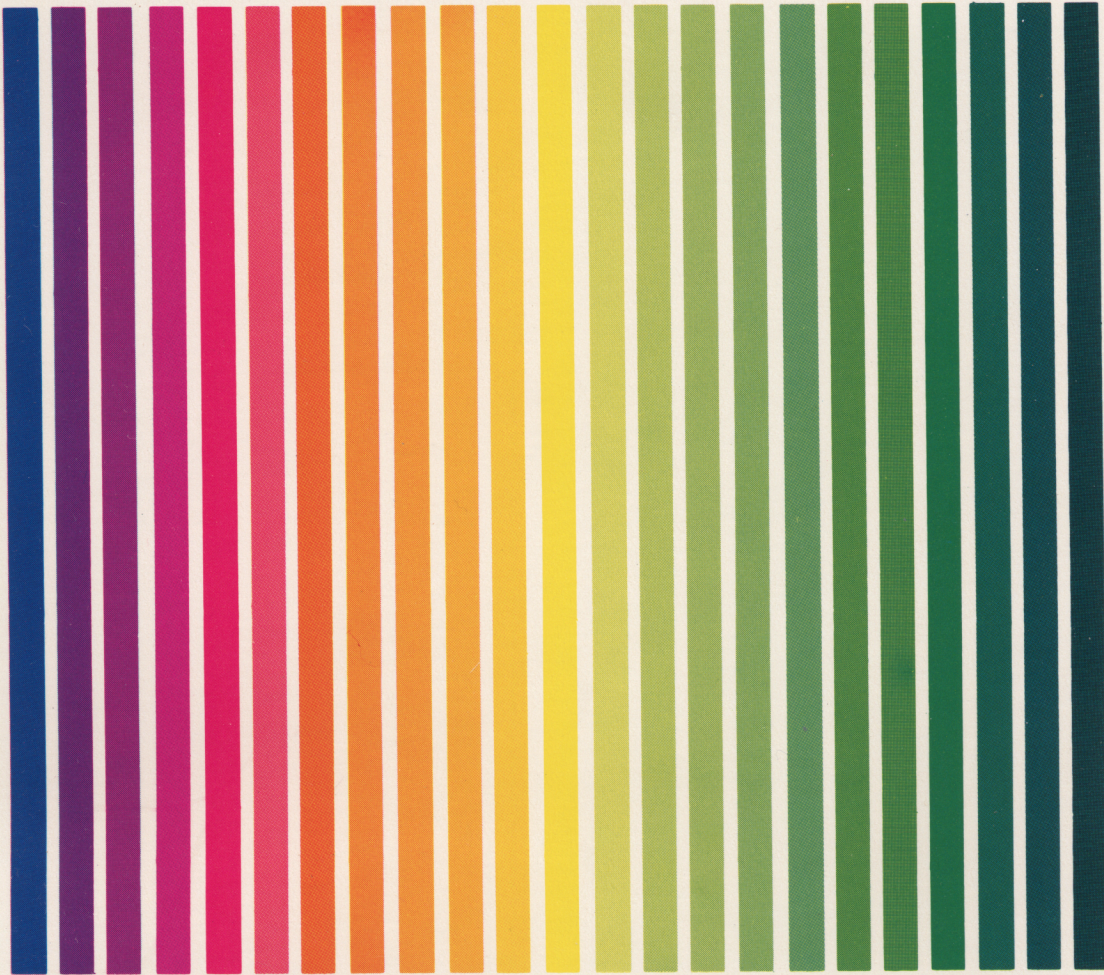


APX ATARI® PROGRAM EXCHANGE



Johnson Software

LOOKAHEAD

Outwit your opponent on a number grid
1-2 players (ages 8 and up)

Cassette: 16K (APX-10032)

Diskette: 24K (APX-20032)

