SALMON RUN
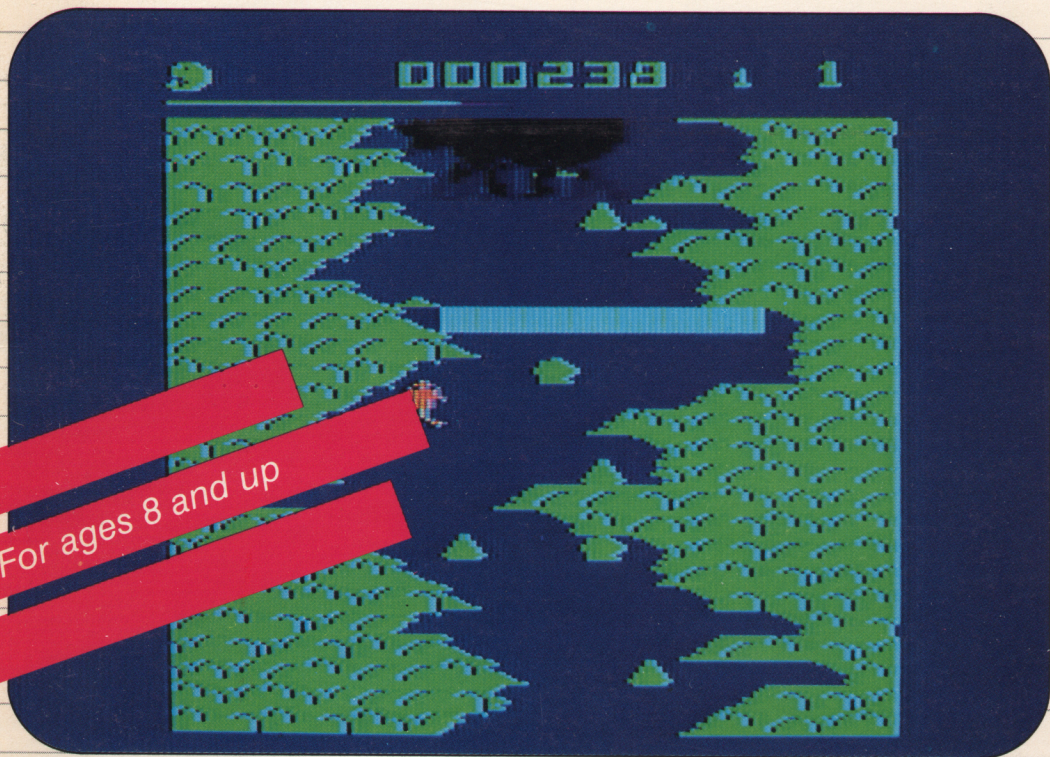
ENTERTAINMENT

Help Sam the salmon swim upstream
to spawn

For ages 8 and up

CONSUMER-WRITTEN PROGRAMS FOR

ATARI®

HOME COMPUTERS

APX
ATARI Program Exchange

Printed in U.S.A.

SALMON RUN
by

Bill Williams

Program and manual contents © 1982 Bill Williams

Distributed By

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Overview

The story of the determined salmon, struggling upstream to spawn every season, takes a slightly different twist with SALMON RUN. The mighty little fish struggles upstream, fighting bears, waterfalls, and sea gulls. But is it all for naught? Does he merely die in the end? Now his fate lies in your hands.

Using a Joystick Controller, one to four players take turns playing SALMON RUN by guiding Sam the lovestruck salmon up the winding river to the river mouth, where his lady, Samantha, waits.

Each game level includes an increasingly difficult series of river courses. Sam faces a variety of complicating circumstances during his journey upstream, such as fishermen and waterfalls. The frequency of their appearance depends on how long you play the game. Sam can jump the waterfalls and sidestep the fishermen or animals, but if he gets caught, he must start his journey upstream all over again. Should Sam successfully run the course, he wins Samantha, a baby salmon, and the chance to run the river again.

Required Accessories

One ATARI Joystick Controller per player

- Cassette version

    16K RAM
    ATARI 410 Program Recorder

- Diskette version

    24K RAM
    ATARI 810 Disk Drive

Contacting the Author

Users wishing to contact the author about SALMON RUN may write or call him at:

6801 Cranberry Lake Road
Clarkston, Michigan 48016

(313) 625-2328

Loading SALMON RUN into computer memory

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

2. Plug your Joystick Controller into the first (the leftmost) controller jack at the front of your computer console. For multiplayer games, plug additional controllers sequentially into the jacks directly to the right of the first jack.

3. *If you have the cassette version of SALMON RUN:*

    a. Have your computer and all accessories (disk drive, printer, and so on) turned OFF.

    b. Insert the SALMON RUN 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 the computer while holding down the START key.

    d. When you hear a beep, release the START key and press the RETURN key. Then turn on your TV set. The program will load into computer memory and start automatically.

