

Activision Classics Atlantis FAQ

by mike tru

Updated to v1.10 on Feb 23, 2002

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                        Atlantis
                        Atari 2600
                        FAQ
                        Version 1.10
                        Mike Truitt
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Contents:

I	About this FAQ
II	Version History
III	Game Modes
IV	Strategy
V	Scoring
VI	Enemy List
VII	Notes & Thanks

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I                          ABOUT THIS FAQ
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II                         VERSION HISTORY
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Version 1.00 Started as well as completed the whole FAQ, odds are there
~~~~~ will be no more updates added on to this FAQ unless my  
e-mail changes altogether.

Version 1.10 Added the "Armageddon" ship to the Enemy List section of the  
~~~~~ FAQ, apparantly I had forgotten it when I was typing it up.

Last Updated: Sunday, February 3, 2002 (Super Bowl Sunday!!!)
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III                        GAME MODES
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1 Player Easy  
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This, quite simply is the easiest difficulty setting of the game. The ships are the slowest out of any of the other levels of the game. The planes themselves are also much less aggressive than any of the other levels of the game. Simply put, this mode is for beginners only.

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1 Player Normal  
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As opposed to the Easy mode, the enemies are a bit faster and they come out swinging. You will have to learn how to use more than one of your guns at a time to be any good at this level of play.

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1 Player Hard  
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As the name implies, this is the hardest mode of the game. The ships come out with their engines juiced and they are starting to taste blood, and they want much, much more of it. The only question is, can you handle it?

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IV STRATEGY  
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In order for you to get high scores, you have to have some strategy involved, otherwise, you will not even know what hit you before you get your head blown up.

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Your Pods  
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The first thing that you will see are three pods on the screen, one on the right, one in the middle, and one in the center of the screen. Each one of your pods has a gun attached to it. To shoot the gun, you will need to hit the Action button. This will only shoot the middle pods gun. To shoot the gun of the pod on the right, hold Right as you shoot, and the left for the left. Both the right and the left pod shoot towards the opposite corner of the screen. Should you loose one of your pods when the killer enemy comes, a new pod should be given to you after you score 5000 points.

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The Enemy  
??????????

Not soon after you start off, there will be planes that fly across the screen in either direction. These planes are your enemy that you must shoot down. There is only one kind of plane that will shoot down at you, and those rarely come across the screen. However, when they do, they will be fast and you will have to shoot it down using one of the side pods. Preferably the one nearest to the side of the screen that it came out of. If you do this, then you will not loose any of your pods. However, if you do not, then the center pod will be blown up and you will have to stick to using the side pods in order to kill. Should another killer enemy come around before you recieve a new pod, then you must shoot it down or else the game is over.

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Shooting Plan  
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As there are with any shooting game, there is usually a pattern that is followed, or a basic strategy that should

work most of the time... It may seem simple, but the first thing that you will want to do is just come out shooting with your center pod. Since the guns are not automatic then you will miss a few of the enemy planes. When this happens, use the side pod (the one that is on the side of the screen that the plane came out from) to shoot it down. This should take care of almost nine out of ten planes. You will have to watch out for low flying planes, because these planes are the killer planes. As soon as one of these planes pops up, you must shoot it down using the pod closest to the one that is closest to the side it came out from. Following this basic pattern should keep you alive for a very long time.

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V SCORING
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Other than the sheer bragging rights, there is not too much point to scoring high. If you do loose one of your planes than you will need to score 5000 points to recieve a new one. My personal high score was 376 900 points, and I challenge anybody to beat it! (Superiority complexes ROCK!!!) Each one of the planes has a designated point value, these point values will be listed in the ENEMY LIST section of this FAQ.

If you are trying to score a huge score, then you should try using your side pods as much as possible, because those pods double the score that you would recieve normally.

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VI ENEMY LIST
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Table with 5 columns: #, Plane Name, Point Value, Speed, Visual Description. Rows include Star Trek, Long Plane, Stealth, and Killer.

| 5 | Armageddon | None..... | 6/10 | This plane only appears |  
| once you have lost the |  
| game. It is kind of an |  
| "In your face" type of |  
| feature. |  
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VII NOTES AND THANKS  
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A large thank you goes out to every person who has read this FAQ and helped them out. Another thanks goes out to all of the webmasters that host this FAQ on their site.

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