

YARS' REVENGE



TERMINOLOGY

YAR

Fly simulator under direct user control.

ENERGY MISSILE

Missile shot by Yar, removes cells.

QOTILE

Laser-base like object on right side of the screen, behind the shield.

SHIELD

Energy shield protecting the Qotile, composed of cells.

CELLS

Elements of which shield is composed.

DESTROYER MISSILE

Guided missiles put out by Qotile to destroy Yars.

ZORLON CANNON

Pulsing, scintillating fireball, appears on left side of screen and traversing the screen horizontally.

SWIRL

Whirling pinwheel fired by the Qotile to destroy Yars.

NEUTRAL ZONE

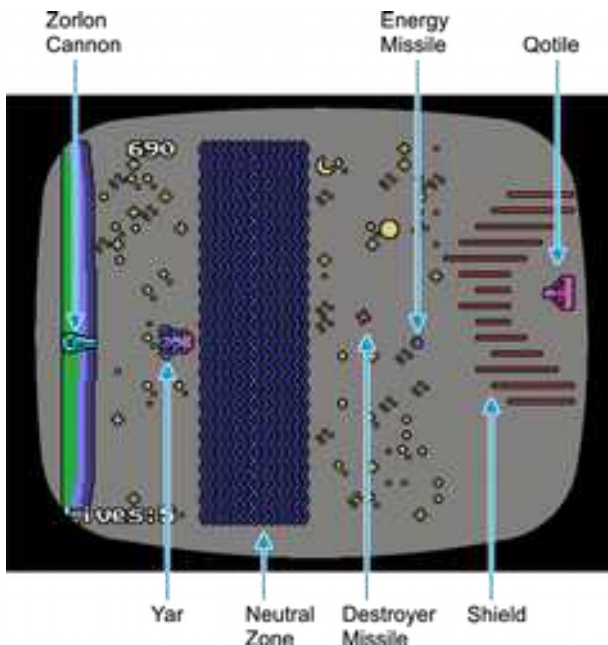
Glittering path down the center of the playfield.

When in the zone, a Yar cannot operate fire commands, and cannot be harmed by Destroyer Missiles. However, the Yar can be destroyed by a Swirl in the zone.

GAME PLAY

The primary objective of the game is to break a path through the shield, and destroy the Qotile with a blast from the Zorlon Cannon. The secondary objective is to score as many points as possible.

The shield is the red area in front of the Qotile base. It appears in one of two shapes, as an arch, or a shifting rectangle. The shield is made up of cells. The Yar scout can destroy these cells by firing at them with energy missiles, from any location on the playfield, or by devouring them on direct contact. (The Zorlon Cannon can also be used to destroy the cells, but this is a waste of a powerful weapon.)



Once a path has been cleared through the shield, the Zorlon Cannon must be used to destroy the Qotile. To call up the cannon, the Yar can either eat a cell, or run over the Qotile.

The Zorlon Cannon appears on the left side of the playfield, and moves in a direct line with the Yar. This means the Yar is in its

line of fire. It is important therefore, to aim the cannon at the Qotile, fire it, and fly out of the way fast!

The Qotile shoots off two weapons: Destroyer Missiles and Swirls. The Destroyer Missiles come in a more or less constant stream, one at a time. The Yar must do his best to dodge them. Periodically, the Qotile transforms into a Swirl. This Swirl winds up and rushes off after the Yar. A Swirl can be destroyed with the Zorlon Cannon by hitting it either at its base location, or in mid-air.

The glittering path down the center of the screen is the Neutral Zone. This area will protect a Yar from Destroyer Missiles but not from Swirls. While in the Neutral Zone, a Yar cannot fire any energy missiles of his own.

When a Yar is hit by a Destroyer Missile, a Swirl, or his own Zorlon Cannon, he dies.

USING YOUR CONTROLLERS

The Yar will move in whatever direction the Control Stick is pushed. The screen "wraps" from top to bottom, bottom to top. This means that if you fly the Yar off the top of the screen, it will appear at the bottom, and vice versa.

Any Side Button can be used as fire button. They have two separate firing functions: it will fire an energy missile in the direction the Yar is pointed, or operate the Zorlon Cannon when it is on the screen.

TRIVIA

Yars' Revenge was released for the Atari 2600 in 1982. It was created by Howard Scott Warshaw. The game began as a port of the game Star Castle. However, Warshaw realized the 2600's limitations would not allow for an accurate port so he readapted the concept into a new game.

Warshaw "liked secret messages and hidden ideas" and thus inverted the name of Ray Kassar, then CEO of Atari, to become the titular Yar race and its planet Razak. Warshaw wanted to call the game Yars' Revenge and so lied to one marketing employee that the CEO had approved the name. He then swore that employee to secrecy, assuming "This guy is going to run back and tell everyone."

CREDITS

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YARS' REVENGE





THE RAZAK SOLAR SYSTEM

