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# BUMPOMOV'S DOGS

## ENTERTAINMENT

Be the top dog—All's fair in this race to collect the most dog biscuits

(ages 6 and up)

**by Gray Chang**

Requires: Two ATARI Joystick Controllers

Cassette version (1):  
(APX-10272)

ATARI 410 or 1010 Program Recorder  
16K RAM

Diskette version (1):  
(APX-20272)

ATARI 810 or 1050 Disk Drive  
16K RAM

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# BUMPOMOV'S DOGS

by

Gray Chang

Program and manual contents ©1983 Gray Chang

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## Introduction

### OVERVIEW

BUMPOMOV'S DOGS (pronounced "BUMP-EM-OFFS DOGS") is a two-player action game of skill and strategy. You and your opponent each control a dog running through a maze filled with dog biscuits. The smoothly scrolling screen splits in two and recombines as necessary to follow the two dogs through the maze.

The object of the game is to pick up biscuits and save them in your doghouse. You have to make several trips back to your doghouse in each round because there's a limit to the number of biscuits you can carry. The first dog to save up 100 biscuits wins the round.

But it's not just a race! While you're collecting biscuits, you can also pick up one of the bones floating through the maze, and then shoot it at your opponent. If you hit him, you "bump" him through the maze, and he drops the biscuits he's carrying. (Of course, your opponent can do the same thing.) You can shoot "straight" bones or "wallhugger" bones. Straight bones travel straight whenever possible, while wallhugger bones follow along the maze walls, turning whenever possible.

While you're watching out for bones, look for reward squares. Each time you run through or shoot a reward square, you earn a reward and penalize your opponent. There are two different types of reward squares: one allows you to steal the biscuits your opponent is carrying; the other allows you to steal biscuits from your opponent's doghouse.

There's a handicap option for players with different skill levels. You can set the limit on the number of biscuits you can carry. So even novice players can compete with experts.

## REQUIRED ACCESSORIES

Two ATARI Joystick Controllers

Cassette version

ATARI 410 or 1010 Program Recorder  
16K RAM

Diskette version

ATARI 810 or 1050 Disk Drive  
16K RAM

## CONTACTING THE AUTHOR

Users wishing to contact the author may write to him at:

P.O. Box 8295  
Santa Cruz, CA 95061

## Getting started

### LOADING BUMPOMOV'S DOGS INTO COMPUTER MEMORY

1. Remove any program cartridge from the cartridge slot of your computer.
2. Plug your Joystick Controllers into the first and second controller jacks of your computer console.
3. If you have the cassette version of BUMPOMOV'S DOGS:

- a. Have your computer turned OFF.
- b. Insert the BUMPOMOV'S DOGS cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.
- c. Turn on your TV set.
- d. Turn on the computer while holding down the START key.

[If you have an ATARI 600XL or 800XL computer, hold down the OPTION key at the same time.]

- e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically.

[If you have an ATARI 600XL or 800XL computer, release the OPTION key once the program begins loading.]



If you have the diskette version of BUMPOMOV'S DOGS:

- a. Have your computer turned OFF.
- b. Turn on your disk drive.
- c. When the BUSY light goes out, open the disk drive door and insert the BUMPOMOV'S DOGS diskette with the label in the lower right-hand corner nearest you. Close the door.
- d. Turn on your computer and your TV set. The program will load into computer memory automatically.

THE FIRST DISPLAY SCREEN

When the program has loaded into computer memory, the following screen appears:

BUMPOMOV'S DOGS

By Gray Chang  
(c) 1983 Gray Chang

Collect dog biscuits and save them  
in your doghouse. Pick up bones and  
throw them at your opponent. Throw  
'wallhugger' bones around corners.  
Use reward squares to steal points.

PRESS START TO START

Figure 1 First display screen

## Playing BUMPOMOV'S DOGS

### SETTING THE HANDICAP OPTION

Before you begin playing, you may, if you wish, set the handicap option. Press the OPTION key when you see the first display screen (Figure 1).

The following screen appears:

#### BUMPOMOV'S DOGS

#### HANDICAP OPTION

PLAYER 1	PLAYER 2
MAXIMUM	MAXIMUM
BISCUITS	BISCUITS
CARRIED:	CARRIED:
30	30

(Use your trigger button to reduce your ability to carry biscuits)

Figure 2 Option screen

The option screen displays the limit on the number of dog biscuits you can carry during the game, usually 30. Press your red joystick button to reduce this number. The lower the number, the harder it is for you to win. You can't reduce this number below five.

If you change your mind about the number you've chosen, press the OPTION key again. Once you begin playing, the handicap remains in effect until the end of the game.

### PLAYING THE GAME

When you're ready to begin playing, press the START key. You and your opponent appear as two dogs standing near your doghouses. To move through the maze, push your joystick in the

direction you want to go.

BUMPOMOV'S DOGS differs from other games because the dogs don't respond instantly to your joystick. You must push the joystick for about one second before your dog speeds up or slows down (note the sound when you do this). The dogs may stand still, run slowly, or run fast. Push your joystick only when you want to speed up, slow down, or make a turn.

As you travel through the maze, pick up as many dog biscuits as possible. The dots at the bottom of the screen show how many biscuits you're carrying. You can carry up to 30 biscuits (unless you set a lower limit using the handicap option). Each time you return to your doghouse, you drop off your biscuits and add them to your hoard. The game action stops temporarily as your hoard is tallied at the top of the screen.

