Entertainment

GETAWAY!

Find the loot and stash it in your hideout before the law nabs you

	Requires:	
Cassette (APX-10195):	ATARI 410™ Program Recorder 32K RAM	One ATARI Joystick Controller
Diskette (APX-20195):	ATARI 810™ Disk Drive 32K RAM	

Consumer-written programs for ATARI Home Computers

GETAWAY!
by

Mark Reid

Program and manual contents © 1982 Mark Reid

Distributed By

The ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

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Introduction

Overview

Quick! Around the corner! The sheriff is in hot pursuit! You've been racing all over town collecting loot and stashing it in your hideout. At first the heists were easy. As long as it was just a little cash here and there, the law wasn't too interested. But then you got greedy. You knocked off an armored van, and now the heat's on. You'd better *Getaway!*

You use your Joystick Controller in this one-player game to drive your getaway car around a colorful town covering a scrolling map filling thirty-five screens. You can collect as much cash and other prizes as you want before returning to your hideout. However, the more you're carrying around, the keener the law is on tracking you down. If you're planning a big heist, be sure to stop at a gas station beforehand to avoid the embarrassment of running out of gas while making your getaway.

You can use radar blips to detect nearby patrol cars and armored vans, and when you first get caught, you have two other getaway cars at your disposal before you have to call it quits. As soon as you capture the three prizes and the armored van on one level, you automatically move up to the next level. Each level contains bigger prizes and smarter cops. In the end, you'll always learn that crime doesn't pay!

Required accessories

- One ATARI Joystick Controller

- Cassette version
    - 32K RAM ATARI
    - 410 Program Recorder

- Diskette version
    - 32K RAM

- ATARI 810 Disk Drive

Contacting the author

Users wishing to contact the author about *Getaway!* may write to him at:

1308 Martha Rd.
S. Charleston, WV 25303

Loading *Getaway!* into computer memory

1. Remove any program cartridge from the cartridge slot of your computer console.

2. Plug a Joystick Controller into the first controller jack of your computer console.

3. *If you have the cassette version of Getaway!:*

    a. Have your computer turned off. If you have an ATARI 850 Interface Module, be sure it is turned off.

    b. Turn on your TV set.

    c. Insert the *Getaway!* 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.

    d. Turn on the computer while holding down the START key.

    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 the diskette version of Getaway!:

    a. Have your computer turned off. If you have an ATARI 850 Interface Module, be sure it is turned off.

    b. Turn on your disk drive.

    c. When the busy light goes out, open the disk drive door and insert the *Getaway!* diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)

    d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

The first display screen

After the program has loaded into memory, the program title displays, along with your getaway car driving around town. You can return to this screen at anytime by pressing the SYSTEM RESET key.

Getting started

To begin your life of crime, press the START key on the computer keyboard or the red button on your joystick.

The map and information display

Once the game starts, the screen shows the part of town where your getaway car is parked. Your car starts at your hideout (represented by an "H" on the road and located near the southeast end of town), and the police are nearby. Since the town occupies about thirty-five TV screens, you see only part of the town at a time. As you drive, your car stays in the center of the screen, and the town scrolls past. A map of the whole town is at the end of these instructions. (A large, four-color poster of the complete *Getaway!* map is also available. The order number is APX-90012. See your local ATARI Computer retailer for more information.)

Information displays above and below the map. At the upper left corner are your spare getaway cars. At the upper right is the amount of loot you've stashed in your hideout (STASH); your stash is your score. In the far right corner is a symbol showing what you need to capture before advancing to the next level—either one or more prizes or the armored van.

At the lower left is your gas gauge (0=empty and 99=full). At the lower right is your cash on hand (CASH). Your cash doesn't count as part of your score until you move it to your stash, which you do by returning to your hideout.

Driving the getaway car

You drive your car around town by pushing the joystick in the direction you want your car to travel: north, south, east, or west. Your car always stays on the road, and it continues traveling in the same direction until either it reaches a turn or you push the joystick in another direction. Press the joystick button to put on the brakes and stop your car.

