STARGATE*

FROM ATARISOFT™

Now, the Thrill of the Arcade Game at Home

TO LOAD:

TURN OFF your IBM Personal Computer (or compatible equipment). Insert the Stargate diskette into the default disk drive (usually Drive A).

TURN ON the Computer. Once the memory checks have been completed, Stargate will autoboot and start running.

GAME CONTROLS

KEY	ACTION
F1	Toggle between one and two players
F2	Adjust the joystick
F3	Choose a starting wave
F4	Reveal Stargate secrets
G	Play in Keyboard Mode
A1 Button	Play in Joystick Mode
Esc Key	Pauses the game. Any key restarts.
Scroll Lock	Quits the game.

In Joystick Mode

A1 button	Fires laser
A2 button	Fires a Smart Bomb
A1+A2	Inviso Cloaking Shields

In Keyboard Mode

A	Moves Upwards
Z	Moves Down
/	Stops vertical motion
–>	Thrusts to the right
<–	Thrusts to the left
Space	Fires laser
S	Smart Bomb
K	Hyperspace
L	Inviso Cloaking Shields

You find yourself in a time of turmoil where aliens fight tooth and nail over helpless humanoids left on the planet. By now, most have been taken hostage. Only you can save the last of the lost humanoid race. Better start looking for Stargate!

Stargate can lead you to the humanoid hostages. And, if you're carrying four or more humanoids, Stargate will warp you ahead **several** waves, earn you points, and replenish your supply of humanoids.

Proceed with caution . . . the aliens want the humanoids all to themselves!

First, there's the dreaded Dynamo. Dynamo manufactures deadly Space Hums—and dares you to dodge them!

Pods are the brains behind the alien operation. If you kill a Pod, it releases Swarmers—nasty, little ships that sail in your direction.

Bombers fly the skies to plant air mines, in case you slip up! There are Fire Bombers, too. They simply burn to fling fire balls at you. And, you can expect a Firebomber Showdown every attack wave that ends in zero.

Landers swoop down to snatch up humanoids. And stolen humanoids are re-programmed into Mutants. Watch out . . . Mutants understand you!

Yllabian Space Guppies fire at you with agility and speed from under their fins. Prepare for a Yllabian Dogfight every attack wave that ends in five.

And, even if you do put up a good fight, the Baiters and Phreds come out to finish you off. Phreds hatch Big Reds that hatch little munchies—miniature eating machines with great, big appetites.

Use your military intelligence. It informs you of planet instability and the number of remaining humanoids. There are more ways than one to defend the planet.

Smart Bombs will blow up every alien in sight, and still earn you points. Hyperspace is an easy but dangerous way out—it kills you 25% of the time. Your Inviso Anti-Matter Cloaking Shield will make you disappear. Anything that hits your ship will blow up! And, you can fire away with your **laser**. Every 10,000 points, you earn a new Inviso unit, Smart Bomb, and extra ship!

With your help, humanoids will see freedom again. Discover the key to Stargate and a whole, new world!

SCORING

POINTS	ALIEN DESTROYED	POINTS	HUMANOID RESCUED
50	Munchie	500	Returned to Earth
100	Hum	500	First one caught
100	Fire Bomb	1000	Second one caught
150	Lander	1500	Third one caught
150	Mutant	2000	Fourth one caught
150	Swarmer	2500	Fifth and subsequent ones caught
200	Baiter	2000	Per humanoid during warp
200	Phred	100-500	Per humanoid remaining at wave end.
200	Big Red		
200	Dynamo		
200	Space Guppy		
250	Bomber		
250	Fire Bomber		
500	Pod		

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