PART 1 — INTRODUCTION

(1.1) LOADING THE GAME

Turn your computer off. Insert your Atari® Basic Computing Language Cartridge into the computer. Place the SURVIVAL Computer Game cassette in the Atari® 410 Program Recorder and rewind. (NOTE: The Survival cassette has the 16K version on Side 1 and the 32/48K version on Side 2. Be sure you are loading the version compatible with your computer.) Press the PLAY button on the Program Recorder. Turn the computer on. ''Ready'' should display on the screen. Type RUN ''C''. Press the RETURN key twice. The program will begin loading, and the game will begin automatically after loading. The 16K version will take about 20 minutes to load, and the 32/48K version will take about 10 minutes to load. Now that the game is loading, this is an excellent time to read the Rules of Play. (NOTE: If you have any difficulty getting the program to load properly, please see (4.3) for tips on loading the game.)

(1.2) GAME SETTING

Jardine angrily punched the Imperial Galactography Information code for the planet Coryphire into his onboard computer. Again he asked himself why he had to get stuck on planetary survey patrol. With a flash of lights, the monitor put the requested information onto the screen.

> CORYPHIRE — Code 117—211-9983-B
> Sigma Taurus Subsector — Uninhabited
> Abandoned Imperial Research Station at planetary coordinates
> 57° 12' 15'' North, 82° 19' 37'' East. Operable condition.
> Surface weather normally hot, semi-tropical. Several carnivorous
> life forms and harmful microbiology. Classified Zone Yellow.
> Possibly dangerous.

The sudden shrieking of a siren jerked him away from the screen. The warning lights on the control panel indicated that the shielding on the hyperdrive was giving away. Jardine struggled out of his safety harness, cursing the base mechanics as he did so. They had assured him that the ship had been thoroughly checked out.

He started for the engine room, but the automated damage control systems sealed the hatchway before he could get there. The ship gave a sudden lurch, throwing Jardine against a bulkhead. He scrambled forward in time to see cracks forming in the deck in front of the engine room. He quickly put on his survival suit and dove for the lifeboat airlock. The lock had barely closed behind him before he was manipulating the controls for launch. The lifeboat jumped and fell away from the ship, streaking toward the green globe below. He was barely away when his Scout ship exploded in a brilliant, multicolored ball of flames. The lifeboat rocked as bits of metal from his shredded ship pelted it. He streaked through the thick atmosphere and crashed through several trees before landing roughly, plowing a kilometer-long furrow in the ground.

The automatic beacon informed him that he had landed roughly 340 kilometers from the Research Station. He pulled on the survival pack and surveyed the assortment of weapons available to him. He would have liked to take them all, but selected only as many as he could comfortably carry and still be able to take enough food and water to reach the station. He climbed out of the lifeboat, blinked in the light of the twin rising suns, and began the long walk before him.

(1.3) INTRODUCTION TO THE GAME SYSTEM

In the SURVIVAL Computer Game, each player controls a single downed Scout on the

alien planet Coryphire. The computer will randomly choose one of six starting positions at the top of the map for each Scout. To win the game, a player must move his Scout down the map to the bottom space, which represents the Research Station. He will have only six days in which to do so before he runs out of food. The terrain between a Scout's starting space and the Research Station space is inhabited by many types of carnivorous animals. Each time that a Scout moves into a space, the computer will decide whether an animal has been encountered. Upon encountering an animal, a Scout must kill the animal before continuing on his journey. Before the game begins, each player will choose certain types of weapons which his Scout may carry with him on the journey. Each weapon has a limited amount of ammunition. When this ammunition is exhausted, the weapon becomes useless. Each of the six days of the journey will consist of three turns. These are AM, PM and Night. A Scout may move only in the two daylight turns each day.

PART 2 — INSTRUCTIONS FOR PLAY

(2.1) PREPARING TO PLAY

First, connect a joystick to controller jack # 1 on your computer. Once the game has loaded, you must choose which scenario of the game to play. If you have not played the game before, we highly recommend the BASIC scenario.

STEP 1 — To choose a scenario, use your joystick to position the arrow beside the name of the scenario you wish to play. Then press the FIRE button on the joystick.