While you're collecting dog biscuits, you must also try to stop your opponent from doing the same thing. The best way is to shoot him with bones. First, pick up one of the grey bones floating through the maze. Then the bone is under your control. Approach your opponent and launch the bone by pressing the red joystick button. If you hit him, he's "bumped" through the maze, and he drops the biscuits he's carrying (if there's room in the maze for the dropped biscuits). If you miss, your bone slows down and turns into a neutral bone.

You can shoot a "straight" bone or a "wallhugger" bone. To shoot a straight bone, press the red joystick button while you're not pushing the joystick. The bone travels straight whenever possible. To shoot a wallhugger bone, press the red button while you're pushing the joystick so that your dog is trying to turn left or right. The bone then "hugs the wall", that is, it always turns a corner on its left or its right, depending on how it's launched. Study the illustration on the next page (Figure 3) and then practice with the real thing.

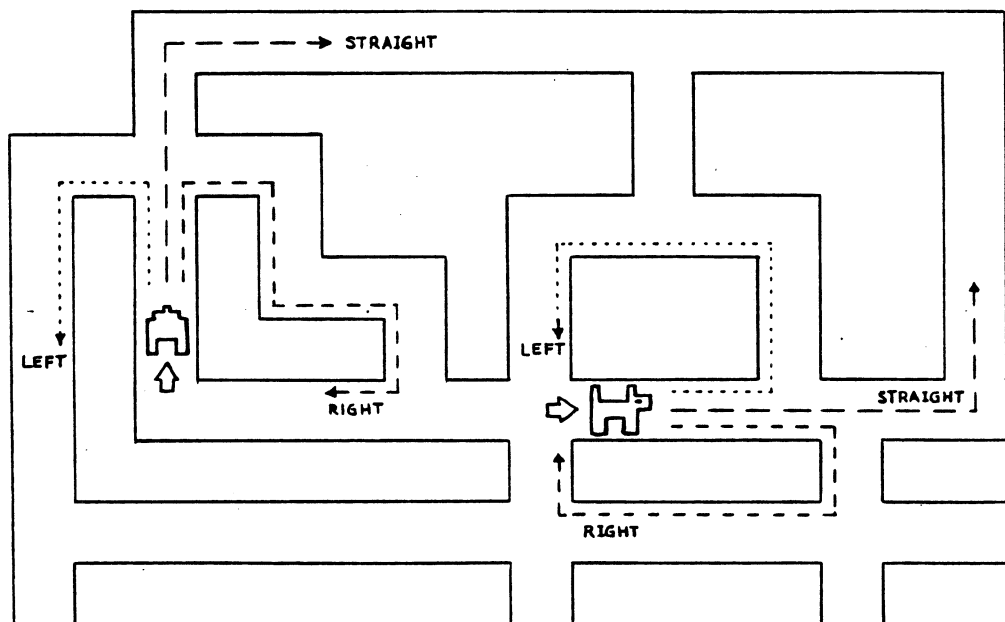


Figure 3 Bone paths



You may control one or two bones, but not all three, at any given time. So if you're without a bone, there's always at least one bone available for you to pick up, because your opponent has (at most) two bones.

## REWARD SQUARES

While you're collecting dog biscuits and shooting bones, be on the lookout for reward squares. These squares appear randomly in the maze. Each time you run through, or shoot a bone through a reward square, you earn a reward and penalize your opponent. The game action stops temporarily while you get your reward.

There are two types of reward squares. One appears with a dot in the center. This type allows you to steal the dog biscuits your opponent is carrying, subject to your limit. For example, if you're carrying the maximum of 30 biscuits, you wouldn't get any more biscuits from your opponent. A buzzer sounds when this happens.

The other type of reward square is empty. This type allows you to transfer five biscuits from your opponent's hoard to your own hoard. If your opponent has five or fewer biscuits in his doghouse, you get everything he has left. A buzzer sounds when you've depleted his hoard to zero.

There's at most one reward square in the maze at any given time. Whenever one is present, a "reward square indicator" appears at the screen top on the left or right side. This lets you know on which side of the screen you'll find the reward square.

## PAUSING

Press the SPACE BAR to stop the game temporarily. The word "PAUSE" appears at the top

of the screen. Press the SPACE BAR again to resume play.

## SCORING AND WINNING

The first player to save up to 100 biscuits wins a round. Each time someone wins a round, a small dog symbol appears at the top of the screen on the winner's side. The first player to win three rounds (three dog symbols) wins the game.

At the end of each round, a new round starts automatically after a few seconds. To start sooner, press the red joystick button.

## GAME VARIATIONS

To play a longer game, both you and your opponent can set a lower limit on the number of biscuits that can be carried. Use the handicap option and set both limits to 15, for example. Then both players must make more trips back to the doghouses.

To play a shorter game, play just one round. When the round is over (or at any other time), press the START key to go back to the beginning. This erases the handicap setting and the dog symbols in the scoreboard.

If you and your opponent prefer to play a different maze, press the SELECT key. A new maze appears.

If you practice playing by yourself, the game enters the "practice mode." In the practice mode, you maneuver your dog through the maze normally, while the opposing dog moves through the maze at random. Then you can practice moving and shooting your opponent. As soon as someone uses your opponent's joystick, however, the game returns to the normal, two-player mode.





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We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to

know whether our instructions are 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.

Bumpomov's Dogs (272)

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 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
- \_\_\_\_\_ Use (non-game programs)
- \_\_\_\_\_ 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 program or user instructions:

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