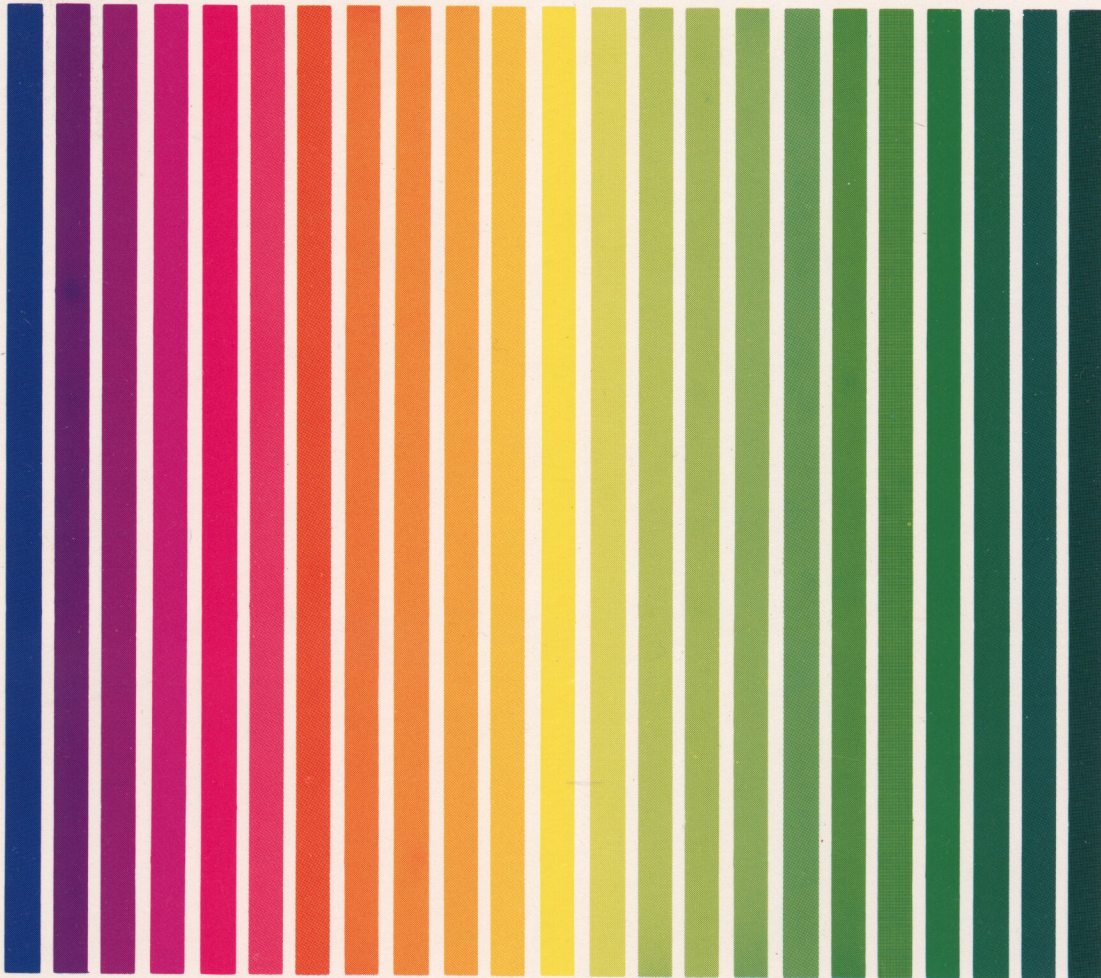


# APX ATARI® PROGRAM EXCHANGE



## OUTLAW™/HOWITZER

Two games of marksmanship for 1-2 players (ages 6 and up)

Cassette: 24K (APX-10004)

Diskette: 24K (APX-20004)

User-Written Software for ATARI Home Computers

# **OUTLAW<sup>TM</sup>/HOWITZER**

Two games of marksmanship for 1-2 players (ages 6 and up)

Cassette: 24K (APX-10004)

Diskette: 24K (APX-20004)

)

.