STEP 2 — Choose the number of Scouts. This is done in the same manner as above.

STEP 3 — Assign each Scout a joystick. Decide how many joysticks you wish to use and plug them in. You may have all Scouts controlled by a single joystick or assign each Scout a different joystick. You may use any combination of Scouts and joysticks. For example, if you have five Scouts and two joysticks you may control two Scouts with the first joystick and three Scouts with the second joystick.

STEP 4 — Now you must give each Scout a name. Use the joystick to position the arrow under each letter desired and press the FIRE button. Position the arrow under "reset" to start over.

STEP 5 — Now you must arm each Scout. Each Scout may carry only a certain amount of weight. Each weapon is assigned a number of "weight points," and each Scout may carry only 8 weight points' worth of weapons. As you choose weapons, the display will show you how many weight points you have remaining.

Steps 3, 4 and 5 must be done for each Scout. Once this is done for all Scouts, the map will appear on the screen. NOTE: The 16K version is a two part load, and thus there will be a delay of almost 10 minutes between choosing the options and the start of the game.

(2.2) THE MAP

The game map represents the terrain on Coryphire between the crashed ship and the Research Station. In the lower left portion of the screen the day and the time of day (AM, PM, Night) is displayed. In the lower right hand corner of the map is displayed a movement indicator (either an asterisk or an arrow). This is explained in (2.4). Various information used during the play of the game is displayed at the bottom of the screen.

Each space on the map contains a certain type of terrain. The type of terrain in a given space will affect a Scout's speed while moving, as well as the types of animals the Scout will encounter. Following is a list of the terrain types and symbols:
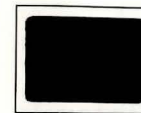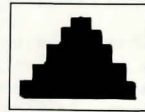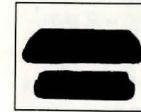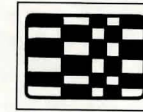

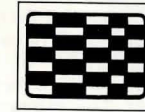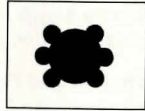| (blue) RIVER | (green) FOREST | (green) CLEAR | (gold) MOUNTAINS |
| (gold) HILLS | (blue) MARSH | (red) ROUGH | (red) RESEARCH STATION |

(2.3) SCOUTS

Each Scout is represented by a blue man-like figure. No more than one Scout will appear on the screen at any given time. Normally, each player will control only one Scout; however, a single player may, if he desires, control more than one Scout. Each Scout begins the game with six "wound points." This represents the Scout's ability to endure wounds and still survive. Each time an animal successfully attacks a Scout, the animal will score a "hit" and the Scout will lose a wound point. When a Scout loses all wound points, he is dead. The number of wound points which a Scout has remaining will be shown periodically at the bottom of the screen, abbreviated as WS (wound status).

(2.4) MOVEMENT

Each Scout is moved using the Joystick to which the Scout was assigned.

Each move is done in two steps. First, a player must choose the direction in which the Scout is to move. Second, the Scout moves. In the lower right hand part of the screen is a movement guide (an arrow or asterisk). The arrow is used to choose which direction a Scout will move. To choose a direction to move, use the joystick handle to position the arrow. Then press the FIRE button and the Scout will move on the screen. Each turn, a Scout has six "movement points" to expend in moving. This represents the distance a Scout may move in a turn. Each space has been assigned a certain number of movement points which will be used when a Scout enters the space. This number depends on the type of terrain in the space. This is shown below:

Terrain in space	Movement points required
Clear	1
Forest	2
Hills	3
Rough	3
Marsh	3
River	4
Mountain	4

The number of movement points a Scout has remaining is shown periodically at the bottom of the screen (abbreviated as MP). If a Scout does not have enough movement points remaining in a turn to enter a particular type of terrain, the computer will not allow that Scout to move into that type of space. For example, if you move into a mountain space the first move of a turn (costing 4 movement points), you could not move into a Marsh space (costing 3 movement points) the same turn because the seven total movement points exceeds the limit of six.

If a Scout has finished moving in a turn, but has one or more movement points remaining, he may cancel the remainder of his movement. To do this, simply position the movement indicator to an asterisk rather than the arrow and press the FIRE button.