User-Written Software for ATARI Home Computers

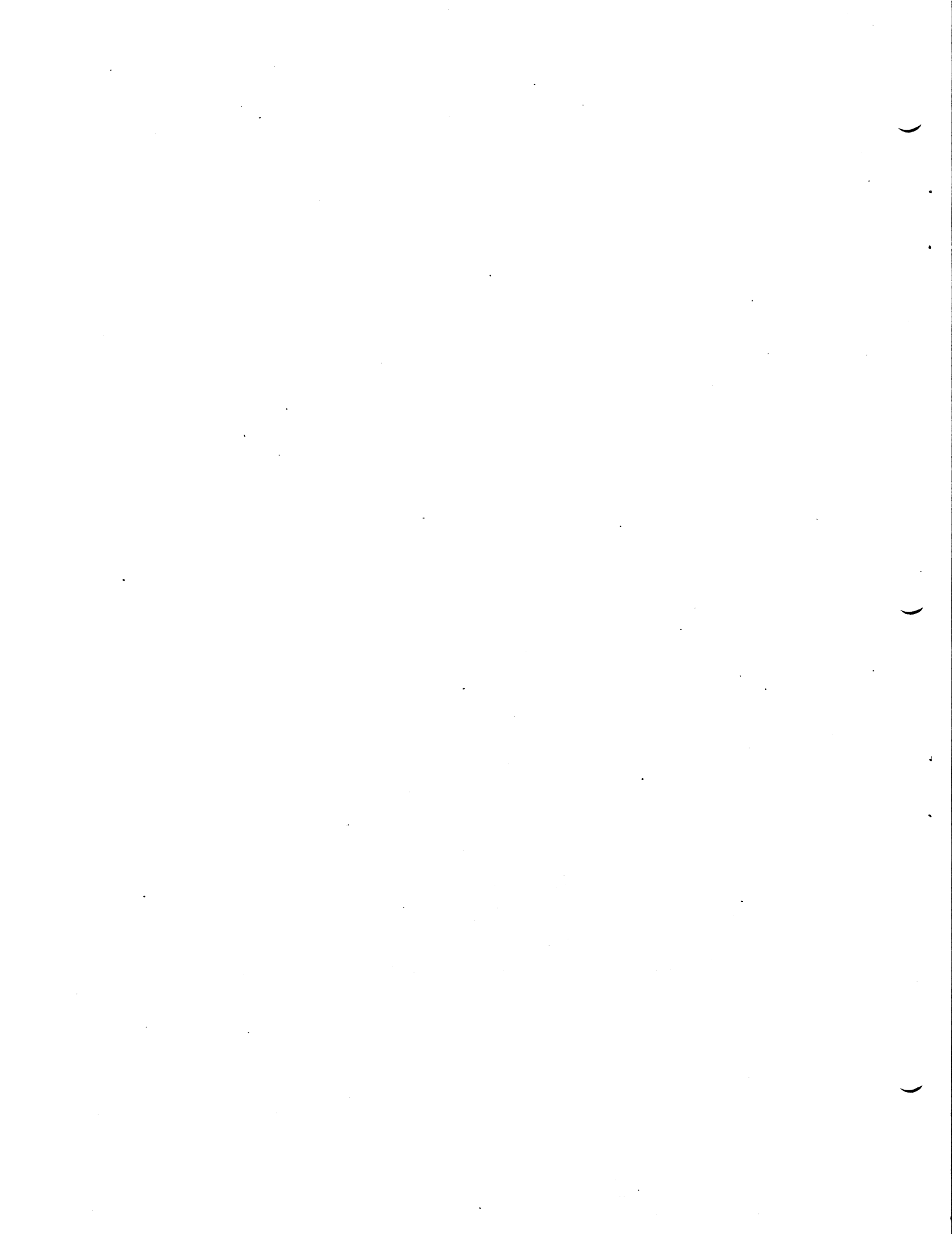
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by

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ATARI 830™ Acoustic Modem

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GAME OVERVIEW

LOOKAHEAD is a strategy game played with joysticks. The playing field is a table of numbers arranged in columns and rows. Player one can move only horizontally across a row, whereas player two can move only vertically within a column. Players score points according to the number they land on (e.g., landing on a 3 earns a player three points). The object of the game is have more points than the opposing player when either player moves to the last available number in a row or column.

At first glance, you might think a winning strategy is to move to the highest number available each turn. Thus, you look over the numbers in your current row or column and move to the highest number, which is then added to your score. But let's not be too hasty. You see, you should consider the possible numbers your opponent can land on within the column or row available to him or her as a result of your moving to a particular number. And you must also guard against moving to a number that lets your opponent then move to the last number in a row or column, thus ending the game (assuming, of course, that he or she currently has the greater score and therefore wants to end the game).

LOOKAHEAD can be enjoyed by ages eight and older. You can play against another player or against the computer, and you can direct the computer to be an easy, medium, or hard opponent to beat. You can also adjust the level of the game by specifying the highest number you want used in the number table.