Collecting loot and advancing to the next level

To collect loot, run over it. The town holds three kinds of loot: dollars, prizes, and a white armored van.

The dollars look like (you guessed it) dollar signs. When you run into a dollar sign, money is added to your CASH; you must return to your hideout for this money to become part of your STASH. You can collect as many dollars as you wish before returning to your hideout to stash it. However, the more you're carrying, the keener the patrol cars are in tracking you down.

The prizes are different at each level. Each level holds three prizes, for example, three diamonds or three hearts. (See the table in the "Scoring" section for more information.)

The van is a white armored truck that drives around town at random. It's a special kind of prize. To advance to the next level, you must run into the van *after* capturing the three prizes on a level. However, you can also run into the van at other times. You collect cash each time you do so, and just like other cash you collect, this money becomes part of your stash only after you return to your hideout.

To advance to the next level, you must find all the prizes on the current level and then cap your crime spree by knocking off the white armored van. The beginning level has no prizes; you need only get the van. As soon as you do so, you advance to level one, where you must locate three diamonds placed at random locations around town. When you find all the diamonds and get the van, you advance to level two, and three more prizes (crosses) are hidden around town.

The symbol indicator (at the far right corner above the map) keeps track of your progress. At the start of the game, the van displays, which means you need to get the van to advance to the next level. When you get the van, you advance to level one, and a diamond and a "3" display, indicating that three diamonds are placed somewhere around town. As you get each diamond, the number decreases. Finally, the van redisplays after you've heisted all the diamonds. This means it's time to get the van again to advance to the next level.

This pattern continues throughout the game. If you aren't sure what to do next (e.g., should I get the van now, or do I need to find more prizes on this level?), just check this indicator.

The police

Now for the bad news: it's not as simple as just picking up cash and heading for your hideout. This town is patrolled by three police cars: the highway patrol (a flashing red car), the paddy wagon (a flashing blue car), and the county sheriff (a flashing yellow car). They're all intent on keeping the town safe from robbers.

The only time you're safe from the police is when you're in your hideout. However, if you get scared and stay there too long, it disappears until you drive away from it. (After all, criminals have to take risks.)

The police will leave you alone at first, but as you collect more cash, they get smarter, and they pursue you more relentlessly. When you deposit your cash at your hideout, they lose interest—temporarily. But as you advance through the levels, their interest grows, whether or not you're carrying a lot of loot around with you. They've been ordered by the chief of police to be especially tough on anyone who knocks over the armored van; so whenever you get the van, you'd better go to your hideout right away.

When your getaway car collides with a cop car, you lose your car and all your CASH. If you have a spare car left (spares display at the top left corner above the map), then you get another chance. You start again at your hideout with a new set of wheels and a full tank of gas. If you have no spares, the jig is up!

Radar blips and sirens

You can use the colored "radar blips" appearing near the edge of the screen whenever a cop is nearby to avoid them. The color of the blip matches the color of the patrol car. Look for those blips!

The van has a white radar blip, which can be helpful in your search for the van. This blip *doesn't* flash so that you can recognize it easily (especially on black and white televisions).

Each cop also has a distinctive siren that you hear whenever that patrol car gets close to your getaway car.

Getaway gas

Another complication is the need to get gas from time to time. As you drive your car, naturally you use up gas. If your gas gauge (which displays at the bottom left corner, below the map) dips below 10, the bottom of the screen flashes red to warn you. You can still move when you run out of gas, but only at half speed, which makes escaping the cops tough! To refuel, pull your car into a gas station (represented by a blue "G" on the road). If you're not pushing on your joystick, your car stops automatically when it passes a gas pump.

The town has three gas stations, and you would be well advised to learn their locations. They're near the northwest, northeast, and south central parts of town. (See the map at the end of these instructions.)