.

)

.

.

)

.

## OUTLAW/HOWITZER

Program and Manual Contents © 1982 ATARI, Inc.

Copyright notice. On receipt of this computer program and associated documentation (the software), ATARI, Inc. 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.

## TRADEMARKS OF ATARI

The following are trademarks of Atari, Inc.

ATARI®  
ATARI 400™ Home Computer  
ATARI 800™ Home Computer  
ATARI 410™ Program Recorder  
ATARI 810™ Disk Drive  
ATARI 820™ 40-Column Printer  
ATARI 822™ Thermal Printer  
ATARI 825™ 80-Column Printer  
ATARI 830™ Acoustic Modem  
ATARI 850™ Interface Module

\*\*\*\*\*

Distributed by

The ATARI Program Exchange  
P. O. Box 427  
155 Moffett Park Drive, B-1  
Sunnyvale, CA 94086

To request an APX Software 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, 408/745-5535.

\*\*\*\*\*

## GAME OVERVIEW

OUTLAW<sup>tm</sup>/HOWITZER are two games of marksmanship played with joysticks. In OUTLAW you face your opponent in a desert. Fortunately, you can hide behind cactuses to elude his bullets. You use your joystick to chase your opponent and to take aim, then to retreat out of range as he tries to gun you down first. The first to score ten hits is the winner.

In HOWITZER, your tank confronts the enemy tank across a river, which neither of you can cross. You use your joystick to maneuver your tank around the field. The trees may be picturesque, but don't count on them for coverage! The first to score ten hits is the winner.

You can play OUTLAW or HOWITZER against the computer or against another player. To compensate for different levels of skill, each side can play with handicaps; each game has eight variations.

## REQUIRED ACCESSORIES

24K RAM for cassette version  
24K RAM for diskette version  
ATARI 410 Program Recorder for cassette  
ATARI 810 Disk Drive for diskette  
One or two ATARI Joystick Controllers

## GETTING STARTED

### Setting up

1. Plug your joystick controllers into the first and second controller jacks of your computer console.
2. If you have the diskette version of the game!
  - a. Remove all cartridges from the cartridge slots of your computer.
  - b. Turn on your disk drive, insert the game diskette, and power up your computer. DOS will load automatically.
  - c. Enter menu selection L (for binary load).
  - d. To the "LOAD FROM WHAT FILE?" prompt, enter OUTLAW and press RETURN. (If you have more than one disk drive, indicate the drive number before the file name, e.g., D2:OUTLAW, for disk drive two.) The game will load into RAM.

### If you have the cassette version of the game!

- a. Have your computer turned OFF.
- b. Insert the game cassette in the program recorder, press REWIND, and then press PLAY.
- c. Turn on the computer while holding down the START key.

- d. When you hear a beep, release START and press RETURN. The game will load into RAM.
- e. **TURN OFF your program recorder by pressing STOP after the game has loaded.**

The first display screen

You'll see a green background dotted with cactuses. At the top of the screen is the text:

1                    OUTLAW

THE "1" indicates game one, OUTLAW. Below the playing field is the text:

PLAYER VS COMPUTER  
COPYRIGHT ATARI,1979

SELECT --> game

Press the SELECT key to choose OUTLAW or HOWITZER.

