

BANDITS™



A FAST ACTION GAME FROM SIRIUS™

For The Atari 800 Computer
With 48K And One Atari 810 Disk Drive

BANDITS™

To Begin:

Boot the Bandits diskette in drive #1 as normal. (Keep the Bandits diskette in the drive throughout the game.) Any time after the title banner has appeared, press the START key to begin the game.

Joystick Control:

Bandits is playable with the left joystick controller (#1) only. Tilt the stick to the left or right to move your ship. Use the FIRE BUTTON to fire and tilt the joystick FORWARD to activate your shield. Tilt the joystick BACKWARD to turn shield off.

Convenience Controls:

START = Starts or restarts the game

ANY KEY = Pauses the game until another key is pressed

Levels Of Play:

Bandits has 28 levels of play; each level has a different group of items on the right side of the screen and features a unique combination of Bandits that go after your goods.

Ships:

You begin with 5 ships per game and are awarded a bonus ship every 5,000 points. An unprotected ship can be doomed by Bandit fire or by contacting the napalm bombs dropped by the Torrents.

Shields:

Your shield provides total protection and is dispersed in energy units. By pressing the shield activator once, you are protected for a single unit of time. By pressing the activator in succession several times, you are protected for several units of time. The Shield energy is totally replenished with each new ship and slowly replenished during sustained play.







Screen Display:

The amount of shield energy is monitored by an energy gauge located at the bottom of the screen. Displayed at the top of the screen is the present score, the high score and the number of ships remaining.

Scoring:

Score 100 points for each supply item remaining after obliterating all the Bandits in each attacking force. For every other level you advance, you'll pick up an additional 100 points for each remaining item until you reach a maximum of 500 points per item. If the Bandits steal all of your supplies, the game is over.

Points:

	Bandits	Points Alone	If Carrying Loot
	Menace	100	—
	Phalanx I	35	75
	Phalanx II	35	75
	Carrier	200	—
	Nuisant	50	—
	Torrent	75	150

Important:

If "BOOT ERROR" appears on the screen after booting, try the disk on another Atari 800 to verify that the disk is good. All of our disks are tested prior to shipping.

Sirius Replacement Policy: Sirius will replace any defective disk with a new one for \$5.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A., please include enough additional funds to cover return postage. The original disk must be returned for replacement.

Your job is simple enough, just guard the supplies on the lunar supply base. Sounds easy, huh? Well, wake up and have some coffee, partner! The name of this game is Bandits, remember? Surely you don't think you're going to stand around and scare off an occasional shop lifter. You see, every criminal in space is after your supplies and each has a uniquely devious method of trying to get them. For instance, the Phalanxes will come after you with heat-seeking bullets. The Torrents use napalm bombs to blow you away. And then, there are the Carriers that'll drag Nuisants on you in an effort to send you to an early retirement.

Armed with a mobile laser gun and protected by a limited amount of shield energy, you score by blasting these greedy galactic pickpockets into cosmic dust. The more of them you blast, the higher your score, but the quicker the Bandits attack. Get ready for some non-stop action.

DESIGNED AND PROGRAMMED BY TONY AND BENNY NGO

Written In Assembly Language
Requires An Atari 800 Computer
With 48K And One Atari 810 Disk Drive
Playable With Left Joystick Controller

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