IMPACT

ENTERTAINMENT

Bump off all your opponent's skimmers but stay out of their way (ages 7 and up)

by David Buehler

Requires: One ATARI Joystick Controller per player

Cassette version (1):	ATARI 410 Program Recorder
(APX–10196)	8K RAM
Diskette version (1):	ATARI 810 Disk Drive
(APX–20196)	16K RAM

Edition B

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IMPACT

ENTERTAINMENT

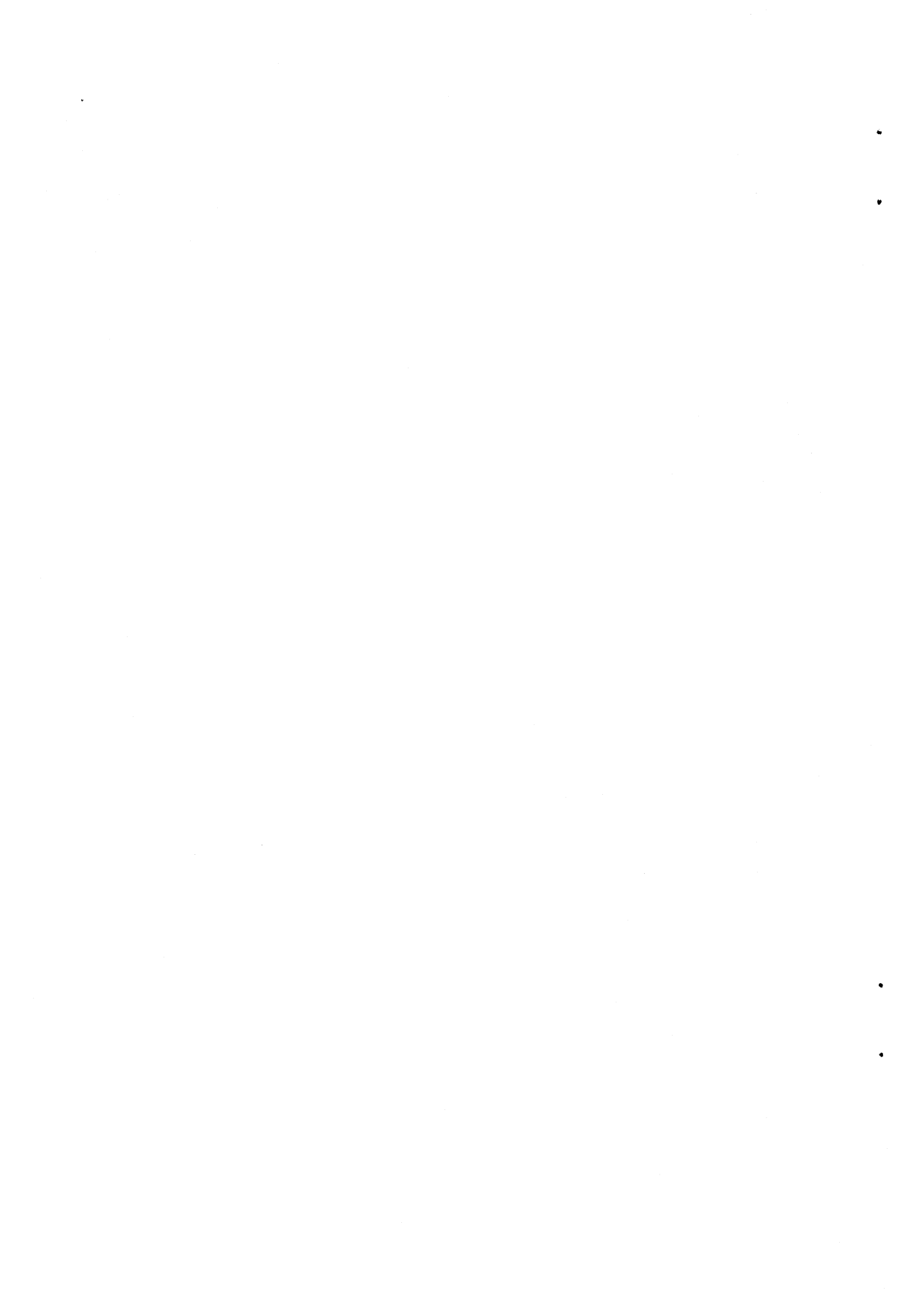Bump off all your opponent's skimmers but stay out of their way (ages 7 and up)