    If you have the diskette version of SALMON RUN:

    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 SALMON RUN 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 loads into computer memory, the screen fills with a vertical river and shoreline, the program title, the author's name, and a copyright notice. At the top two numbers display. The number in the middle refers to the game level and the number on the right indicates the number of players.

Selecting your options

SALMON RUN offers eight game levels in which one to four people can play.

SELECT ➤ Number of players

To change the number of players from 1 to 2, 3, or 4, press the SELECT key until the number at the upper right of your screen corresponds to your desired number of players.

OPTION ➤ Game level

To choose a level, press the OPTION key until the number in the middle of the screen at the top displays your desired level. Level one is the easiest, and level eight the hardest. Each level offers a river course with a specific current and number of waterfalls for Sam to leap. You remain in your selected level until you use the OPTION key again to change levels.

Each trip up the river (a turn) consists of swimming through three differently colored laps. Whenever Sam completes a lap, the number of waterfalls increases in the next lap. The challenges facing Sam in each level are:

Level 1 - Sam must swim through two more waterfalls after every completed lap.

Level 2 - Sam meets an unknown number of additional waterfalls in each turn.

Level 3 - Sam faces stronger currents and his leaps become shorter after each turn.

Level 4 - Sam faces additional waterfalls at the start of every turn, and the current grows stronger, while his leaps become shorter.

Level 5 - Sam faces four extra waterfalls after every lap, until he encounters fourteen additional waterfalls per lap.

Level 6 - Sam faces additional waterfalls at the start, and he faces four more per lap until he must get through fourteen additional waterfalls per lap.

Level 7 - Sam faces stronger currents and his leaps become shorter in every turn. In addition, he faces four more waterfalls per lap until he must get through fourteen extra waterfalls per lap.

Level 8 - This level demands the most precision in timing Sam's jumps. With stronger currents and shorter leaps, Sam faces additional waterfalls at the start of each turn, until the river becomes a raging torrent of white water rapids. In addition, he has to get through four more waterfalls per lap until he faces fourteen extra waterfalls per lap.

START ➤ Starting the game

Once you've chosen the number of players and game level, press the START key. After a short melody, the game begins.

Playing SALMON RUN

The setting

Sam's journey changes at the beginning of each turn. The river course consists of a shoreline, waterfalls, and various rocks and weeds scattered along the river. If Sam hits the shore or rocks, he bounces back into clear water. You must try to keep him as close to the middle of the screen as the river permits, without falling into the jaws of bears, beaks of birds, or nets of fishermen.

Every time Sam completes a lap of the river course, the shore changes color, and additional waterfalls appear.

Using the Joystick Controllers

To guide Sam up the river, hold your joystick so the red button is at your upper left. Push the joystick to the left or right to move Sam. Pushing the joystick forward causes Sam to speed up. Pulling back causes Sam to slow down. To make Sam jump a waterfall, press and then release the red button as you push forward on the joystick.

If you pull back on the joystick while Sam is in midjump, he dives into deeper water and stays there until you push the joystick forward. Sam doesn't move very fast under water and you can't see him, but as long as he stays hidden, he's safe. Use this technique, for example, to cross a river that's completely blocked off with rocks.

Hazards

Sam's search for Samantha is fraught with peril. Watch for:

(1) BEARS - Bertha the black bear always selects a specific territory to guard, and seldom strays from it. Generally, when Sam passes through her area, she'll come after him and try to eat him. If you hide Sam for a few moments, she'll lose interest and wander back to her cubs.

A note of caution: Bertha becomes quicker after every turn.

As the game progresses, you may meet Bertha's hungry cousin from the north, Bert the polar bear. Bert is, obviously, quite lost, and consequently picks no territory to guard. He may attack Sam at any time. Beware, for Bert's much faster than Bertha. To make matters worse, he's also a little smarter. When you hide Sam, Bert can't see him, but he'll wait patiently until Sam reappears. The only way to get Sam away from Bert is by pushing the joystick back in the middle of your jump, long enough to make Sam dive, but not long enough to stop him completely. This technique takes a little practice. Once you master it, it's a slow and easy drift away from the jaws of death.

A note of caution: Both bears continue to watch for Sam for a little while after they've disappeared. Move Sam quickly from their gaze.

(2) SEAGULLS - These rapacious birds may look harmless, but just let them sink their beak into Sam's flesh and it's all over! The seagulls do have good points, however. They frighten the bears. As long as you keep the seagulls on the screen, you won't have to worry about Bert and Bertha.

(3) FISHERMEN - As word spreads about the good fishing on the river, you'll see fishermen appear. They'll stand in the river and try to snag Sam with nets. Sam can swim under their legs without harm, but beware of having Sam go too fast and leaping into their nets. A wise fish swims carefully through the first lap and memorizes the dangerous areas.

The information display

Four pieces of information appear at the top of your screen above the river course. From left to right, these are:

(1) One baby salmon - This display indicates the number of chances Sam has left. Every time Sam makes it up the river, he earns a bouncing baby salmon. He can accumulate up to four baby salmon.

