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BOOTLEG

ENTERTAINMENT

Dodge the Prohibition agent through 20 maze screens
(ages 8 and up)

by **E.M. Freeman**

Requires: One ATARI Joystick Controller per player

Cassette version (1):
(APX-10218)

ATARI 410 Program Recorder
16K RAM

Diskette version (1):
(APX-20218)

ATARI 810 Disk Drive
24K RAM

Edition A

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BOOTLEG

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E.M. Freeman

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Introduction

OVERVIEW

The speakeasies are counting on you! Unless you can deliver the moonshine, they can't open tonight--and you've heard they don't like to be disappointed. In your delivery wagon, you're threading your way through the city streets, trying not to get lost or run out of gas. You've got to keep an eye out for a determined Prohibition agent armed with a supercharged patrol car. He can call ahead for roadblocks, but you know a few tricks to slow him down.

Using your joystick controller, you move the delivery wagon around a maze, stopping whenever you see symbols such as goblets or flagons. For each delivery, you're paid off in points added to your score. After you've made ten deliveries, you can move to another screen (there are twenty different screens in all). If you're playing against another bootlegger, you alternate turns to try for the higher score.

Your biggest worry is the Prohibition agent. His car moves faster than yours, and he throws out roadblocks when you least expect them. If you meet him, you crash and that round of the game ends. You can use a trap to thwart his pursuit, but it doesn't stop him for long, and it costs you points. You have five lives--and you need them!

Whenever an electrical storm passes over the terrain, it puts the Prohibition agent's radar out of action. This is a good time to escape or increase your score.

A last warning: don't run out of gas! A fuel gauge displays to show you how much you have left, and you can find fuel pumps at different spots on the mazes.

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 may write to him at:

P.O. Box 10005, Balmoral
Auckland, New Zealand

Getting started

LOADING BOOTLEG 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. (If you're playing the two-player version, plug a second joystick controller into the second controller jack.)

3. If you have the cassette version of BOOTLEG:

- a. Have your computer turned OFF.
- b. Turn on your TV set.
- c. Insert the BOOTLEG 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 BOOTLEG:

- 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 BOOTLEG 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 following screen displays. If not, check all connections between the disk drive and the computer, and repeat the loading process.

FME 1983
BOOTLEG

1 PLAYER GAME
PRESS SELECT FOR
2 PLAYER GAME

PRESS OPTION FOR
-STARTING LEVEL
001

PRESS START TO
BEGIN GAME

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Figure 1 First display screen

SELECTING GAME OPTIONS

Difficulty

The title screen shows difficulty level 001. Press the OPTION key repeatedly to raise the level as far as 100. The game has 20 different screens, and there are 5 different speeds of your delivery wagon and the patrol car. The difficulty level you choose combines the screen and the speed as follows:

<u>Level</u>	<u>Your speed</u>	<u>Patrol car speed</u>
1-20	1	2
21-40	2	3
41-60	3	4
61-80	4	5
81-100	5	5

Hold down the OPTION key to advance the starting level more quickly.

The level on the screen returns to 001 after 100 displays. Press

the SYSTEM RESET key to return the level to 001 at any time.

During game play, press the OPTION key to return to the first display screen. Then press the OPTION key again to advance the level one by one.

Number of players

Change the number of players by pressing the SELECT key. The number of players that displays on the screen shifts back and forth from 1 to 2 as follows:

SELECT

1 player game	2 player game
Press SELECT for	Press SELECT for
2 player game	1 player game

SELECT

When your choices display on the screen, press the START key to begin a game.

Playing BOOTLEG

THE FIRST MAZE

If you began BOOTLEG at level one, a maze screen displays. (Subsequent levels have different street mazes, but the figures appear in the same places, and the information that displays at the bottom of the screen is the same.)

From the upper left corner of the screen, your delivery wagon emerges. At the same time, the patrol car comes onto the screen from the upper right.

Use your joystick controller to move your delivery wagon through the maze. Hold the joystick with the red button at the upper left. Move the joystick away from you (towards the TV screen) to move your delivery wagon up; move the joystick in the opposite direction to move the delivery wagon downwards on the screen. Moving the joystick to the left or right moves your vehicle to the left or right.

The object is to avoid the speeding patrol car and make deliveries by passing the other figures (goblets, flagons, or faucets, for example) to score points. (See Figure 2 in the Scoring section of this manual.) After you've made ten deliveries, you may pass through an opening that appears at the upper right corner of the maze. Then you start on the next maze screen.