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Program and manual contents©1983 David Buehler
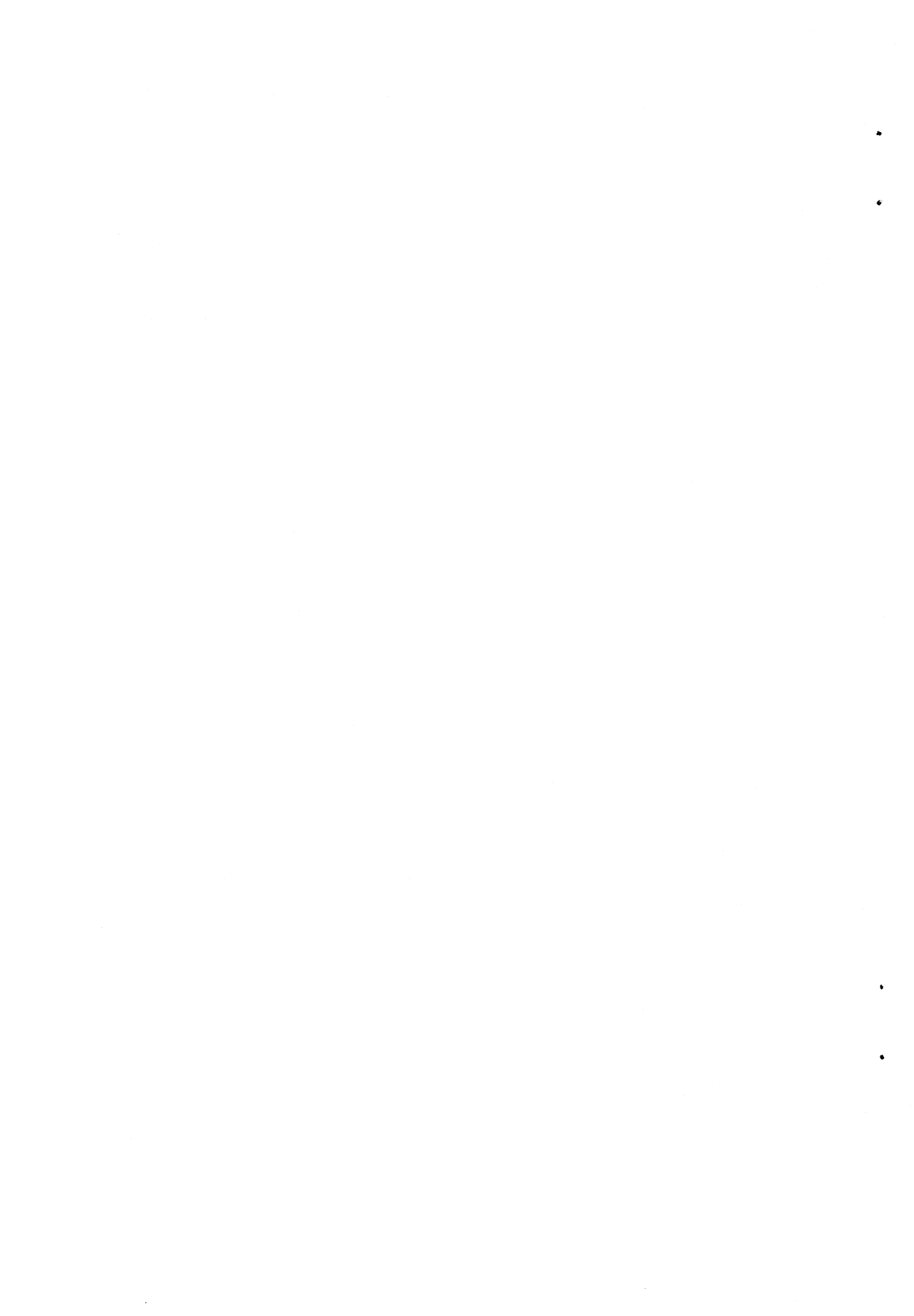
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The ATARI Program Exchange
P.O. Box 3705
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Introduction

