

ATARI[®] PROGRAM exchange

ANTHILL
by
Steve Bittrolff

USER INSTRUCTIONS
(5/01/81)

USER-WRITTEN SOFTWARE FOR ATARI PERSONAL COMPUTER SYSTEMS
(APX-10024)
(APX-20024)

TRADEMARKS OF ATARI

The following are trademarks of Atari, Inc.

ATARI
ATARI 400 Home Computer
ATARI 800 Home Computer
ATARI 410 Program Recorder
ATARI 810 Disk Drive
ATARI 820 40-Column Printer
ATARI 822 Thermal Printer
ATARI 825 80-Column Printer
ATARI 830 Acoustic Modem
ATARI 850 Interface Module

ANTHILL

by

Steve Bittrolff

USER INSTRUCTIONS

© COPYRIGHT 1981 Atari, Inc.

Copyright and right to make backup copies. On receipt of this computer program and associated documentation (the software), ATARI grants to you a nonexclusive license to execute the enclosed software and to make backup or archival copies of the computer program for your personal use only, and only on the condition that all copies are conspicuously marked with the same copyright notices as appear on the original. This software is copyrighted. You are prohibited from reproducing, translating, or distributing this software in any unauthorized manner.

INTRODUCTION

GAME OVERVIEW

You and a friend are at the bottom of a subterranean anthill. The air is thinning out rapidly. Enough of this exploring, you say to each other, it's time to split!

You decide to race each other to the top. The first up, wins. But to win, you'll have to combine a sharp eye, quick reflexes, and strategic planning. It's not simply a matter of tracing the quickest path and using your joystick to get yourself up to the top. This anthill happens to be at a construction site, and so paths open and close in the maze as the earth shifts under the weight of the heavy machinery. You could make it up to the last layer only to find yourself trapped on all sides! Then you can wait patiently, hoping a path will reopen soon, or you can admit temporary defeat, push the red button on your joystick to position yourself back at the bottom of the maze, and start off again.

To make matters even worse, a frantic blue ant scurries around the maze trying to keep you both from deserting him. If he zaps you, you're involuntarily thrown back to the bottom and your struggle begins all over again.

Luck will help you a little in ANTHILL, but mostly you must rely on skill!

REQUIRED ACCESSORIES

8K RAM for cassette version
16K RAM for diskette version
ATARI BASIC Language Cartridge
ATARI 410 Program Recorder for cassette
ATARI 810 Disk Drive for diskette
ATARI Joystick Controllers

GETTING STARTED

SETTING UP

1. Plug your joystick controllers into the first and second controller jacks on your computer console.
2. If you have the cassette version of ANTHILL:
 - a. Insert the game cassette in the program recorder, press REWIND, and then press PLAY.
 - b. Type CLOAD and press the RETURN key twice.
 - c. After the game loads into RAM, you'll see the READY prompt. Type RUN and press the RETURN key.

If you have the diskette version of ANTHILL:

- a. Turn on your disk drive and insert the game diskette.
- b. Power up your computer and turn on your video screen.
- c. At the READY prompt, type RUN "D:ANTHILL" and press the RETURN key. If you're using more than one disk drive, remember to follow the device initial (D) with the number of the drive containing ANTHILL (e.g., RUN "D2:ANTHILL" for disk drive two). The game will load into RAM and start.

FIRST DISPLAY SCREEN

Your video screen will contain the scoring display and the copyright notice:

```
          ANTHILL
          BLUE      GREEN
           0         0
          PRESS START TO PLAY
          COPYRIGHT 1981 ATARI
```

SCORING CHOICES

Before beginning the game, decide whether the winner is the leader after a set number of rounds or whether the winner is the first to earn a set number of points. For example, the winner could be the one with more points at the end of five rounds. Or, the winner could be the first to reach 50 points.

HOW TO START

Position your joystick controller so that the red button is at the upper left-hand side, towards your video screen. Now press the START key to begin playing. The maze will build and change before your very eyes. Don't just stand there...get going!

