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TEMPEST



PC CD-ROM

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1196 Borregas Avenue,
Sunnyvale, CA 94089

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524010

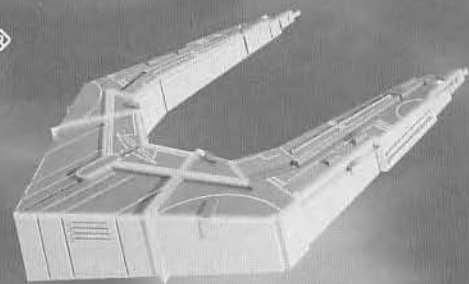
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Tempest 2000®

In 1981 the world
was introduced
to Tempest, an



extra-sensory visual and futuristic video game
that went beyond any concept ever developed.
Fifteen years (and hundreds of thousands of
quarters) later, Tempest 2000 is blasting the past
into the future.

Powerful 3D polygons, particle displays, cycle-
shading and a 100% pure CD-quality techno-rave
soundtrack are like nothing you've ever seen
before. Or heard. Ride the rim and unleash your
SuperZapper on crafty Flippers and Fuseballs.

Team up with a friend,
or an AI Droid, and light
up the webs against pesky Spikers
and Pulsars in *Tempest Plus*. Venture
through 100 uncharted galaxies filled
with hostile Demon Heads and Warp Bonus Tokens
in *Tempest 2000*. Then use your Mirror and go
PC-to-PC against perhaps the most formidable
opponent around — your friend — in *Tempest Duel*.



Installation

System Requirements

Computer: 386DX-40 or higher IBM®-PC or 100% compatible system with MS-DOS® 5.0 or higher

Memory: 2MB RAM, 550K conventional memory free, 256K EMS memory free, 2MB free hard drive space

Video Card: VGA graphics card

CD-ROM Drive: Any speed

Sound Card: SoundBlaster, Adlib or 100% compatible, or Roland Sound Canvas™ or Gravis Ultrasound™ support for music without sound effects

For full-screen, two-player action in *Tempest Duel* and two-player/two PC action in *Tempest Plus*:

Second PC with same system requirements, second *Tempest 2000* CD, null modem cable (or a modem cable with a null adapter)

Recommended: Joystick

Installation Instructions

Installing *Tempest 2000* on your PC is like installing many other CD games. If you know that your computer meets or exceeds the above System Requirements, go to the **Quick Start** instructions below. If you're not sure, follow the steps below to determine how your system is set up.

First you need to make sure your computer has adequate memory. If you type MEM and press <Return> at the DOS prompt you'll see a line that says what the largest executable program size is. *Tempest 2000* needs 550K. If you don't have this amount available, instructions in your DOS manual will tell you how to edit or delete files to free up space.

To free up RAM you can remove programs that are unnecessary for system usage from the AUTOEXEC.BAT and CONFIG.SYS files. At the DOS prompt enter EDIT AUTOEXEC.BAT to see your AUTOEXEC.BAT file. Your DOS manual will tell you how to edit this file and free up RAM. **NEVER DELETE** these files as your computer can't run without them.

To check your available hard drive space, at the DOS prompt type DIR and press <Return>. This will list everything on the current drive. The last line of information will tell you the number of bytes available. *Tempest 2000* needs at least 2000K, or 2 MB (megabytes) to run at Full Installation, or less than 1 MB for Partial Installation (which requires the CD to play each time).

Quick Start

Once you're sure that your computer meets the system requirements, you're ready to install *Tempest 2000*. You can either:

- Install the complete *Tempest 2000* game to your hard drive and use about 2000K (2 MB) of available hard disk space as a Full Installation.
- Or,
- Install only the initialization instructions as a Partial Installation and use the *Tempest 2000* CD in your CD-ROM drive each time you play.

If your PC loads directly into Windows®, exit Windows and install *Tempest 2000* from the DOS prompt. For either Full or Partial Installation, put the CD, label side up, into the CD-ROM drive and close the drive. At the DOS prompt, type the letter for your CD-ROM drive (usually D), followed by a colon, then press <Return>. You should now see the letter of your CD drive, for example D:. Type INSTALL and press <Return>. The install program will copy files to your hard drive.

Choosing Full Installation requires more hard drive space but allows *Tempest 2000* to load faster when you play it. To use less hard drive space select "No" when asked if you want to do a Full Installation. This means *Tempest 2000* will load more slowly (from the CD) each time you play it.

Tempest 2000 can be played in English, French and German — just pick the language you want when prompted. You'll also be asked to select the appropriate sound effects player, music player and player controls that match your computer's configuration and your playing needs.

Configuration

To run the game once you've installed it on your hard drive, go to your *Tempest 2000* directory and type TEMPEST and press <Return> to start the game. **Quick Start:** At the DOS prompt (C:\> type CD \ TEMPEST <Return> then TEMPEST and press <Return>.