IMPACT is a game like bumper cars in an environment like outer space. Several skimmers are docked in bays, waiting for you to move them into a common field with your Joystick Controller. These skimmers have no drag, so they coast around at the same speed, unless they hit something or change direction. The object of the game is to be the last surviving skimmer by bumping off the other skimmers and staying out of their way so they don't bump you off.

Two players (or up to four players on the ATARI 400 and ATARI 800 Computers) each release a skimmer and direct its movements. Whenever a player's skimmer is in a good bumping position, he presses the red joystick button to energize his skimmer. He then has a couple of seconds to bump off another skimmer before entering several seconds of recharging time (during which he's completely vulnerable), and then returning to a neutral state. A player can fend off an approaching energized skimmer by energizing his own skimmer--if he isn't recharging, that is.

IMPACT offers 24 different playing fields containing various bumpers and traps. Yellow bumpers cause bouncing in random directions, red bumpers cause bouncing in predictable directions, and white ones instantly destroy any skimmer bumping into them. Other game options include individual player handicapping, number of lives, and time limits.

REQUIRED ACCESSORIES

One ATARI Joystick Controller per player

Cassette version

8K RAM
ATARI 410 Program Recorder

Diskette version

16K RAM
ATARI 810 Disk Drive

CONTACTING THE AUTHOR

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

901 W. County Rd., G-2
St. Paul, MN 55112

Getting started

LOADING IMPACT INTO COMPUTER MEMORY

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

2. Plug your Joystick Contollers into the first and second controller jacks of your computer console. (If you have an ATARI 400 or an ATARI 800 Computer, you can plug Joystick Controllers into the third and fourth controller jacks of the computer console for three or four players.)

3. If you have the cassette version of IMPACT:

    a. Have your computer turned OFF.

    b. Turn on your TV set.

    c. Insert the IMPACT 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.

    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 IMPACT diskette with the label in the lower right-hand corner nearest you. Close the door. (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

When IMPACT has loaded into computer memory, a blank game board appears. Above it the following messages scroll across the screen:

IMPACT (C) 1983 DAVID BUEHLER...PRESS OPTION
TO CHANGE OPTION...PRESS SELECT TO SWITCH
OPTIONS...PRESS START TO BEGIN

Playing IMPACT

OPTIONS

You set several options before you begin playing IMPACT. To proceed from one option to another, press the SELECT key. Then press the OPTION key to change the numbers within each option. A list of these options follows.

Time

After you press the SELECT key, the words "GAME TIME" display at the top of the screen. A number appears in the game board box just below. Each time you press the OPTION key, the number increases by one, up to 9. If you press the OPTION key when the 9 displays, the number changes to 0, and the numbers begin to increase again. When the number you want appears on the screen, press the SELECT key.

As you play IMPACT, a time line above the game board appears and slowly disappears (from right to left). It takes about 30 seconds each time. The number you choose for "GAME TIME" determines how many times the line appears and disappears. For example, if you set the number at 6, the limit is about 3 minutes. Each time the line disappears the number in the top part of the game board decreases by one. The game ends when your time is up. If you set the time at zero, your time doesn't run out, and you can play until all your lives are expended.