Nightfall, roadblocks, and stop signs

You can't waste any time, either. You have one day to complete each level, and as night falls, the police are more intent on stopping you. Also, roadblocks and stop signs appear as time goes by. The longer you take, the more barriers you face.

Roadblocks look like an "X". You can run through roadblocks and they'll disappear, but whenever you do so, you'll cringe as you hear the roadblock fragments tearing into your gas tank, causing you to lose gas faster. The more roadblocks you hit, the faster you lose gas. All holes are repaired when you stop at a gas station.

Stop signs are blinking octagons. If you run a stop sign when it's on, announced by a car honk, it disappears, but you lose all your cash on hand!

Bonuses

At the ring level (level five), you get a bonus getaway car. Getting past the magic wand level triggers a change that increases the difficulty of your heists and getaways considerably.

The jig is up!

When you've depleted your stock of getaway cars, your life of crime is over. The top line of the display cycles between your final score (your STASH), the high score for the current game session, and a rating based on the level you reached before your inevitable demise.

Table 1 shows the cash value for each piece of loot you collect in each level. Whenever you get one of these items, that amount is added to your CASH, until you deposit it in your STASH—which is your score—by returning to your hideout without running a stop sign or being apprehended by a police car.

Table 1   Scoring

Level	Rating	Prize	Value ($)		
			Dollar	Prize/Van	Last Van
0	Lowlife	(none)	10	100	200
1	Hoodlum	Diamond	20	200	300
2	Petty Thief	Cross	30	300	400
3	Rookie Robber	Heart	40	400	500
4	Crafty Crook	Goblet	50	500	600
5	Dangerous Type	Ring	60	600	700
6	Hardened Criminal	Magic Wand	70	700	700
7*	"The Boss"	"	70	700	700

(*=surprise)

Restarting or replaying the game

You can interrupt the game at any time and start over by pressing the START key. At the end of the game, press either the START key or the joystick button to begin another series of heists!

Pausing the game

If the doorbell rings, your joystick wrist is getting sore, or the tension is becoming more than you can stand, you can freeze the action temporarily by pressing the space bar. To pick up where you left off, press the space bar again, or push your joystick in any direction.

Your car travels at exactly the same speed as the cop cars, but the police can catch up temporarily on curves, so stay well ahead of the law. So you don't lose any time when you make a turn, push the joystick in the direction you want to turn *before* you get to the intersection. Then, as soon as your car reaches the intersection (or corner), it will turn. To negotiate a series of sharp turns, hold your joystick diagonally. With a little practice, you'll be zipping around corners like a pro.

Finding the prizes can be difficult, especially if you don't remember where you've already looked! To find all the prizes before nightfall, try searching methodically, eliminating areas of town you've already checked. For example, try driving all around the edges of town (within view of the perimeter of the play area). Then if you still haven't found all the prizes, concentrate on the center areas. But remember, when you advance to a new level and three new prizes are hidden around town, they can be anywhere, so you have to search the whole map again.

Locating your hideout can also be tricky, especially when the cops are hot on your trail. Remember that the hideout is near the southeast (bottom right) corner of town, so when in doubt, always head south and east.

When it's time to get the van to advance to the next level, cruise around town looking for the white radar blip near the edge of the screen, and then head in the direction of the white blip. The van travels just as fast as you do, so it's hard to catch it from behind. Your best bet is to cut it off from the front. Once you get the van, watch out! The police come after you like hornets, so head straight for your hideout. You can get the van when there are still prizes left (and get cash for it), but you don't advance to the next level at that time. Catching the van makes the cops come after you, so it's probably not a good idea—unless you're going for a record score!

Always stay as far away from the cops as possible. If they're nearby, don't get greedy and go for more loot or gas; just get out of that part of town. Remember to watch for the flashing radar blips near the edge of the screen; they warn you that the cops are near that area.