- If you've chosen **Full Installation** the game will load quickly from your hard drive. Be sure the *Tempest 2000* CD is in your CD-ROM drive to get the ultimate in music. If you don't have the CD in the CD-ROM drive, you'll be asked to choose to play without music, or to select SoundBlaster/Adlib or Roland sound cards.
- If you've chosen **Partial Installation**, the speed of your CD-ROM drive will determine how quickly it will load. Be sure the *Tempest 2000* CD is in your CD-ROM drive so your PC can access the game as well as the music from the CD.

Default Settings

The keyboard arrow keys move your Blaster around the webs and move the pointer up and down the Options lists. **Slash** (next to the period) is Fire, **Period** is SuperZapper and **comma** is Jump. You can reconfigure the keys and set up **Joystick** control from the **Options** screen.

Options

The **Options** screen will provide the following choices:

Reset Level Keys	Confirm Yes/No
Change Controls	Player 1 or Player 2 (P1 or P2) for keys and Joystick on or off. If you want to change the control keys, choose P1 keys (or P2 keys). Use the arrow keys to go up and down the list. To change a control key, press <Return>, then the key you want to change it to. You'll see the key selection change. When satisfied, return to the main menu. These settings will be saved. If using a Joystick, go to the Controls screen and enter Joystick set up. You'll be asked to calibrate your Joystick by moving your controller in the directions indicated on the screen, then pressing the Fire key. These settings will be saved.

Screen Options

To speed gameplay on 386 computers, alter the on/off positions of Starfield, Web Fills and Object Fills. Auto Detect may have already chosen optimal settings for your system, but you can override the changes to enhance your style of play. You'll also be able to choose:



- **Vectors thin/fat** Thinner will generally look better on higher resolution monitors
- **Scores** Visual/numeric/none
- **Auto Detect** Determines the type of computer system you have automatically
- **Previous Menu** Takes you back to the Options Menu
- **(Computer type)** Shows type of computer system detected (either "386" for 386 systems or "486 or above" for 486 or Pentium systems)

- Run Demo** Shows you how *Tempest 2000* is played
- Show Top Guns** High scores
- Reset Top Guns** Clears high scores to a default list
- Previous Menu** Takes you back to Main menu

Serial Link

For full-screen, two-player gameplay *Tempest 2000* lets you connect a second PC. You'll need to have a null modem cable (or a modem cable with a null adapter) connected to two PC's via their Com1 or Com2 serial ports (usually Com2), and both computers need to have their own copy of *Tempest 2000*. *Tempest Plus* and *Tempest Duel* can both use serial link. Without serial link, two players can play *Tempest Plus* with both players on the same web on one PC, or *Tempest Duel* with both players in a split-screen format on one PC.

Note: Unlike many other games, you can listen to the audio tracks of this CD on an audio CD player. However, DO NOT PLAY TRACK One as this is the *Tempest 2000* program track and could do real damage to your speakers.

F Keys

The F keys are configured as follows:

- F1** Help — Use first when you have a problem
- F2** Normal view — Allows you to play with the standard view
- F3** Locked view — Locks the web into place during gameplay
- F4** Close view — Puts you right on top of the action
- F5** Starfield — Turns on and off the background stars
- F6** Scores/visual/numeric/off — Turns on and off the scores
- F7** Fat Vectors on/off — Allows you to choose thin or fat vectors
- F8** Web fills on/off — Fills in the web when on
- F9** Object fills on/off — Fills in the object when on
- F10** Pause/unpause — Allows you to pause the game and adjust volume of music and sound effects. While paused, press Fire to adjust the master volume and press SuperZapper to adjust the sound effects.

Saved Settings

Your *Tempest 2000* game settings, including key configurations, music and sound effects volumes and high scores, will be automatically saved when you turn off your *Tempest 2000* game. Specific saved games and levels are only accessible when you get special Keys in *Tempest 2000*, and are not available in *Tempest Plus* or *Tempest Duel*.

If you want to continue a game of *Tempest Plus* you must pass Level 17. If you pass that level and die, the game will remember where you left off if you start another game right away. If you let the game cycle to the demo mode, or reset the game, the previous game will be forgotten and you'll have to start at the beginning again.

You may also use this method in *Tempest 2000*, but only if you did not start the game with a Key. If you select a "Just Start" game of *Tempest 2000* and die past Level 17, the game will be remembered if you restart the game immediately.

Uninstalling *Tempest 2000*

Tempest 2000 includes an Uninstall Program. To uninstall the program, simply type UNINSTALL in the *Tempest 2000* directory.

