A GAME PROGRAM FOR
ALL ATARI COMPUTERS

ATARI HOME COMPUTER

FINAL LEGACY™

The 3-Front War Game

GENEVA, Switzerland 01/01/2001 . . . NUCLEAR DISARMAMENT TALKS BETWEEN EAST AND WEST WARMONGERS BREAK DOWN. . . GOVERNMENT LEADERS PREPARE FOR WAR.

WASHINGTON and MOSCOW 01/02/2001 . . . Over two million demonstrators, calling themselves "Patriarchs," gathered today to protest "the Warmongers' determination to destroy the world."

WASHINGTON 01/05/2001 . . . The East and West Warmongers' today launched simultaneous attacks on each other's missile bases, arsenals, and major population centers. "There will be no survivors," say their leaders. "Our intention is to win this war, even if it means turning the earth into a dead zone."

LARSEN ICE SHELF, GRAHAM LAND PENINSULA, Antarctica 01/06/2001 . . . SURVIVING PATRIARCHS LAND IN SUB-ZERO TEMPERATURES.

NORK, Antarctica 05/30/2051 . . . PATRIARCHS PICK UP RADIO SIGNALS FROM THE DEAD ZONE.

Surviving Patriarch colonists intercepted radio communications today from missile sites in the Dead Zone. Informed sources believe that the sites, programmed to continue the war begun but never finished by Warmongers 50 years ago, will soon strike major Patriarch outposts.

NORK, Antarctica 06/1/2051 . . . ARMING OF NEW BATTLESHIP **LEGACY** COMPLETED. THE **LEGACY** TO SET SAIL FOR THE DEAD ZONE.

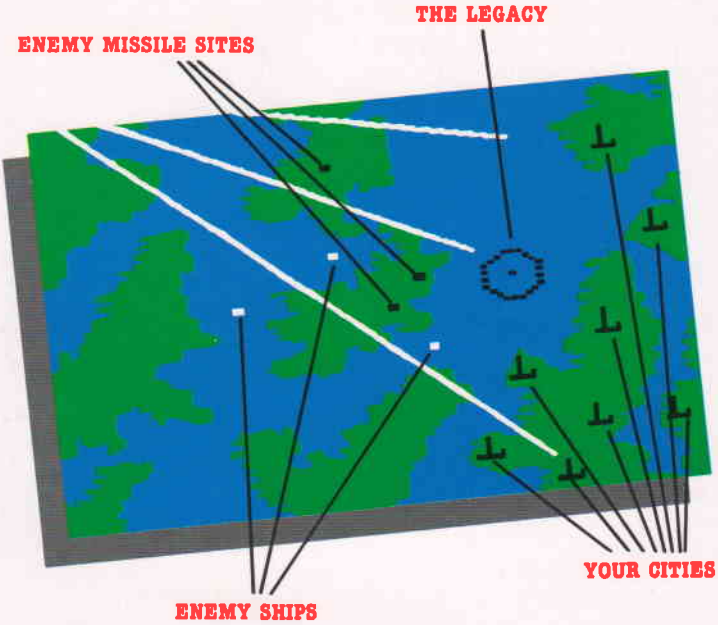
GAME PLAY: THE PATRIARCHS STRIKE BACK

Weigh anchor at the turn of the tide! You must sail the **Legacy** into the Dead Zone and knock out all the Warmongers' missile launcher sites. But beware of fire from enemy ships as you sail through the foam.

This is a three-front war. You must fight the enemy on land, in the air, and at sea. And while you're battling the Warmongers far away from home, you must also protect your cities from destruction by the deadly enemy missiles—launched whenever your ship strikes an enemy missile site.

Your ship must destroy 8 to 16 missile sites and battle 3 to 7 enemy ships, depending on the game level. On every level above ENSIGN—from LIEUTENANT through FLEET ADMIRAL—4 to 14 sites are hidden from view. You can uncover them only by sinking enemy intelligence ships. You must defend 8 cities—NORK, BEGIN, LUND, BON, KYO, LIBERTY, KENDALL, and WARN.

Prepare for a long and lonely voyage—FINAL LEGACY is a one-player game.



PREPARE FOR BATTLE

Insert the FINAL LEGACY cartridge in your ATARI® computer and turn on your computer.

Plug a joystick controller into controller jack 1. Plug a TRAK-BALL® Controller into controller jack 2 for optional use in the Sea-to-Air Mode.

Press START, OPTION, or SELECT to get to the game options screen.

Press the SELECT key to choose a game level—ENSIGN, LIEUTENANT, CAPTAIN, VICE ADMIRAL, ADMIRAL, or FLEET ADMIRAL.

Press **R** to choose a right-handed game. Press **L** to choose a left-handed game. Position the fire button to the upper left side (right-handed); or the upper right side (left-handed).

Press START to begin the game.

Begin each game in the Command mode. Move your joystick to highlight the battle mode you want—forward for Navigation, back for Torpedo, right for Sea-to-Land, or left for Sea-to-Air—then press the fire button to enter that battle mode. Press the space bar to return to the Command mode.

Press OPTION, SELECT, or START to pause in the middle of a game. Press OPTION to resume play or START to begin a new game.

Press START, OPTION, or SELECT to return to the game options screen.

MODE SELECTION: HOW TO WIN ON THE HIGH SEAS

As you sail toward the enemy missile sites, you must execute your war strategies by switching from one battle mode to another—Navigation, Torpedo, Sea-to-Land, or Sea-to-Air. Always return to the Command mode before switching battle modes.

NAVIGATION

In the Navigation mode, carefully steer the **Legacy** into enemy territory—toward enemy missile sites—or back to your cities for refueling. You use up fuel only when you're in the Navigation mode.