If you come across a stop sign and want to go through it when it's off, you can apply your brakes (press the joystick button) to stop and wait for it to turn off. If you don't have any cash on hand, then you lose nothing by running a stop sign. You can clear away stop signs when you don't have any cash (recall that they disappear if you run through them when they're on). If the cops are on your trail, it's always better to run a stop sign (or roadblock) than to get caught. When you run a stop sign and lose your cash, the cops lose interest (just as if you had stashed the cash at your hideout). If the cops are chasing you hard, you're far from the hideout, and you're running out of gas, you might want to run a stop sign to lose your cash and make it easier to get away from the police.

Don't let your gas tank get too low, especially at the higher levels. Fill up (or just get a few liters) whenever you have a chance.

Once you're familiar with the layout of the town, you'll get much better at *Getaway!* The map at the end of this manual can help, but what it really takes is driving around town. The map has some highways (long straight roads) that make it easier to get across town, and it also has a dead end you'd best stay out of. It's especially vital to learn the location of your hideout and the gas stations, so you can find them quickly under pressure.

Lookout! Better *Getaway!*

GETAWAY! MAP

Gas station

Hideout

H
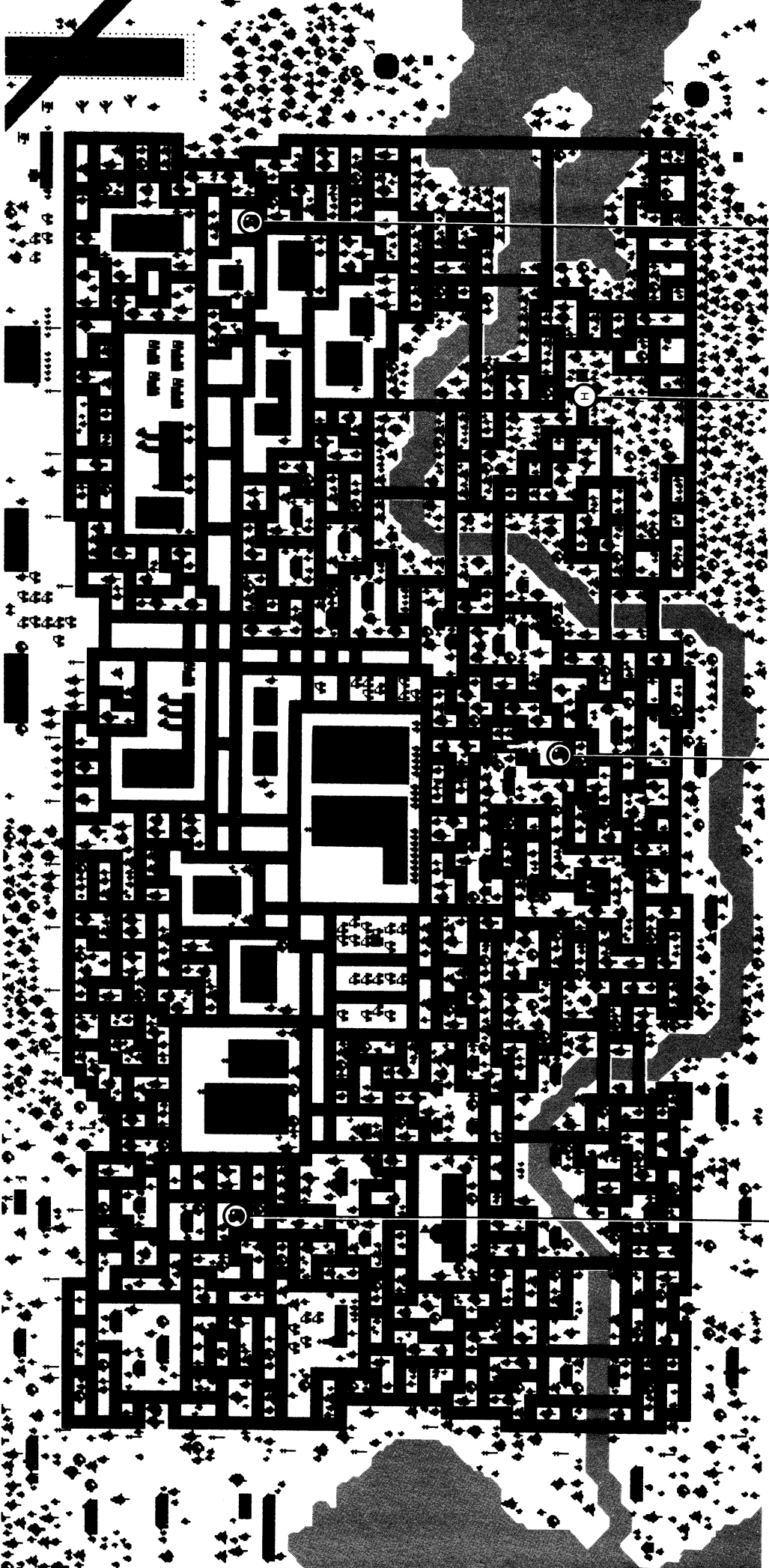
Gas station

Gas station

Review Form

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.

_____

_____

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
_____ Useful (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:

_____

_____

_____

From

_____

_____

_____

STAMP

ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

[seal here]

GETAWAY!

by Mark Reid

Recommended for ages 6 and up/Written in machine language

- **A colorful town covering 35 screens**
- **Lively sounds accompany the action**
- **Patrol cars, roadblocks, stop signs, and nighttime add to the excitement**
- **Different treasures at every stage**

Quick! Around the corner! The sheriff is in hot pursuit! You've been racing all over town collecting loot and stashing it in your hideout. At first the heists were easy. As long as it was just a little cash here and there, the law wasn't too interested. But then you got greedy. You knocked off an armored van, and now the heat's on. You'd better Getaway!