Or, since *Tempest 2000* is a DOS-based program, you can use the regular DOS commands to uninstall it from your hard drive. This can usually be done by:

- Typing the letter of the drive where the *Tempest 2000* directory is located, then typing Delete Tempest or DELTREE TEMPEST
Or,
- Going to the directory where *Tempest 2000* is located and typing DEL *.*. Then, go up one directory and type RMDIR TEMPEST to remove the *Tempest 2000* directory. Check your DOS manual for complete instructions.

When the game is installed, configured, and your options are all set, it's time to choose your game — *Tempest Plus*, *Tempest 2000* or *Tempest Duel*.

The Games

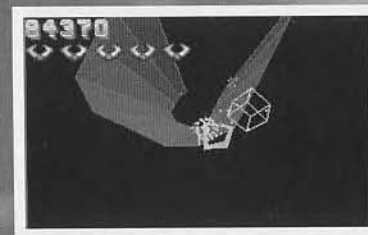
Tempest™ Plus

Tempest Plus is an enhanced version of the original arcade classic with three all-new play modes. Take on the aliens alone, with the help of an AI Droid, or share your lives with a friend as a team. This is a good place to start if you are new to *Tempest* — the AI Droid is the ultimate training partner. Precise Blaster control and aim are crucial for survival — you've got schizo Tankers to contend with, as well as Fuseballs and Flippers, Spikers and Spikes.



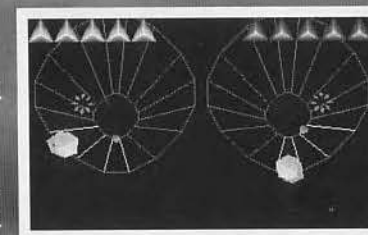
Tempest 2000®

Warp into the 21st century in this total remake of the coin-op classic! *Tempest 2000* thrusts you into an intergalactic battlezone with Demon Heads, Mirrors, Mutant Flippers, bonus warp worlds, AI Droids and Zappo 2000 points. There's even a special Jump that lets you blast off the web to defend against dastardly UFOs. **Hint:** Your best weapon against savage Demon Heads is a Particle Laser...and a lightning-fast trigger finger, of course.



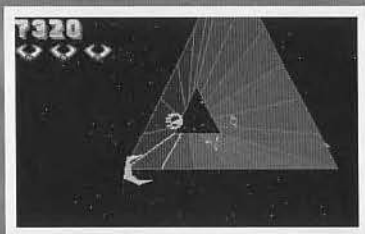
Tempest™ Duel

Go up against the meanest alien of them all — your friend! In *Tempest Duel* your Blaster is equipped with a Mirror that lets you deflect your opponent's shots right back at him. Unfortunately, your opponent has a Mirror too. When you fire a shot, your Mirror temporarily disappears, so you'll need to develop a shoot-and-spin strategy if you are going to become King of the Web. There are also several objects — like a Purple Generator and Cube — that you can use to disrupt your opponent's strategy. But beware! You're always fair game to the savage Flippers! **Hint:** Move into the corridors that contain Flippers. This way you can draw your opponent into shooting enemy Flippers for you. May the best Blaster win!



Tempest 2000 Only

In Tempest 2000 you'll find more enemies, but you also get amazing powerups to help you meet the challenge. You'll also find special keys, more difficult play modes and special bonus rounds.



Tempest 2000 Enemies

- Mutant Flippers** More hostile than Flippers and attack at a much faster speed.
- Mirrors** Reflect fire back in your face. Mirrors climb up the web and stop in front of you. The best way to destroy a Mirror is to fire repeatedly and dodge the shots. In Tempest Duel, you are also armed with Mirrors.
- Demon Heads** Very aggressive and extremely deadly. When you hit a Demon Head it's horns will fly off and head straight for your Blaster, so watch out!
- UFO's** Perhaps the most elusive of enemies, UFO's fly above the web and fire lightning bolts at your Blaster. To destroy a UFO, hit it as it comes up the web or jump above it and blow it back into the stratosphere.

Tempest 2000 Powerups

You will find a host of different weapons and tools scattered throughout each level. They fly from enemies when you destroy them. To collect a Powerup, simply move into it. Some of the different items you can collect:

- AI Droid** Helps you defend the web
- Jump Enabled** Gives you the ability to jump. You can still steer and shoot while jumping.
- Out of Here** Ends current web and gives you an extra 5000 points.
- Particle Laser** More powerful than standard shots
- Warp Bonus Token** Counts toward a bonus level and supplies you with an extra SuperZapper.
- Zappo 2000** 2000 points

Tempest 2000 Keys

You'll be awarded Keys for your high scores. When you pass Level 17 on Tempest 2000 you'll be asked to enter your initials. Keys will take you back to the last odd numbered web you completed. For example, if you complete Level 27 and are killed on Level 28, the Key will be set to begin at Level 27. If you died on Level 29, the Key will be awarded at Level 27 because that's the last odd number level completed. The game will save up to four Keys, so use them wisely.

