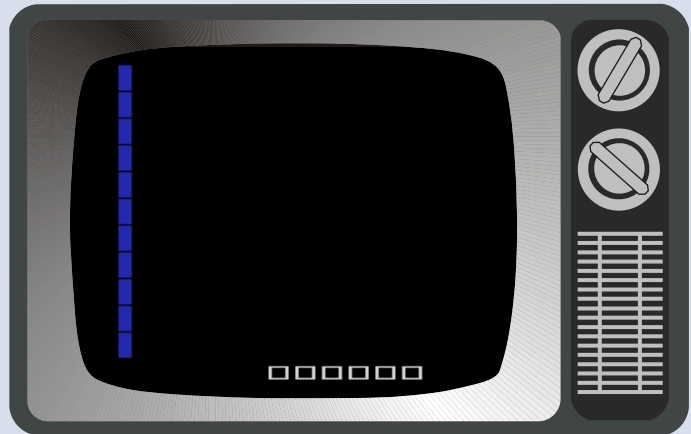
- Hook up your video game system according to the manufacturer's instructions.
- Connect the left joystick controller for a standard game, or both the left and right controllers for team play control modes.
- Insert the TORPEDO TORPOR video game cartridge and turn power to the console unit on
- Select the difficulty setting and control modes of your choosing using the game select lever and console difficulty switches, respectively.

## GAME START

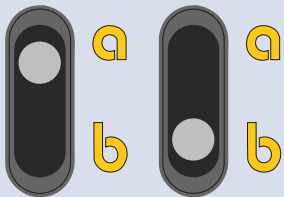
After power up, the game start screen will display the Intergalactic Star League force field, and the score from the last game played.

Depressing the game select switch at this time will toggle between Standard (blue force field) and Novice (yellow force field\*) difficulty settings.

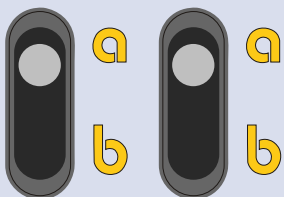
It is recommended that players' control preferences are set at this time (see page 5 for control details).



Setting the left difficulty switch to b will engage Standard control mode. This mode uses one joystick.



Setting the left difficulty switch to a and the right switch to b will engage Torpedo Team play control mode A. This mode uses two joysticks.



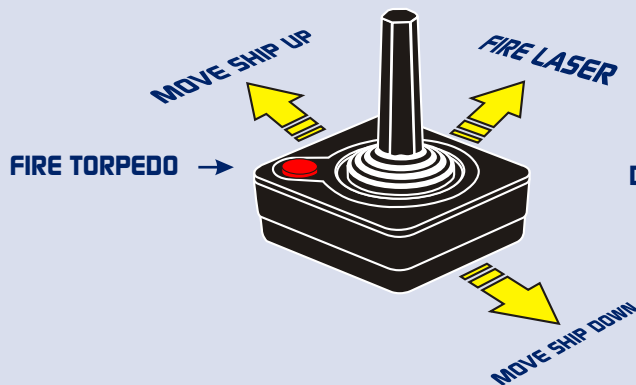
Setting both difficulty switches to a will engage Torpedo Team play control mode B. This mode uses two joysticks.

Once the gameplay and control options are set to the player's preference, and the previous high score is noted, depress the game reset lever or push the fire button on the left joystick to begin a new game.

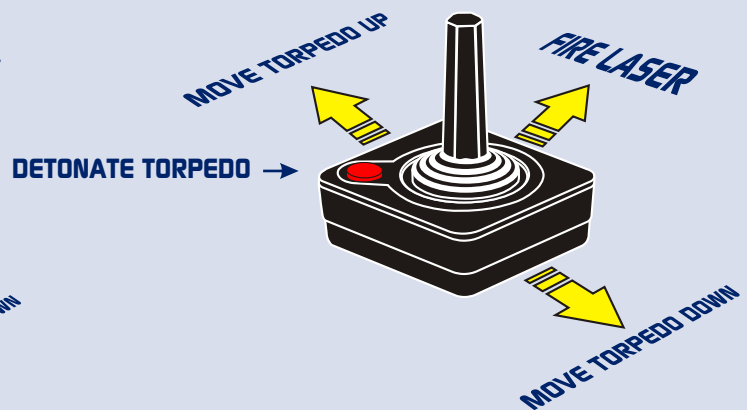
**\*Note:** The choice of the color yellow to indicate the Novice difficulty setting was entirely arbitrary, and the color's historical association with cowardice is entirely incidental and should not be read to imply anything about the character of players who prefer the reduced level of difficulty. Honest.