REQUIRED ACCESSORIES

Cassette version
16K RAM
ATARI 410 Program Recorder
Diskette version
24K RAM
ATARI 810 Disk Drive
ATARI BASIC Language Cartridge
One or two ATARI Joystick Controllers

CONTACTING THE AUTHOR

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

1180 Lochinvar #131
Sunnyvale, CA 94087

GETTING STARTED

1. Plug your paddle controller(s) into the first and second (if you're playing against another player) controller jacks of your computer console.
2. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.
3. If you have the cassette version of the game:
 - a. Power up your computer and connect your program recorder to the computer and to a wall outlet.
 - b. Insert the game cassette in the program recorder, press REWIND, and then press PLAY.
 - c. Type CLOAD and press the RETURN key twice.
 - d. 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 the game:

- 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:LOOK" 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 the game diskette (e.g., RUN "D2:LOOK" for disk drive two). The program will load into RAM and start.

THE FIRST DISPLAY SCREEN

Following the COPYRIGHT 1981 ATARI notice on the game title screen, the computer asks you for the name of player one:

INPUT LEFT PLAYER NAME: ?

Enter a name up to nine characters and press the RETURN key. (The computer ignores any characters after the ninth--if your name is that long, you need a nickname anyway!) Player one always plays horizontally across a row.

Next, the computer asks you for the name of player two:

INPUT RIGHT PLAYER NAME: ?
(TYPE 'COMPUTER' TO PLAY COMPUTER)

To play against another player, enter another name (again limited to nine characters) and press the RETURN key. To play against the computer, type COMPUTER (or C) and press the RETURN key. When you play against the computer, you also need to select whether you want an EASY, MEDIUM, or HARD game:

EASY, MEDIUM, OR HARD COMPUTER ?

Enter the word matching the kind of game you want the computer to play against you (don't be too easy on yourself) and press the RETURN key. Player two always plays vertically within a column.

The next prompt asks you for the highest number you want used in the table:

INPUT HIGHEST NUMBER (3-9) ?

Generally, lower numbers make for a harder game. Playing a HARD game against the computer with highest number 4 will challenge most players.

The last prompt asks whether you want to introduce an element of luck into the game:

DO YOU WANT UNKNOWNNS?

If you answer YES, question marks (?) will display randomly in the number table. Neither player (nor the computer as a player) knows what numbers lurk under question marks until a player lands on them.

Having made all your decisions, you're now ready to play the game!

PLAYING THE GAME

After a brief pause, the LOOKAHEAD table of numbers displays on your video screen. A sample screen looks like this (our two players chose 9 as their highest number in the table and answered YES to the UNKNOWNNS? prompt):

?	?	9	6	5	3	?
6	2	?	8	6	0	1
—	3	?	0	8	6	0
—	6	2	9	1	6	0
3	?	?	1	8	6	0
?	9	5	3	2	7	1
4	3	3	3	?	4	0

SMART'S MOVE
SMART'S SCORE ALEC'S SCORE

Figure 1. Sample LOOKAHEAD Table

The straight lines above and below number 3 (in column one, row three) indicate the current row position of player one. The message below the table indicates that it's player one's (named SMART) turn. Player one can move to any number along this row by moving her joystick to the left or the right. (She holds the joystick controller with the red button at the upper left, toward the video screen). To settle on a number, she presses the red button on the joystick controller. Let's say player one settles on number 6 in the last column of row three. The table then looks like this:

?	?	9	6	5	3	?
6	2	?	8	6	0	1
3	?	0	8	6	0	+
6	2	9	1	6	0	3
3	?	?	1	8	6	0
?	9	5	3	2	7	1
4	3	3	3	?	4	0

ALEC'S MOVE
SMART'S SCORE ALEC'S SCORE
6

Figure 2. Player One Moved

The number player one chose is replaced by a plus (+) and is added to her score (6). The vertical lines on either side of the plus indicate the current column position of player two and the message below the table indicates it's player two's (named ALEC) turn. Player two can move to any number within the current column by moving his joystick up and down. The computer skips over pluses. Once player two settles on a number by pressing the red button on his joystick, that number is added to his score and a plus replaces the number in the table.

AND THE WINNER IS . . .

Play continues in this way until one player outfoxes the other by moving to the last available number in a row or column. Of course, if the player who empties the row/column unwittingly does so while holding the lower score, then the other player wins the game. You've got to juggle several factors while playing this game!