SCORE PANEL

The score panel displays at the bottom of the screen as follows:

T10	00:02	XXXXX	XXXXX	00:00	T10
PLAYER ONE		000050	PLAYER TWO		000000

In a one-player game, you're Player One, and all the information for Player Two stays at zero.

"T" followed by a number is the number of traps you have left before you move to the next screen.

The four numbers divided by a colon show how much time has gone by.

The row of five X's shows how many lives you have left until the game is over. Your score for the current game displays below

these X's.

FUEL PROBLEMS

While you're making deliveries, keep an eye on the fuel gauge at the bottom right of the screen. When it's full, it's equal to 30 seconds' supply. It's totally replenished each time you pass a fuel pump.

When the level drops to 10 seconds' supply, the score panel flashes on and off in red, finally staying red when the supply is exhausted. Your delivery wagon comes to a stop and the patrol car catches up or the game ends.

TRAPS

To counteract the patrol cars' faster speed, you have ten traps each time you enter a new maze. Press the red joystick button to set a trap down behind your vehicle. A cluster of dots or a dollar sign appears. You can pass through a trap after you've set it.

When the patrol car hits a trap he's stuck long enough for you to escape. But be careful! there's a 25% chance he'll drive straight over a trap without hindrance. Your score shows a 50-point penalty each time you set a trap.

The score panel at the bottom of the screen shows how many traps you have left.

CHANGING SCREENS

After you've made ten deliveries, a buzzer sounds. The exit block in the right hand corner begins to open and close every two seconds.

The exit opens before your fuel allotment is exhausted, even if you haven't made ten deliveries. But you don't win the 500-point bonus for changing sectors.

ROADEBLOCKS

The patrol car can surprise you by setting up roadblocks in the maze. The roadblocks are narrow gray bands that suddenly cross your path. You can't pass through them, but the patrol car can.

ELECTRICAL STORMS

Since there's a large electrical disturbance in the area, an occasional storm passes over the screen. The storm puts the patrol cars' radar out of action temporarily. Use this time to increase your score or escape.

ADVANCED GOAL

There are 20 different maze screens to make your deliveries in. Speed of play increases every time you travel through all the mazes, until you've completed the fifth pass through all twenty. The sixth and subsequent passes are the same speed as the fifth pass.

You have 5 lives to begin with - GOOD LUCK!

Pause and reset

PAUSING

Press the SPACE BAR on your keyboard to freeze the display and stop play temporarily.

Press the SPACE BAR again to resume play.

RESETTING THE OPTIONS

Press the SYSTEM RESET key at any time to return BOOTLEG to a one- player game at starting level one.

RESTARTING THE GAME

While the high score displays on the screen, you may restart the game by moving either joystick in any direction. You can still use the START key.

Scoring

You score points for every delivery you make, every fuel pump you pass, and every new maze screen you enter.

Fifty points are deducted from your score whenever you use a trap.

You earn points for the objects in the maze as follows:



GOBLET

10 POINTS



1/2 PINT

20 POINTS



PINT

30 POINTS



FLAGON

40 POINTS



FAUCET

50 POINTS



MYSTERY

100-400 POINTS

FUEL

100-400 POINTS

Figure 2 Scoring values

Whenever you enter a new maze screen through the passage at

the upper right corner of the maze, you earn 500 points. But you don't win this bonus if you made fewer than 10 deliveries on the previous maze.

Helpful hints

Use traps only if it's absolutely necessary. By holding the trigger down you can leave a string of traps behind you, but this is expensive.

Change direction frequently if you're being pursued. The patrol car occasionally loses you on its radar.

Head for the exit at the top right of the screen as soon as the score panel starts flashing red if you can't find any fuel pumps on the screen.

No penalty points are deducted from a zero score. Then you can use traps without losing points.

The patrol car travels at your speed in levels 81-100. In all the others, he's one step ahead.

Use the time after a storm to make extra deliveries safely. Remember that the patrol car is still dangerous even though he doesn't search for you.

Don't change direction if your pursuer is within one car length of you. You'll almost certainly lose a life. Instead try to set a string of traps by holding the joystick trigger down.



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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
- _____ Use (non-game programs)
- _____ Imaginative graphics and sound

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

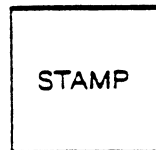
8. What did you especially like about the user instructions?

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:

rom



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