Tempest 2000 Beastly Mode

If you have the skill, reflexes and raw talent you may be able to play The Beastly Mode. This is an option you receive after all 100 levels of Tempest 2000 have been completed. In Beastly Mode your shots come in much smaller bursts and travel much slower. The enemies are more intelligent and not only shoot faster but more often. The reward is greater points.

Tempest 2000 Warp Bonus Round

This is an easy way to rack up some serious points. When you get a Warp Powerup you'll get an instant, bonus SuperZapper, killing everything on the screen. Collect three Warp Powerups and make it past the warp and you'll not only earn the 20,000 bonus points, but you'll warp five levels ahead. There are three different warp types, each more mind-blowing than the previous one. You'll know when you get Warp Powerups because you'll see "Two more to Warp" when you get the first one. Go ahead, get warped!

Scoring

You can score in two ways: By destroying alien objects and by collecting bonus points for starting and completing levels. Points for destroying enemies are awarded as follows:

Spikes	10 points per hit
Spikers	50
All Tankers	100
Flippers, Mutant Flippers and Demon Heads	150
Pulsars	200
Fuseballs, Mirrors and UFOs	250, 500 or 750

Troubleshooting

I can't get Tempest 2000 to work on my PC.

Be sure your system meets the minimum system requirements needed for *Tempest 2000* (see **Installation**)

There's not enough memory to load Tempest 2000.

See if there's any way to reallocate your computer's memory using virtual memory, RAM cache, etc.

I can't hear the music and/or sound effects.

Be sure your sound card is configured correctly and *Tempest 2000*'s settings match those of your sound card. If there isn't enough memory available, sound may also be affected. Also, sound effects do not play in a Windows® '95 environment.

Can I play Tempest 2000 in Windows '95?

Tempest 2000 will run under Windows '95 with full sound if you restart your computer in MS-DOS mode.

I loaded Tempest 2000 but now it won't play.

If all else fails, delete *Tempest 2000* from your hard drive (see **Uninstalling Tempest 2000**) and start over.

I get an error code and can't continue when I try to start Tempest 2000 without the CD in the drive.

If you have a Trac CD ROM drive you will get an error message if the *Tempest 2000* CD is not in the drive when you attempt to start the game. Put the *Tempest 2000* CD in the drive and start again.

Tempest 2000 is incompatible with:

- Matrox MGA Impression™ video card
- Media Magic 16™ sound card
- Viva Maestro™ sound card
- Diamond Sonic Sound 11™ sound card
- Oak Mozart 16™ sound card
- Microsoft Sound System™ sound card
- Contact the manufacturer for the latest drivers

Tempest 2000 Credits

Original game design

Jaquar version

Bitmap artwork

Tunes

Voices

Producer

PC Conversion

PC Conversion

Artwork

Music and Sounds

Lead Tester

1st Associate Lead Tester

Game Testers

Producer

Executive Producers

Product Marketing Manager

Creative Services

Dave Theurer

Yak

Joby

Imagitec Design

Ted and Carrie Tahquechi

John Skruch

Imagitec Design, Inc.

John Carlyle, Steve Cullen, Richard Clark,

Jamie Irvine, Lee Garrett

Shaun McClure, Steve Noake, Andy Noble

Ian Howe

Dan McNamee

Tal Funke-Bilu

Hank Cappa, Jody Cobb, Grant Collier,

Scott Hunter, Eric Johnsen, Lance

J. Lewis, Leonard Sayers, Joe Sousa

Bill Newsham

Martin Hooley, John Skruch

Jeanne Winding

Greg LaBrec, Trish Ward, Beeline Group

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Atari will make every effort to satisfy its customers under the terms of this warranty. Terms and conditions are valid only within the country of original sale.

Address all correspondence to: Atari Interactive
P.O. Box 61657
Sunnyvale, CA 94089

Technical Support

If you've tried everything in this manual to install and use this software and you're still stuck, you can call Atari Interactive Technical Support at (408) 745-2000 Monday through Friday from 8:00 a.m. - 5:00 p.m. PST. Be sure to have your manual, be in front of your computer with the power on and have the following information:

Your computer configuration and system set up DOS and Windows® version number and publisher Sound and video card manufacturer and specifications Amount of memory: hard drive space, RAM, EMS, etc. Contents of CONFIG.SYS and AUTOEXEC.BAT Type and speed of your CD-ROM drive

CD Care

Take good care of your CD and it will last for a long time. To help keep your CD like new, remember the following:

- Keep your CD in its protective case when not in use
- Don't touch, scratch or bend the CD
- If the CD becomes dirty, contact your local retailer for appropriate disc cleaning supplies
- Do not leave it in direct sunlight or near any hot surfaces

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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