RESTARTING AND REPLAYING THE GAME

You can play another round of LOOKAHEAD by pressing the red button on your joystick. The game will begin again with the same option choices you entered in the previous game. You can also interrupt a game to restart it by pressing the SYSTEM RESET key and then typing RUN after the READY prompt displays. You'll need to re-enter your name(s), highest number, and whether you want unknowns in the table.

SUGGESTED STRATEGY

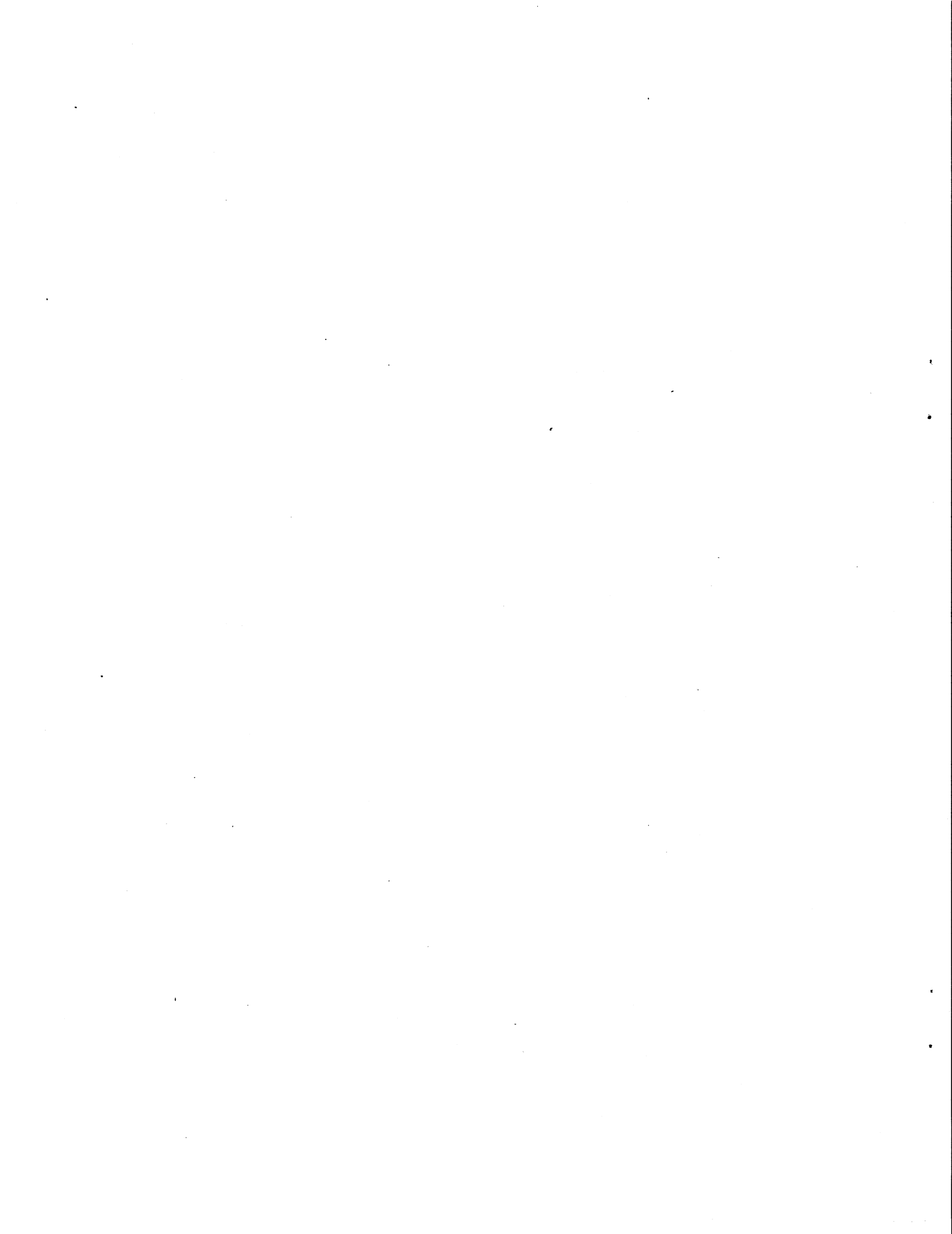
Remember that your best bet is not always to pick the highest number, but also to pick a number that leaves your opponent with low numbers.

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APX programs, ask your ATARI retailer
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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).

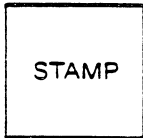
8. What did you especially like about the user instructions?

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



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[seal here]