(2.5) COMBAT

Whenever an animal is encountered a Scout must fight that animal until the Scout or animal is dead. When an encounter occurs, the screen will display a message telling the player what animal has been encountered. The Scout will then conduct Ranged Fire against the animal. To do this, move the joystick any direction. The computer will display what weapons you have and how many rounds are remaining for each weapon. You will choose a weapon by placing the asterisk (using the joystick) to the left of the weapon you wish to use, and then pressing the FIRE button.

After a Scout chooses a weapon for Ranged Fire at an animal, the computer will determine whether you hit or miss. You have only one round of Ranged Fire.

After Ranged Fire, the screen will return to the list of weapons. The Scout must then choose a weapon for Melee combat. The computer will then show the results of the first round of Melee combat. If the animal is still alive, another combat round will occur. If the same weapon is to be used, the player simply moves the joystick any direction. If the player wishes to change weapons, he presses the FIRE button. Melee combat will occur in this manner until the animal (or Scout) is killed.

(2.6) ANIMAL TYPES

MAIZAR
(1600 Kg. Carnivore/Chaser)
Found only in Mountains and in Marshes. A Maizar has a 50% chance of success when attacking a Scout.

TEKLEK
(200 Kg. Omnivore/Hunter)
Found only in Mountains. A Teklek has a 50% chance of success when attacking a Scout.

CORYDAL
(50 Kg. Scavenger/Reducer)
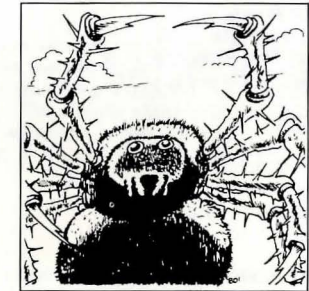Found in Mountains, Hills and Rough terrain. A Corydal has a 33% chance of success when attacking a Scout.

GANEBRACH
(200 Kg. Carnivore/Pouncer)
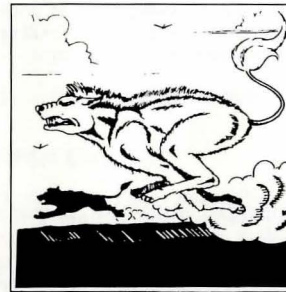Found in Mountains, Hills and Woods. A Ganebrach has a 67% chance of success when attacking a Scout.

CEEKAL
(25 Kg. Scavenger/Hijacker)
Found in Hills, Rough and Clear terrain. A Ceekal has a 50% chance of success when attacking a Scout.
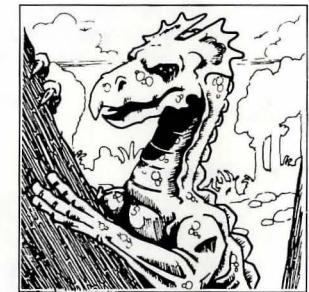

JALAIT
(200 Kg. Carnivore/Chaser)
Found in Rough, Woods, Marsh and Clear terrain. A Jalait has a 50% chance of success when attacking a Scout.

SHENTHE
(50 Kg. Carnivore/Killer)
Found in Rough, Woods, Marsh, and Clear terrain. A Shenthe has a 67% chance of success when attacking a Scout.

ZEGET
(100 Kg. Carnivore/Pouncer)
Found in Woods, Marsh and Clear terrain. A Zeget has a 33% chance of success when attacking a Scout.

(2.7) WEAPONS

Each weapon which a Scout can carry is assigned a number of weight points. A Scout may carry up to eight total weight points. Each weapon (except the spear and bare hands) is limited in the number of times (rounds) it may be used. Some weapons are useful only in Ranged Fire. Some weapons are useful only in Melee combat. One weapon (the Auto Pistol) may be used for either type of combat. Listed below are the weapons in the game. The ''Melee Strength'' and ''Ranged Fire Strength'' refer to the firepower of the weapon. The higher the strength, the more potent the weapon. For a more detailed explanation of the strengths of the weapons, see (4.1).