PLAYING ANTHILL

Move your joystick forwards and backwards, left and right to move your marker in the corresponding direction through the maze toward the top.

You'll see a blue ant flitting around, opening and closing pathways. If this ant lands on you, you'll hear a short beep of gloating victory and find yourself back at the bottom of the maze. (Drat it!)

Sometimes you'll become trapped in the maze, with no open pathways. You can wait it out, if you're lazy. On the other hand, you can push the red button on your joystick controller to bounce yourself back to the bottom of the maze and start over. Sometimes a temporary setback pays off in the end!

The first to break through the top of the maze wins.

HINTS

You never know when a path will open, so constantly scan different parts of the maze.

Try to box your opponent into a corner so that you have the better chance of getting through an opening first.

SCORING

Your score depends on how many levels ahead of your opponent you are when you break through the top. For example, if you're five levels (rows) ahead, you earn five points. The maximum possible score per round is 22 points, for the maze's 22 levels. If you both reach the top simultaneously, neither earns points for that round.

PLAYING MORE ROUNDS AND RESTARTING THE GAME

To play another round with your scores accumulating, press the START key.

To restart the game with the score display reset to zero, first press the the OPTION key to erase the score, and then press the START key to begin playing.

DISCLAIMER OF WARRANTY AND LIABILITY ON COMPUTER PROGRAMS

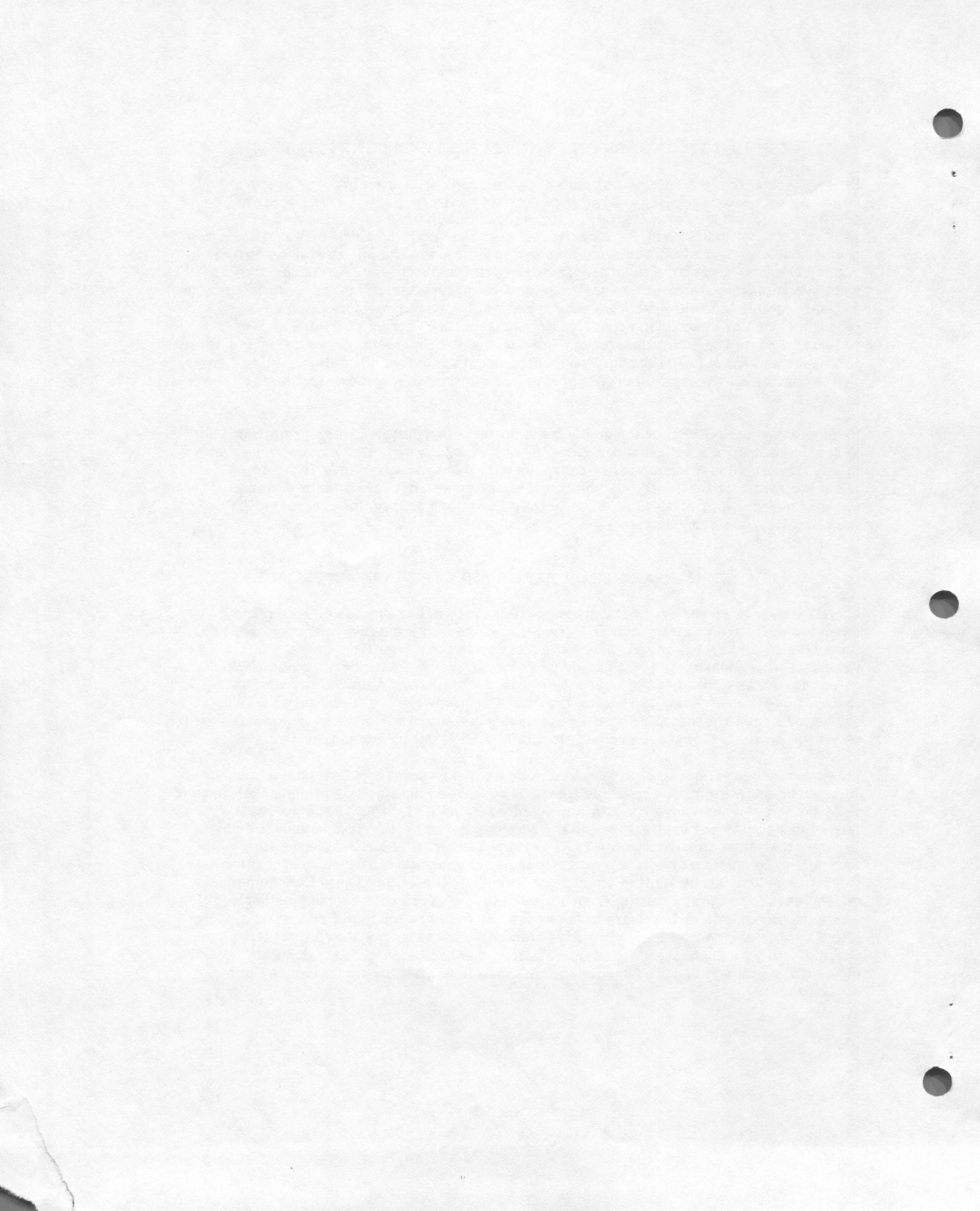
Neither Atari, Inc. ("ATARI"), nor its software supplier, distributor, or dealers make any express or implied warranty of any kind with respect to this computer software program and/or material, including, but not limited to warranties of merchantability and fitness for a particular purpose. This computer program software and/or material is distributed solely on an "as is" basis. The entire risk as to the quality and performance of such programs is with the purchaser. Purchaser accepts and uses this computer program software and/or material upon his/her own inspection of the computer software program and/or material, without reliance upon any representation or description concerning the computer program software and/or material. Should the computer program software and/or material prove defective, purchaser and not ATARI, its software supplier, distributor, or dealer, assumes the entire cost of all necessary servicing, repair, or correction, and any incidental damages.

