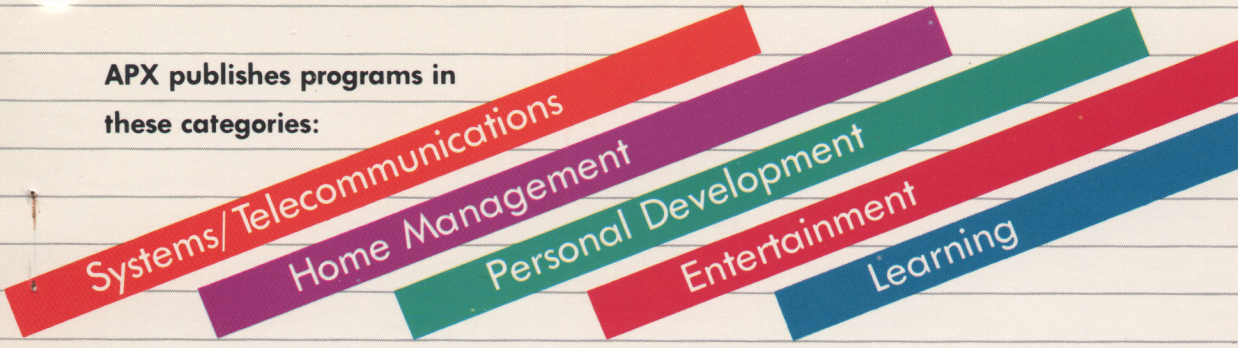
APX publishes programs in these categories:



THE BEAN MACHINE

ENTERTAINMENT

Slant beams to guide beans through the bean machine (ages 6 and up)

by Steve Robinson

Requires: One ATARI Joystick Controller

Cassette version (1): (APX–10206)	ATARI 410 Program Recorder 24K RAM
Diskette version (1): (APX–20206)	ATARI 810 Disk Drive 24K RAM

Edition A

CONSUMER-WRITTEN PROGRAMS FOR

ATARI®

HOME COMPUTERS

APX

ATARI Program Exchange

Printed in U.S.A.

THE BEAN MACHINE

ENTERTAINMENT

Slant beams to guide beans through the bean machine (ages 6 and up)

by Steve Robinson

Requires: One ATARI Joystick Controller

Cassette version (1): (APX–10206)	ATARI 410 Program Recorder 24K RAM
Diskette version (1): (APX–20206)	ATARI 810 Disk Drive 24K RAM

Edition A

THE BEAN MACHINE

by

Steve Robinson

Program and manual contents ©1983 Steve Robinson

Copyright notice. On receipt of this computer program and associated documentation (the software), the author grants you a nonexclusive license to execute the enclosed software. This software is copyrighted. You are prohibited from reproducing, translating, or distributing this software in any unauthorized manner.

Distributed By

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

To request an APX Product Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California)
800/672-1850 (within California)

Or call our Sales number, 408/727-5603

Trademarks of Atari

ATARI is a registered trademark of Atari, Inc. The following are trademarks of Atari, Inc: 400, 410, 800, 810, 820, 822, 825, 830, 850, 1200XL.

Limited Warranty on Media and Hardware Accessories. Atari, Inc. ("Atari") warrants to the original consumer purchaser that the media on which APX Computer Programs are recorded and any hardware accessories sold by APX shall be free from defects in material or workmanship for a period of thirty (30) days from the date of purchase. If you discover such a defect within the 30-day period, call APX for a return authorization number, and then return the product to APX along with proof of purchase date. We will repair or replace the product at our option. If you ship an APX product for in-warranty service, we suggest you package it securely with the problem indicated in writing and insure it for value, as Atari assumes no liability for loss or damage incurred during shipment.

This warranty shall not apply if the APX product has been damaged by accident, unreasonable use, use with any non-ATARI products, unauthorized service, or by other causes unrelated to defective materials or workmanship.

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are also limited to thirty (30) days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

The provisions of the foregoing warranty are valid in the U.S. only. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts, and/or do not allow the exclusion of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

Disclaimer of Warranty on APX Computer Programs. Most APX Computer Programs have been written by people not employed by Atari. The programs we select for APX offer something of value that we want to make available to ATARI Home Computer owners. In order to economically offer these programs to the widest number of people, APX Computer Programs are not rigorously tested by Atari and are sold on an "as is" basis without warranty of any kind. Any statements concerning the capabilities or utility of APX Computer Programs are not to be construed as express or implied warranties.

Atari shall have no liability or responsibility to the original consumer purchaser or any other person or entity with respect to any claim, loss, liability, or damage caused or alleged to be caused directly or indirectly by APX Computer Programs. This disclaimer includes, but is not limited to, any interruption of services, loss of business or anticipatory profits, and/or incidental or consequential damages resulting from the purchase, use, or operation of APX Computer Programs.

Some states do not allow the limitation or exclusion of implied warranties or of incidental or consequential damages, so the above limitations or exclusions concerning APX Computer Programs may not apply to you.

Introduction

OVERVIEW

Here's a game that uses the law of gravity. Your goal is to rack up points by maneuvering a series of teeter-totter beams so that 33 beans roll from top to bottom in the least amount of time. The beans start out by rolling across the bottom of the machine and onto an elevator that lifts them to a conveyor belt at the top of the course. Some spill out along the way and start their downward trek at that point. The ones making it to the top move across the conveyor belt, fall down a chute, and then start their journey downward. Your job is to use your joystick controller to tip the beams so that the beans continue to roll from one teeter-totter to the next, until the beans come to rest in the bottom trough. A bean keeps losing points until it reaches the trough. You must constantly reangle the beams, because as a bean falls onto a slanting beam, its weight tends to flatten out the beam or slant it in the opposite direction.