Lives

The next choice is the number of lives for each player. Above the game board, the word "LIVES" displays, followed by a number from 1 through 9. Press the OPTION key until the number you want appears. Then press the SELECT key. Each player gets the same number of lives. During the game, the number of lives remaining displays next to your skimmer bay.

Players

> Choose the number of players in the game. If you have an ATARI
> 400 or an ATARI 800 Computer, you can set it at two, three, or
> four. On the ATARI 1200XL Computer, set it at two. The game
> ends when only one player has lives left.

Handicap

> You can change the handicap of each player, so that players of
> differing skills can compete evenly. Changing the handicap
> changes the speed at which the skimmer accelerates. A low
> number makes the skimmer accelerate more solwly, and this
> makes the game easier to play.
>
> The word "HANDICAP" appears on the screen next to a number
> like "1:4". When you press the OPTION key, the number of the
> right changes, from 1 through 6. You're determining the handicap
> of the first player. When the number you want appears on the
> right, press the SELECT key, and a number like "2:4" appears.
> Again, pressing the OPTION key causes the number on the right
> to change, this time to set the handicap for the second player. If
> you've chosen a three- or four-player game, set the handicap in
> the same way for the third and fourth players. If you chose a
> two-player game, just press the SELECT key when it's time to
> set the handicap for the third and fourth players.

Game board

> There are 24 different game boards to play on, each with a unique
> set of bumpers and traps. A different board appears each time
> you press the OPTION key. When you see a game board you like,
> press the START key.
>
> If your skimmer hits anything red, it bounces back in the
> direction from which it came. A yellow bumper bounces your
> skimmer off in a random direction. If any skimmer hits a white
> bumper, it's destroyed. If a skimmer has been energized, it
> passes through all the bumpers.

FLYING YOUR SKIMMER

Use your joystick to control your skimmer. Hold the joystick with
the red button in the upper left hand corner. At the beginning of
play, the skimmers are all in bays at the top of the screen. Pull
the joystick down (towards you) to make your skimmer descend
onto the game board. Then you can move the joystick away from
you (toward the TV screen) to make the skimmer go up. There's
no drag, so the skimmer doesn't slow down. Its motion changes
only if it hits something, or if you change the direction with the
joystick. All the skimmers move at the same maximum speed, and
it takes a little practice to fly one.

At the start of play you can choose to immediately launch your
skimmer onto the game board or remain for a short time in the
safety of your holding bay. If you try to stay in the holding bay
longer than 10 seconds, your skimmer is automatically launched.
Skimmers automatically launched are unable to energize for about
the first 15 seconds of play.

ENERGIZING

Your skimmer must be energized before it can destroy another
player's skimmer. To energize, just press the red joystick
button. Your skimmer turns a bright color, and you can run down
other skimmers. After about two seconds, your skimmer turns a
dark color. As long as it's dark, you can't energize. You must
wait about eight seconds for it to recharge. Then your skimmer
returns to its original color, and you can energize again. If two
energized players collide, they pass right through each other.

STOPPING AND RESTARTING

At any time during a game you can stop the action by simply
pressing the OPTION key. You can resume play by pressing the
OPTION key again. Pressing the SELECT key ends the game.
Press the START key when your ready to start a new game.

ENDING THE GAME

The game ends when only one player has any lives left, or when
the time limit you set ends. If the time runs out, the winner is
the player with the most lives left. There's no cumulative score.

APX

Review Form

're interested in your experiences with
PX programs and documentation, both fa-
rable and unfavorable. Many of our authors
e eager to improve their programs if they
ow what you want. And, of course, we want
know about any bugs that slipped by us, so
at 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 follow-
   ing 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

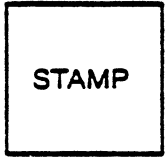7. Describe any technical errors you found in the user instructions (please give page numbers).

_____

_____

_____

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:

_____

_____

_____

From

_____

_____

_____

STAMP

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P.O. Box 3705
Santa Clara, CA 95055

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