In no event shall ATARI, or its software supplier, distributor, or dealer be liable or responsible to a purchaser, customer, or any other person or entity with respect to any liability, loss, incidental or consequential damage caused or alleged to be caused, directly or indirectly, by the computer program software and/or material, whether defective or otherwise, even if they have been advised of the possibility of such liability, loss, or damage.

LIMITED WARRANTIES ON MEDIA AND HARDWARE ACCESSORIES

ATARI warrants to the original consumer purchaser that the media on which the computer software program and/or material is recorded, including computer program cassettes or diskettes, and all hardware accessories are free from defects in materials or workmanship for a period of 30 days from the date of purchase. If a defect covered by this limited warranty is discovered during this 30-day warranty period, ATARI will repair or replace the media or hardware accessories, at ATARI's option, provided the media or hardware accessories and proof of date of purchase are delivered or mailed, postage prepaid, to the ATARI Program Exchange.

This warranty shall not apply if the media or hardware accessories (1) have been misused or show signs of excessive wear, (2) have been damaged by playback equipment or by being used with any products not supplied by ATARI, or (3) if the purchaser causes or permits the media or hardware accessories to be serviced or modified by anyone other than an authorized ATARI Service Center. Any applicable implied warranties on media or hardware accessories, including warranties of merchantability and fitness, are hereby limited to 30 days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties on media or hardware accessories are hereby excluded. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. Some states also do not allow the exclusion or limitation of incidental or consequential damage, so the above limitation or exclusion may not apply to you.



ATARI PROGRAM EXCHANGE

REVIEW FORM

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate and/or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Useful (non-game software)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the software or user instructions:

STAMP

ATARI Program Exchange
P.O. Box 427
155 Moffett Park Drive, B-1
Sunnyvale, CA 94086

[seal here]