OPTION --> number of players and handicaps

Press the OPTION key to choose whether to play against the computer or against another player and whether to play with or without handicaps. Your movements slow down with a handicap. Your choices are:

PLAYER VS COMPUTER (1 player; no handicaps)  
PLAYER VS COMPUTER W/HANDICAP  
PLAYER W/HANDICAP VS COMPUTER  
PLAYER W/HANDICAP VS COMPUTER W/HANDICAP  
PLAYER VS PLAYER (2 players; no handicaps)  
PLAYER VS PLAYER W/HANDICAP (2nd player has handicap)  
PLAYER W/HANDICAP VS PLAYER (1st player has handicap)  
PLAYER W/HANDICAP VS PLAYER W/HANDICAP

Press START

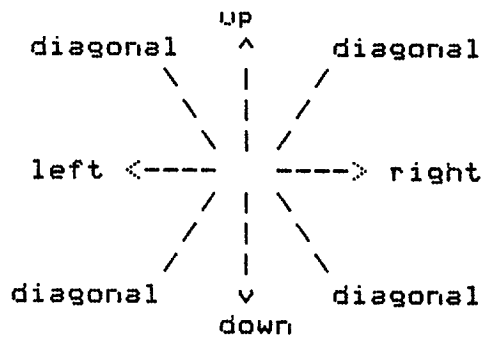
After you choose your game and player/handicap combination, press the START key to begin playing.

PLAYING THE GAME

OUTLAW. Hold your joystick controller with the control button at the upper left-hand corner, toward your video screen. To move your man, move your joystick in the directions shown below. You score a point when you hit your opponent before he hits you. To take aim, press the red button and use your joystick to position the barrel of your gun for the angle of your

shot. To fire, release the button. Try taking cover from flying bullets by ducking behind the cactuses. Sometimes it works; sometimes it doesn't!

**HOWITZER.** Hold your joystick with the red button at the upper left-hand corner, toward the video screen. To move your tank, move your joystick in the directions shown below. You can move only to your edge of the river. You score a point when you blow up your opponent's tank before he blows up yours. To take aim, press the red button and use your joystick to position your cannon for the angle and distance of the shot--cannon pointed upward for a long, curving shot or pointed straight ahead for a short, horizontal shot. To fire, release the button. Taking cover behind the trees gets you nowhere!