# GAME CONTROLS

## STANDARD CONTROL MODE

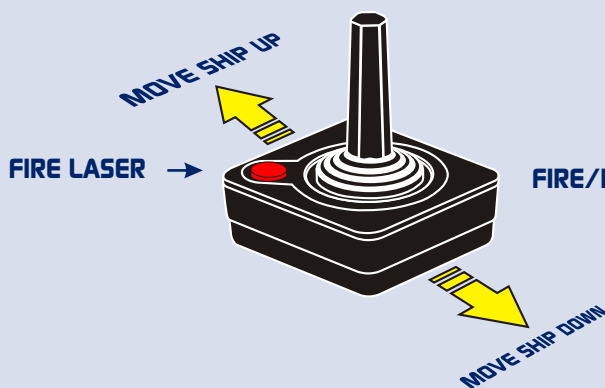


With no torpedo on screen

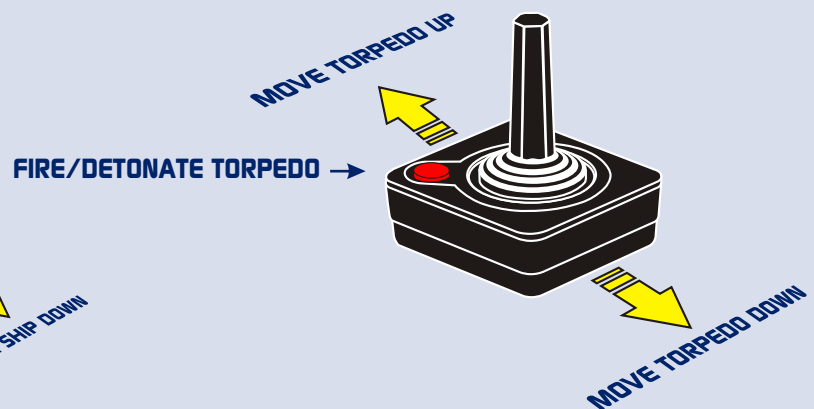


During torpedo fire mission

## TORPEDO TEAM PLAY MODES



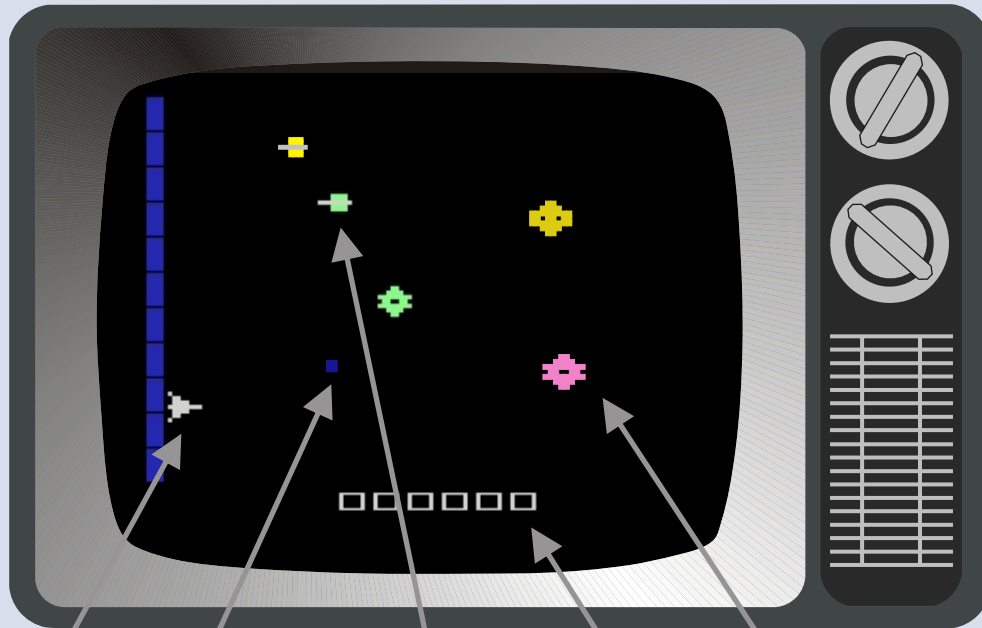
Left Controller



Right Controller

**NOTE:** Controller functionality is the same for both team play modes, however, when using Team Play mode B, the left controller cannot move the starship until a torpedo fire mission is resolved, as in the Standard Control mode.

# GAME SCREEN



PLAYER STARSHIP

TORPEDO

ENEMY FIGHTER

ENEMY MOTHERSHIP

SCORE

Get ready for a fight! Once the game begins, enemy motherships begin advancing on the force field. Only a well-placed torpedo detonation will destroy a mothership. Don't let them get too close, as they will periodically launch the nimble fighter ships which can devastate the force field in short order. Enemy fighters must be destroyed by laser fire.

With the exception of Torpedo Team Play Mode A, the player starship will not be able to move during a torpedo fire mission. Choose your shots carefully.

Each time an enemy vessel collides with the force field, it will shift color from blue to red, a fifth hit on the force field will destroy it and end the current game.

Stay on your toes! Enemy ships will become faster and more aggressive the longer the game goes on!

# SCORING

## Enemy Vessels and Points Awarded



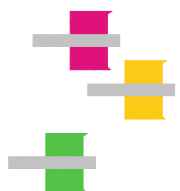
Frigate : 200 - 350 Points



Destroyer : 100 - 200 Points

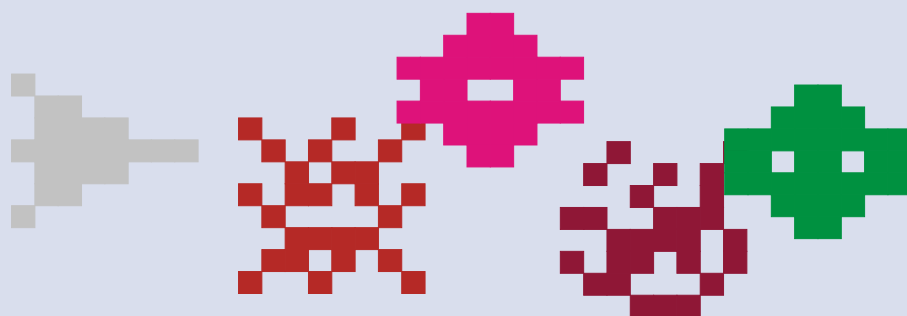


Cruiser : 50 - 200 Points



Fighters : 25 points

NOTE: Ships score more the further away from the force field they are when destroyed



