Getting Started

With your TV turned on, insert the Pleiades cartridge into your Atari 2600 as explained in your user manual, and then turn on your console. The Pleiades title screen will appear.

Press RESET or the joystick fire button to start. Press SELECT to choose a game mode (as indicated by the number at the top left of your screen).

Game 1 plays all waves in story order, giving an extra ship on completion of each full cycle. Games 2, 3 & 4 allow you to play each wave exclusively, rewarding an extra ship on completion of each screen.

The LEFT DIFFICULTY switch in position A plays a normal game, while position B lets you practice with an infinite amount of craft at your disposal.

The Color/B&W switch can be used to pause (B&W) and unpause (Color) the game.

Gameplay

Pleiades features 3 distinct game scenarios, though the control is the same for each:

Joystick left and right move the craft while the fire button fires your laser cannon.

Your remaining craft (lives) are shown at the bottom left of the screen. When all are exhausted the game ends and your high score is displayed at the top right.
Wave 3: LANDING

"You did it! You actually did it! Well done, Sir. Now get down here, more invaders are on the way and we need to fix all that damage you've done to our best ship!
You're cleared to land, watch out though, we have a lot of debris down here.
Your autopilot is offline, you'll have to guide it in manually."

Guide the ship to the docking point at the top of the screen. Don't stray from the runway area and don't hit anything!

Score:
200 points and an extra ship on landing. One flag is worth 50 points, the other just 30.

About Pleiades
Pleiades (also known as Pleiads) started out as a coin-op by Centuri, kind of an unofficial sequel to Phoenix. The game was converted for home release on the ill-fated Emerson Arcadia and, following the system's demise, was also programmed for the Atari 2600. This version was never released...until now.

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