(2.8) WEAPON TYPES

SPEAR
Weight Points — 1
Melee Strength — 3
Ranged Fire Strength — NA
  (not allowed)
Number of Rounds — Unlimited

LASER CARBINE
Weight Points — 4
Melee Strength — NA
Ranged Fire Strength — 5
Number of Rounds — 7

AUTO PISTOL
    Weight Points — 1
    Melee Strength — 4
    Ranged Fire Strength — 2
    Number of Rounds — 10

LIGHTSWORD
    Weight Points — 2
    Melee Strength — 5
    Ranged Fire Strength — NA
    Number of Rounds — 6

RIFLE
    Weight Points — 3
    Melee Strength — NA
    Ranged Fire Strength — 4
    Number of Rounds — 8

GRENADE LAUNCHER
    Weight Points — 5
    Melee Strength — NA
    Ranged Fire Strength — 8
    Number of Rounds — 5

ENERGY BLASTER
    Weight Points — 6
    Melee Strength — NA
    Ranged Fire Strength — 9
    Number of Rounds — 3

HANDS
    Weight Points — 0
    Melee Strength — 0
    Ranged Fire Strength — NA
    Number of Rounds — Unlimited

PART 3 — SCENARIOS

(3.1) BASIC SCENARIO

In the BASIC scenario, the Scout (or Scouts) must reach the Research Station by the end of day six. Scouts may not choose more than one of each weapon type. Every animal in the BASIC scenario has only one wound point; thus it takes only one hit to kill any animal. In the BASIC scenario, Scouts may not attempt to escape from an animal.

(3.2) ADVANCED SCENARIOS

(3.3) SCENARIO OPTIONS

The following options may be chosen for the non-basic SURVIVAL scenarios. Some scenarios, however, do not allow all of the options.

MULTIPLE WEAPONS — Using this option, players may choose more than one of a given weapon for a Scout to carry. This option is automatically added to the THE STASH and THE HUNT scenarios.

LOAD FOR TIME — For each weight point not used by a Scout, he has one day added to the game. This option may be used in solitaire games only.

PERIMETER FAILURE — When this option is used, there is a chance that a Scout's night-time early-warning system may fail, and thus he may be attacked at night.

DAY REST — Using this option, a Scout has the ability to rest on any day turn. When a Scout rests for a turn he may not move but he recovers a hit point.

ANIMAL SURPRISE — Using this option, a Scout may kill a Maizar for food. For each Maizar killed, an extra day is added to the game. This option may be used in solitaire games only.

(3.4) THE CRASH

THE CRASH scenario is similar to the BASIC scenario with the following additions and modifications. Each animal has a number of hit points from one to four. The Wound Status of each animal is listed below:

MAIZAR — 4   CEEKAL — 1   TEKLEK — 2   JALAIT — 2
CORYDAL — 1   SHENTHE — 1   GANEBRACH — 2   ZEGET — 1

A Scout has the option of attempting to escape when an animal is first encountered. If successful, the scout will have to drop a weapon. The first time a weapon is dropped, the Scout is given a spear (made from a survival knife). The Ganebrach and Zeget hunt their prey by stalking, and thus no Ranged Fire or escape are allowed when these are encountered.

At the end of each night turn there is a possibility that a Scout will be attacked while breaking camp. In THE CRASH scenario only, a Blaster will do double damage (2 hits) each time a hit is scored. All of the scenario options may be used in THE CRASH scenario.

(3.5) THE STASH (32/48K version only)

Over the years, Scouts have stashed weapons in various locations on Coryphire. In this scenario, the Scout (or Scouts) have crashed on the planet with only an Auto Pistol and a Lightsword. Scouts do not begin the game by choosing weapons. After each move the Scout searches the space for stashed weapons. The weight allowance restrictions apply, and a Scout may have to discard one or more weapons in order to use one found. All of the scenario options except Multiple Weapons and Load for Time may be used in THE STASH scenario.