You use your Joystick Controller in this one-player game to drive your getaway car around a colorful town covering a scrolling map filling 35 screens and holding lots of treasures. You can collect as much cash and other prizes as you want before returning to your hideout. However, the more you're carrying around, the keener the law is on tracking you down. And if you're planning a big heist, be sure to stop at a gas station beforehand to avoid the embarrassment of running out of gas while making your getaway.

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The author invites written questions and comments.

MARK REID
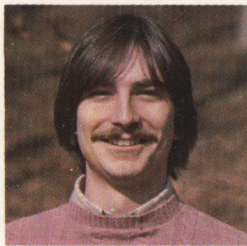
About the author

Mark Reid designed the wonderfully imaginative *Getaway!* to continue his exploration of the ATARI Home Computer's graphics and fine scrolling features. This chemical engineer from Charleston, West Virginia, talked his father into giving him an ATARI 800 Home Computer for Christmas. He set about designing *Solitaire*, which his wife Jeanne and his in-laws love to play, and which is available through APX. His continued exploration of vertical fine scrolling and player-missile graphics resulted in *Downhill*, a popular skiing program also available through APX. Then, using a childhood car set for inspiration, Mark created *Getaway!*, an arcade-style game with automatically increasing difficulty levels that effectively combines horizontal and vertical fine scrolling, along with player-missile graphics. Mark's primary interest in using his ATARI Computer is to create original programs. *Getaway!* establishes his credentials as a game designer of the first rank for ATARI Home Computers.

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REVIEW COMMENTS

Getaway! has continuous action and increasing levels of difficulty, and yet it's easy to learn. This is a masterpiece from an experienced game designer. Mark Reid has used the capabilities of ATARI Computers in every way—including the bells and whistles—to create an action game of surprising subtlety.

The user manual is well-written; its pace is lively and its style witty.

> Cassette: version 1 Diskette: version 1
> Edition A

For the complete list of current APX programs, ask your ATARI retailer for the APX Product Catalog