

PLAN B: New Earth

GAME PROGRAM

INSTRUCTIONS



Atari 2600 Game Program by
Artisan Retro Games 2025

After Years of Searching...

...We have found a New Earth

...But can we survive there?



Humanity lost Earth years ago to a ruthless armada from an unknown galaxy. Our warriors fought bravely but in the end, we had to abandon mother Earth and escape into the vast blackness of space.

In our years of searching, we have never found a suitable planet to start a new life. Patience paid off, and just in time, as provisions were low and hope was even lower.

This could be our new home. We could start new cities and terra-form this world into our own.

...Or so we believed.

The decent to the surface will take all the skill our pilots can muster, even then, many will not make it, scattering precious cargo and stranding our citizens into the dangerous sky. 200km to the surface might as well be a thousand.

Once there, the struggle is not over. Although you might have saved a few of our crew on the way down, our cities are left vulnerable and drained. You must collect and return enough supplies to power our city's protective shields. The native creatures on the surface and air not happy we are here. Hold back the indigenous dangers. Time is of the essence.

So... are you brave enough to pilot the next shuttle and descend to the surface and pilot the Rover? Do you have what it takes to defend and replenish our vulnerable Cities?

Will you be the hero and help humanity's foothold on **NEW EARTH?**

Thank you brave pilot. Your training on the NE-01 Shuttle and Rover has prepared you for this day. Your Shuttle is fully charged and armored for your descent and transformation into land Rover mode.

Thrust control, Photon missile and Tractor Beam all use precious energy. Use them wisely. Your mission is to descend to the surface and land safely, picking up as many stranded Space-citizens as the Shuttle can hold. You will encounter many dangers. Many have failed. We have reports of some kind of space Vulture that emits high power sonic waves and lightning clouds full of strange energy. Maybe there is some way to tap into that power?

Once landed, the saved citizens will bring their supplies to the City. This gives us a head start to fully power up its reactors and shields. You must find more supplies and bring them to the City. Some are on the ground and others, more powerful, float down from previous, but sadly, failed landing attempts.

When powered to 100%, the City finally safe, and you will be called on again to help the next city. Be ware, as you progress, the skies will become more treacherous and the native creatures awoken to your presence.



Save our Cities

Descend 200km and save as many as you can..

...Make a safe landing... then...

Defend and Resupply the City...

...You are New Earth's Best Hope.

SHUTTLE CONTROLS

LEFT and RIGHT move your Shuttle horizontally.

Uses little energy

UP provides thrust and starts the Shuttle ascending.

This costs energy

NEUTRAL and the shuttle coasts and starts descending

Down and the Shield is activated.

This costs energy

Press **FIRE** to launch a photon missile. These also use up energy.

Avoid everything! If you are hit, your shuttle is damaged. Running out of Energy or taking on too much damage and you won't survive the landing.

You must land between the uprights on the landing pad.

ROVER CONTROLS

LEFT, RIGHT, UP and DOWN move the rover

Press and release **FIRE** to shoot a small Photon Missile

Uses little energy

Press **FIRE** and **UP** to raise the Tractor Beam.

This costs energy

Release to lower the Tractor Beam.

Use the tractor beam to pull in the Supplies drifting down before the chute fails. These have Power that the City needs.. Get it there fast.

If the supplies drop from the sky, they still have some value. Red boxes have half power, Green restore the rover's health and blue, it's energy.

In later levels, The Rotor will appear above the Forest. Find it and it will come to you and automatically seek out supplies. Guide the Rotor to the city and get a maximum power recharge.

Plug the joystick into the Left Joystick port to control the Shuttle and Rover
Left Difficulty to A will skip the first few easy levels.
Right Difficulty to A will enable the Auto-Land feature
B/W will pause the game.

POINTS

Person saved	200pts
Unused Health	10pts
Meteors Destroyed	50pts
Sonic Vultures Killed	100pts
Worm Burner Killed	50pts
Chomper Killed	50pts
Spitter Killed:	200pts
City Saved	1000pts
Safe Landing	1000pts (No points for Auto-Landing)



Points increase in later Cities

- 2X for City 3 & 4
- 4x for City 5, 6 and 7
- 6x for all remaining Cities

DESCENT PHASE OBJECTS



Shuttle



Meteor



Comet



Lava



Spaceman



Sonic Vulture



Energy Cloud



Landing Pad

Shuttle Status

Altitude

Shuttle Energy



LAND ASSAULT PHASE OBJECTS



Dragon Plant
a.k.a
City Killer



Parachute & Supplies



Bat

Containers



Power



Rover



Chomper



Worm Burner



Spitter



Energy



Health



Rotor

Rover Health

City Strength

Rover Energy



Here at **Artisan Retro Games**, we think exploring and finding "little secrets" is all part of the fun...but if you want some head start or spoilers, read on...

1. You can fit up to 10 lost spacemen in the Shuttle. They will use their reserve supplies to help power the city.
2. As the wave progress, your spacemen need to use the supplies they carry to survive. They will have less to give to the City when you land.
3. During the descent, there are a few "quieter" spots where it's safer to hover and pick up those lost souls.
4. At some altitudes it's safer to be descending fast (at the bottom), but not at all altitudes and not in later waves.
5. Some things can be destroyed with the shield.
6. Those clouds pack a LOT of energy... I wonder what would happen if it was hit with a bit more? Will the shield protect the Shuttle?
7. The Tractor beam is great for picking up the parachute supplies, but what else can it do?
8. Some creatures might be scared of the Tractor beam.
9. Energy containers are barely stable.. don't accidentally shoot them
10. You only have one shot at the Spitter as it runs away. Be ready.
11. If there is no Parachute on screen, go check the other screens quickly
12. Your Rover can carry up to 15% Power Charge. There's a way.
13. The Roto Drone can carry another 20%
14. Watch your Rover Energy.. the Tractor can take a lot quickly.
15. You must hit the supplies with the tip of the Tractor beam, on the way up or down.
16. The Cities change color to indicate each wave:
Pink, Purple, Grape, Blue, Sky, Aqua, Teal, Green, Lime, Olive
16. The end screen gives a hint on what the third and final installment of the PLAN B trilogy might be.
17. Is there anything above 200Km?



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