(3.6) THE HUNT

For years, Coryphire was a favorite hunting ground for many of the ruling nobles in the Sigma Taurus Sector. This scenario simulates a hunting party. Up to six players may play this scenario at once. Because it is assumed that a Hunter can hire help to carry gear, each is given a weight allowance of 15. Each Scout is awarded hunt points for each animal killed. At the end of six days a winner is announced. A minimum of 35 points must be scored to win the game. A dead hunter may not win the game. If a hunter reenters the Research Station, he may not leave again. Blasters are not allowed, and hunters may not attempt to escape. Hunters are allowed one round of Ranged Fire on stalking animals and two rounds of Ranged Fire on other animals. Following is a list of points scored per animal killed:

MAIZAR — 4   CEEKAL — 1   TEKLEK — 2   JALAIT — 2
CORYDAL — 1   SHENTHE — 1   GANEBRACH — 3   ZEGET — 2

PART 4 — PLAYER'S INFORMATION

(4.1) WEAPON EFFECTS

The table below lists the precise effectiveness of each type of weapon against each type of animal. The number listed in the body of the chart is the percentage chance of scoring a hit on the animal. EXAMPLE: A Scout is using his Auto Pistol in Melee combat against a Teklek. Cross index the combat strength of the weapon (Auto Pistol Melee Strength = 4) with the animal type. The result is "67". A Scout attacking a Teklek in Melee combat will hit the Teklek 67% of the time.

COMBAT STRENGTH	ANIMAL TYPE			
	Corydal Ceekal	Teklek Shenthe	Ganebrach Jalait	Maizar
0	17	0	0	0
2	50	33	17	0
3	67	50	33	17
4	83	67	50	33
5	100	83	67	50
8	100	100	100	100
9	100	100	100	100

(4.2) STRATEGY HINTS

No single strategy, blindly followed, will consistently provide your Scout a greater chance of survival. Instead, a flexible gameplan based on the basic concepts of survival should be followed.

There are several important decisions which should be carefully considered before taking any action. The weapons you choose to take with you in THE BASIC and THE CRASH scenarios, or to pick up in THE STASH scenario, are vital to your Scout's survival chances. Be sure to take a mix of weapons that will give you both ranged and melee firepower. The mix should normally be weighted towards weapons with melee firepower.

Deciding which route to take is vastly important to your Scout's survival chances. The shortest path is seldom the quickest and time is what counts. Look ahead several turns to determine which will be the quickest route. When possible, avoid terrain such as Mountains where the more deadly animals can be encountered.

Use your weapons wisely. Don't ever waste a round of ammunition. Always assume that

a Maizar is over the next ridge and keep something back to kill it before it kills you. Once your weapons are gone, your chances of survival are slim.

Knowing when to attempt escape in THE CRASH and THE STASH scenario is both an important and a complex decision. In general, if you have an empty weapon which can be discarded and are attacked by a powerful animal, it's a good idea to attempt escape. Escape is not a good bargain, whether you have an empty weapon or not, if you are strong and confronted with an easy-to-kill animal. Attempting escape is not a black and white decision. Judgement must be excercised to balance the risk of confronting the animal against the costs of losing a valuable weapon or tossing an empty weapon now and causing the loss of a valuable weapon later when escape is required.

Taking rest breaks (Day Rest Option) can increase your chances of survival, if you can still reach the Research Station in time. Normally, your Scout should only rest if he is badly weakened. There is precious little time to reach your haven of safety.

THE HUNT scenario is totally different than the first three scenarios in that the objective is to look for trouble, not avoid it. Look for the types of terrain in which you can find the higher-value trophies, but don't forget that dead hunters can't win. Keep a margin of safety to face that unexpected Maizar and still get back to the Research Station with your trophies.

(4.3) TIPS ON LOADING THE GAME

1. Check all the components of your computer to be sure that all connections are correct.
2. Check the instructions in your computer manual on loading cassettes to be sure you understand them.
3. Try loading another tape which has previously loaded on your computer to be sure that your equipment works properly.
4. Try loading a tape which you have recorded on your program recorder. If this tape will load, but the game tape will still not load, the head on your program recorder is probably misaligned. This problem can be corrected by most computer stores.
5. Be sure that you are using the RUN "C" statement to load the game.

(4.4) CREDITS

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(4.5) COPYRIGHT INFORMATION

(4.6) LIMITED WARRANTY