JOYSTICK MOVEMENT

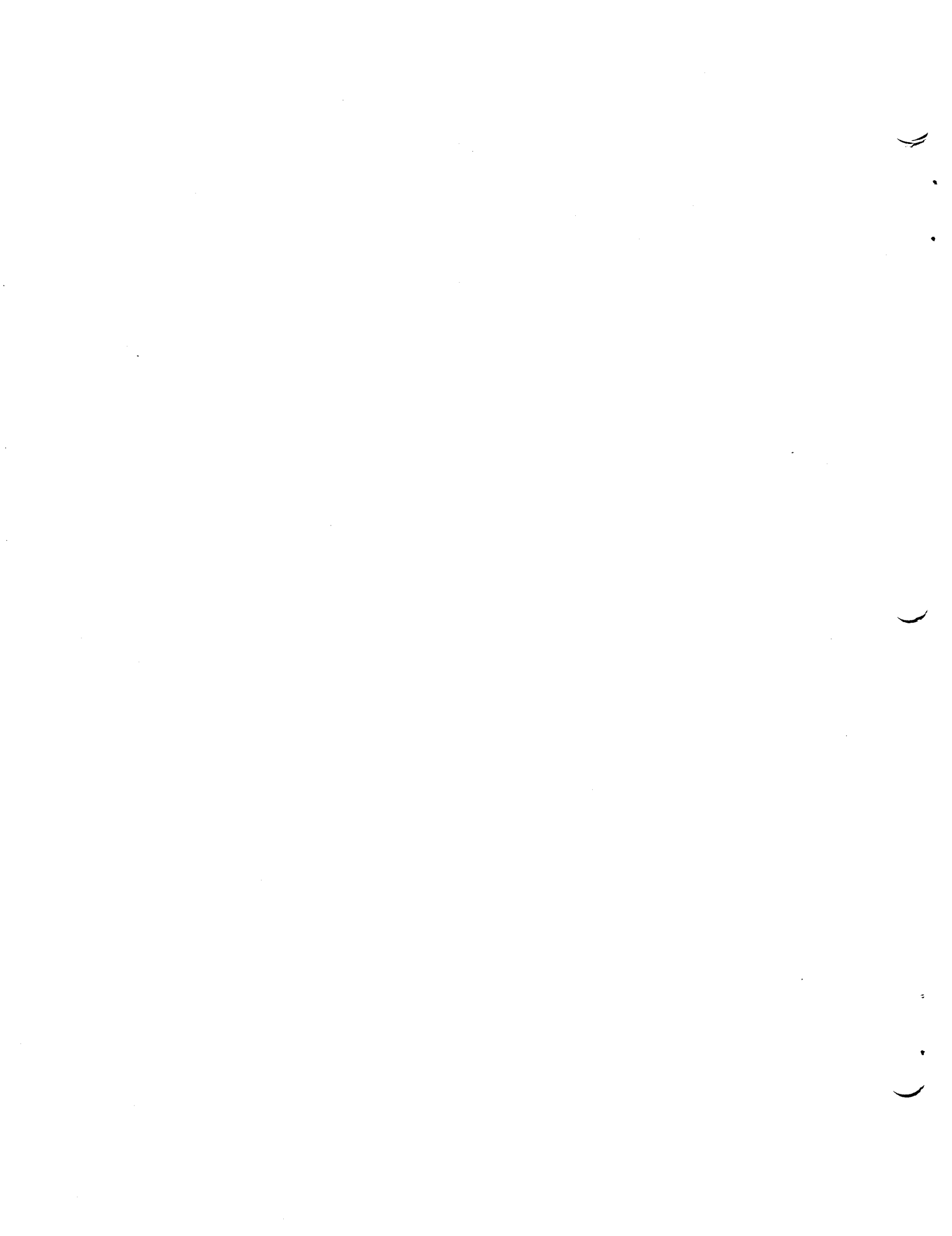
#### SCORING

Each player's number of hits displays at the top of the video screen with the first player's score on the left and the second player's or the computer's score on the right. The first to score ten hits is the winner.

#### RESTARTING AND REPLAYING THE GAME

You can interrupt the game at any time and restart it by pressing START, selecting your game and player/handicap combination, and pressing START again.