## HINTS

- The TI-ARANS can only launch two fighters at one time, if they are at their limit, use every second you can to eliminate close range motherships before intercepting the fighter attacks.
- Increase your score by learning to deploy the next torpedo prior to engaging your lasers at a fighter to minimize the time between attacks.
- Don't be afraid to scuttle a torpedo mission even if it has not reached its target. There will be more chances to take out a mothership; fighters don't allow for such mistakes.
- Torpedo Team Play mode A will significantly reduce the challenge of the game for experienced players. This mode is recommended more for play with younger or inexperienced players.
- Though they are called "Team" modes, experienced players with a dual controller setup will enjoy the enhanced challenge of the split control scheme. It is recommended players use two joysticks with top-mounted fire buttons
- Have fun

## NOTES & ACKNOWLEDGEMENTS

I hope you enjoy playing this game as much as I enjoyed making it. It was my intention to create a game that was reminiscent of the earliest years of the 80s, where games were simple even by the standards of the humble 2600. I'd love to hear what you think over at [AtariAge.com](http://AtariAge.com) (MrTrust).

Speaking of which, thanks to everyone who there who offered feedback, encouragement and technical assistance. Special thanks to my daughter, Aurora, for running playtesting sessions with me, and insisting on a co-operative mode for us to play together.

Good luck!



# ***RETROSCOPE*** **GAMES**

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