Of course, it's not as simple as that. If one bean is stalled on a beam, another bean might roll into it and destroy it. In addition, various impediments lurk about the course. For starters, there's a bean-gobbling red spider. Then you must time your beans to roll under Horrible Mitch, but you can blast right into Little Mickey, earning yourself some points and getting rid of him...temporarily. The Masked Mumbo occasionally sits on the beams, but you can roll right over him for revenge. Once you master the beginning level, you can go on to the higher levels, where the beans travel faster. A lively tune accompanies the action.

REQUIRED ACCESSORIES

One ATARI Joystick Controller

Cassette version

24K RAM
ATARI 410 Program Recorder

Diskette version

24K RAM
ATARI 810 Disk Drive

CONTACTING THE AUTHOR

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

P.O. Box 19813
Portland, OR 97219

Loading THE BEAN MACHINE into computer memory

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

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

3. If you have the cassette version of THE BEAN MACHINE:

a. Have your computer turned OFF.

b. Turn on your TV set.

c. Insert the BEAN MACHINE 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 THE BEAN MACHINE:

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 BEAN MACHINE diskette with the label in the lower right-hand corner nearest to 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 the program has loaded into computer memory, the machine displays on the screen, complete with the teeter-totter beams. The following title and instructions appear at the top of the screen:

```
THE BEAN MACHINE
Copyright 1983  Steve Robinson

Press OPTION for instructions
     Press START to play
```

Watch the first display screen for a while before playing to get an idea of the action of the game.

Press the OPTION key to see a description of the object of the game, and an explanation of the way the joystick controls the motion of the beams. At the bottom of the screen, the following prompt appears:

```
Press START to play
```

SELECTING LEVELS

When you press the START key, the following screen displays:

```
THE BEAN MACHINE
Copyright 1983  Steve Robinson

SELECT your skill level...
        BEGINNER
...then press START
```

When you press the SELECT key, the word "BEGINNER" disappears, and "INTERMEDIATE" displays in its place. Press the SELECT key again to see the word "ADVANCED", and once again to return to "BEGINNER". When the level you want appears on the screen, you're ready to press the START key.

At the harder levels, the action is faster. You might be frustrated if you try them before you're ready!

Playing THE BEAN MACHINE

MANEUVERING THE BEANS AND SCORING POINTS

After you select your skill level and press the START key, a set of beans rolls in from the lower left.
Stop and restart the elevator by pressing the red joystick button. If the beans are coming too fast, stop the elevator for a minute. To feed some more beans to the machine, press the button several times in succession.

Now comes the hard part. When the beans begin to reach the teeter-totters, you must start moving. The joystick is your BEAN MACHINE controller. In the center of each beam is a pivot, and one of them is always brighter than the others. This is the one that your joystick is currently controlling. Hold your joystick with the red button in the upper left hand corner. Moving your joystick to the left tilts the left side of the teeter-totter down; moving to the right tilts the right side of the beam down.

Use your joystick to select the beams you're controlling. To move to the beam above, move the joystick away from you, (toward the screen). Move to the beam below by moving the joystick toward you. The pivot lights up to show which beam you're on.

At the top of the screen, the following information displays:

```
                THE BEAN MACHINE
HIGH SCORE: 2470          THIS GAME: 0230
LEVEL: BEGINNER           LAST BALL: 58
TIME 1:18                 BONUS: 900
```

At the beginning of the game, each bean is worth 100 points. From the time the bean starts up the elevator until it reaches its destination, it loses value at the rate of one point per second. When it reaches the bottom trough, its remaining value displays beside LAST BALL. This value is added to your score. Check THIS GAME in the scoring display.

Be careful not to let the beans collide. You will lose one or both. A new bean appears at the bottom, but the new bean takes the value of the bean at the time of the crash, not 100 points.

From time to time, a spider falls from the conveyor. When he falls he's red. Look out! this means he's going to devour the beans. When he's climbing, he's too busy, and you can get him. When you do, your score increases by 20 points.

Avoid Horrible Mitch, too. He's one of the little monsters that bounce up and down at the end of the teeter-totters. If you time it right, you can roll the beans under him. Otherwise he destroys the beans.

Little Mickey bounces at the end of the teeters. Just let the beans crash into him; he likes it, and you get 20 points.

Masked Mumbo hops around near the center of the beams. If he gets in the way, the beans can just shove him aside. Your score increases by 20 points.

When each game begins, you have a potential bonus of 900 points. After two minutes of play, the BONUS score begins to decrease at the rate of 3 points per second.

ENDING THE GAME

The game's up when the bonus reaches zero (7 minutes), or when you've guided all 33 beans up the elevator and to their fate. The BONUS score is added to THIS GAME and the result is displayed as THIS GAME. If THIS GAME is more than the previous HIGH SCORE, the new HIGH SCORE is displayed. To start a new game, press the START key.

You may press the SYSTEM RESET key to start the HIGH SCORE over at zero.

FREEZING/RESTARTING/REPLAYING

If you want to rest, you can press the space bar to freeze the game. Pressing it again causes the game to resume.

You may restart the game at any time by pressing the START key.

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

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
   _____ 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

APX

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

[seal here]