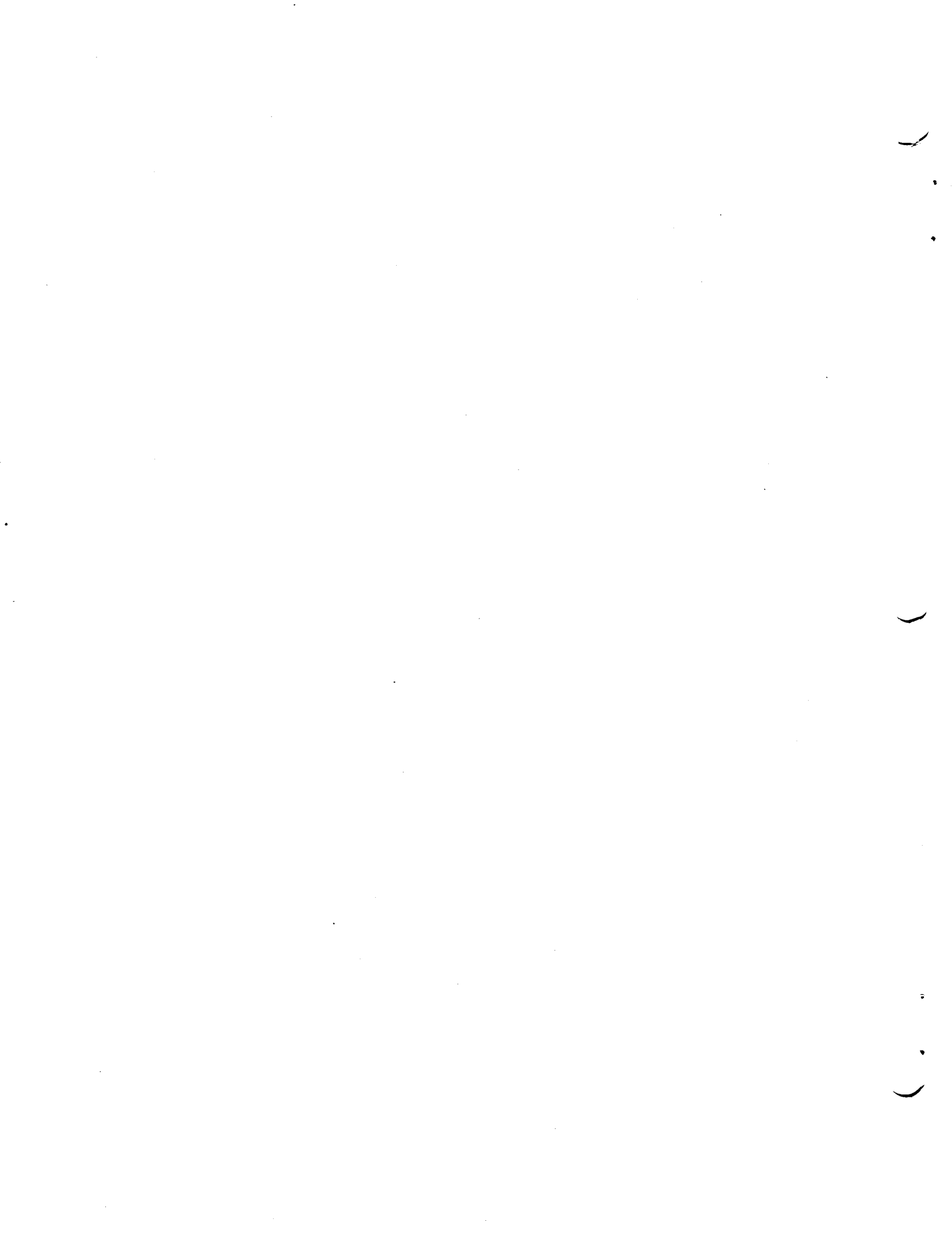
#### LIMITED WARRANTY ON MEDIA AND HARDWARE ACCESSORIES.

We, Atari, Inc., guarantee to you, the original retail purchaser, that the medium on which the APX program is recorded and any hardware accessories sold by APX are free from defects for thirty days from the date of purchase. Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are also limited to thirty days from the date of purchase. Some states don't allow limitations on a warranty's period, so this limitation might not apply to you. If you discover such a defect within the thirty-day period, call APX for a Return Authorization Number, and then return the product along with proof of purchase date to APX. We will repair or replace the product at our option.

You void this warranty if the APX product: (1) has been misused or shows signs of excessive wear; (2) has been damaged by use with non-ATARI products; or (3) has been serviced or modified by anyone other than an Authorized ATARI Service Center. Incidental and consequential damages are not covered by this warranty or by any implied warranty. Some states don't allow exclusion of incidental or consequential damages, so this exclusion might not apply to you.

#### DISCLAIMER OF WARRANTY AND LIABILITY ON COMPUTER PROGRAMS.

Most APX programs have been written by people not employed by Atari, Inc. The programs we select for APX offer something of value that we want to make available to ATARI Home Computer owners. To offer these programs to the widest number of people economically, we don't put APX products through rigorous testing. Therefore, APX products are sold "as is", and we do not guarantee them in any way. In particular, we make no warranty, express or implied, including warranties of merchantability and fitness for a particular purpose. We are not liable for any losses or damages of any kind that result from use of an APX product.



# ATARI PROGRAM EXCHANGE

REVIEW FORM

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is 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 and/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 software)
- \_\_\_\_\_ 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 software or user instructions:

---

---

---

---

---

---

-----  
STAMP

ATARI Program Exchange  
Attn: Publications Dept.  
P.O. Box 50047  
60 E. Plumeria Drive  
San Jose, CA 95150

[seal here]