Always begin each new game in this mode. Move your ship to within range of enemy missile sites, enemy ships, or cities. The circle around your ship must be touching the target or destination before you

can blast a site or an enemy ship, or before you can dock for refueling.

The Warmongers left behind three types of enemy ships:

WAR SHIPS chase you through the seas. They're the most dangerous, because they have the greatest firepower. But if you sink them, you'll decrease any damage done to your own ship by 5 percent.

HUNTER SHIPS also chase you, but they have less firepower than WAR SHIPS.

INTELLIGENCE SHIPS are the only ships that never chase you. You'll find them sailing in the right half of your screen. INTELLIGENCE SHIPS have less firepower than either WAR SHIPS or HUNTER SHIPS. They're particularly valuable to you because, if you sink them, there's an 80 percent chance these ships will uncover hidden enemy missile sites for you.

TORPEDO

Enter the Torpedo mode to fire on enemy ships and save your ship from a direct hit by their missiles.

Use your joystick like a helm—to move your ship forward, back, right, or left. Move the bow of your ship away from the line of fire to avoid a direct hit. The number directly below your bow indicates the percentage of damage done to your ship.

To blow up an enemy ship, first use the 360-degree scanner below the bow to locate the enemy ship, lining up the blip with the center to get the ship in view. Press the fire button to fire your torpedoes.

The range is clear when you see the NO SHIPS message on the screen.

Remember, the enemy can fire on you in any mode. So if you hear a whistling sound, don't be left rudderless! Go directly to the Torpedo mode.

SEA-TO-LAND

Use this mode to blow up enemy missile sites or to refuel at one of your cities.

BLASTING MISSILE SITES:

To blast enemy missile sites, use your scanner to locate the mobile missile launchers, move your joystick to position the cross hairs until they touch the target, and press the fire button.

Remember that the enemy will send missiles toward your cities as soon as you attack one of their sites. Watch TIME TO IMPACT on your screen for the number of seconds remaining before your city will be hit.

REFUELING:

At the higher game levels, check your fuel supply regularly. If it's below 100, dock at the nearest city for refueling. Using the Navigation mode, move your ship until it's within range of a city, then enter the Sea-to-Land mode. When you see the DOCK FOR REFUELING message on your screen, ease the cross hairs directly to the base of the city. Wait until the refueling is completed, unless your ship or one of your cities comes under attack. **Never exit by pressing the fire button while the cross hairs are lined up with your city, or you'll destroy the city!**

SEA-TO-AIR

Use this mode to save your cities from enemy missiles. If you hear a series of six buzzes, one of your cities is under attack.

In the Sea-to-Air mode, you're controlling a weapon satellite over the city under attack. Use your joystick (or TRAK-BALL) to locate your target with the cross hairs, then blast the enemy missiles with your fire button before your city is destroyed.

If a missile gets by you but isn't close enough to destroy the city, the REFOCUSING message flashes across the screen, your remote camera refocuses to short range, and you get another chance to fire.

STRATEGY TIPS: VICTORY AT SEA

► Your primary mission is to destroy enemy missile sites. Don't waste too much time on naval battles.

► Try to destroy the missile sites closest to your cities first.

► At the higher levels, you may not have time to destroy every missile in a site before switching to the Sea-to-Air mode and refocusing your camera before the enemy blasts your city.

► If you're about to run out of fuel, don't wander too far from a city.

► As the enemy ships follow closely behind you, lead them dead ahead into a beach. They'll crash into splinters against the reefs.

► Intelligence ships always move toward a city, even if that city is destroyed.

► In an emergency, press the space bar to exit from a battle mode. Use this alternative maneuver in the Sea-to-Land mode, for example, when you're refueling and must switch quickly to the sea-to-air mode.

► Try not to get seasick.

DIFFICULTY LEVELS

As your ship cruises through higher and higher levels, you'll encounter more enemy ships and missile sites. Don't be fooled by the number of missile sites shown on your screen—the higher the level, the more hidden sites you'll have to uncover deep in enemy territory. The number of enemy ships listed below is the number at the beginning of a battle. You'll encounter more ships as you proceed through the game.

LEVEL	TOTAL SITES	HIDDEN SITES	ENEMY SHIPS
ENSIGN	8	0	3
LIEUTENANT	10	4	3
CAPTAIN	12	7	5
VICE ADMIRAL	16	12	5
ADMIRAL	16	13	5
FLEET ADMIRAL	16	14	7

SCORING

You win more points per target at the higher game levels.

In the Sea-to-Air mode, missiles at the center of the screen are worth more points.

In the Torpedo mode, ships further away from you are worth more points.

MODE	TARGET	POINTS
TORPEDO	Intelligence Ship	250
	Hunter Ship	550
	War Ship	750
	Bonus for hitting distant ship	0 - 400
SEA-TO-LAND	Missile launcher	1000
	Bonus for destroying entire missile site	5000
SEA-TO-AIR	Missiles	25 to 175 depending on size

BONUS FOR WINNING GAME

You win bonus points according to the percentage of your ship and your cities that you've saved from destruction. You win a maximum of 99 points per city, even if your city is 100 percent intact.

Your bonus points are multiplied by 100 to 600 points, depending on the game level

ATARI
Printed in Taiwan
© 1987 Atari, Corp.
All rights reserved.
Designed by Chris Horseman and Dan Oliver
Audio by Brad Fuller

Reproduction of this document or any portion of its contents is not allowed without specific written permission of Atari, Corp.
Sunnyvale, CA 94086
C014189-67/A Rev. A
Programming and Computer Graphics by Dan Oliver