(2) A six-digit score - You accrue points during the game, which appear in this display.

(3) A small "1" - This number represents your bonus multiplier. The multiplier applies to the points you earn by running the course. It increases in powers of ten every time you complete a lap. The maximum value, 1000, appears as a heart on your screen.

(4) A big "1" - This number represents the player number.

The time limit

Below the information display is a steadily shrinking horizontal line that represents Sam's lifetime during your turn. At the end of each lap, your remaining time (the actual number doesn't appear on the screen) is multiplied by the bonus multiplier and added to your score. In each successive turn, the line starts out a little farther to the left, until it reaches its minimum starting point on the fourth lap. If the line reaches the left edge before Sam reaches the end of the river, your turn ends.

Spawning

After Sam completes three laps on the river, Samantha appears and rewards him (we won't tell you any more — play the game to find out). You also win an additional baby salmon for continued play.

Every time Sam spawns, he becomes more and more tired and the waterfalls throw him back farther. When Sam gets too old, you might find it advantageous to sacrifice him so you can have a fresh fish.

Scoring

You earn one point for every foot Sam swims and ten points every time Sam successfully jumps over a waterfall. If Sam doesn't make it over the waterfall, he's knocked backward. You lose one point for every foot Sam falls back and ten points when he fails to jump a waterfall.

If Sam spawns, you win points for the amount of time left on the horizontal time line times the bonus multiplier. Your score displays constantly throughout the game.

Master Salmon Difficulty Level

When your score reaches 100,000 points, Sam starts flashing, indicating that you've entered Master Salmon Difficulty Level. Two aspects of the game change:

(1) The river narrows.

(2) At the end of a lap, any time left on the horizontal time line doubles before being added to your score.

Playing tips

Beginning players can have trouble when they become trapped between a rock and a waterfall. Commonly, they jump the waterfall, but the rock slows them down. They fall backward and lose points. When this happens, move Sam into clear water as he's jumping.

Another frequent problem occurs when beginners hide Sam under rocks. You can maneuver him anywhere you want while he's hidden. But, as soon as you push the Joystick Controller forward, he'll reappear and be thrown back into clear water. If a bear happens to be there, Sam could be hurled right into his mouth. Always try to keep a mental picture of Sam's position when you hide him.

The two most important techniques to master are:

(1) Keep the seagulls on the screen by moving Sam up the river at the same pace, without letting the birds get him.

(2) Hide Sam without stopping him completely.

Restarting the game

Press the red joystick button at the end of a game to play again at the same level.

Press the START key to interrupt a game in progress and start over at the same level.

Press the OPTION or SELECT key to interrupt a game when you want to play with different players or at another level. Use the SELECT key to change the number of players and the OPTION key to select a new game level. Then press the START key to begin.

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:

_____

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From

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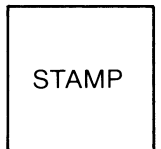
APX ATARI Program Exchange
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[seal here]

SALMON RUN
by Bill Williams

- Jump rapids, ward off bears, and avoid seagulls as you swim upstream
- Get a reward from Samantha salmon for making it to the top
- Face increasingly harder river courses

The story of the determined salmon struggling upstream to spawn every season takes a slightly different twist with *Salmon Run*. The mighty little fish struggles upstream, fighting bears, waterfalls, and sea gulls. But, is it all for naught? Does he merely die in the end? Now his fate lies in *your* hands.

Using joysticks, from one to four players take turns guiding Sam the salmon up the jagged river course. During his journey Sam must overcome waterfalls, bears, fisherman, and sea gulls. The longer you play the game, the more these annoyances pop up. Sam can jump the waterfalls and sidestep the fisherman or animals, but if he misses, he starts his trek upstream all over again.

Sam doesn't have unlimited time to get upstream, of course. He must race against a time line as well as successfully fend off all danger. Should he complete a lap, he wins Samantha and a baby salmon, and an opportunity to try harder course!

Requires:
- One ATARI Joystick Controller per player

Cassette
(APX-10120)
- ATARI 410™ Program Recorder
- 16K RAM

Diskette
(APX-20120)
- ATARI 810™ Disk Drive
- 24K RAM

About the author

BILL WILLIAMS

Bill Williams of Clarkston, Michigan bought his ATARI Home Computer late last year, and *Salmon Run* was his first real programming effort. The idea for *Salmon Run* sprang from Bill's interest in arcade games, which he combined with a joke that goes back to his high school days — whenever he and a friend become hemmed in by a crowd, they comment that they feel like salmon swimming upstream.

Bill's programming talent has resulted not only in his becoming an APX author but also in his changing careers. He is now a programmer for a software company. Bill is particularly interested in the ATARI Computer's sound features. He's an accomplished keyboard musician and is currently experimenting with a computer-controlled synthesizer. Bill, also writes a column for *Software* magazine.