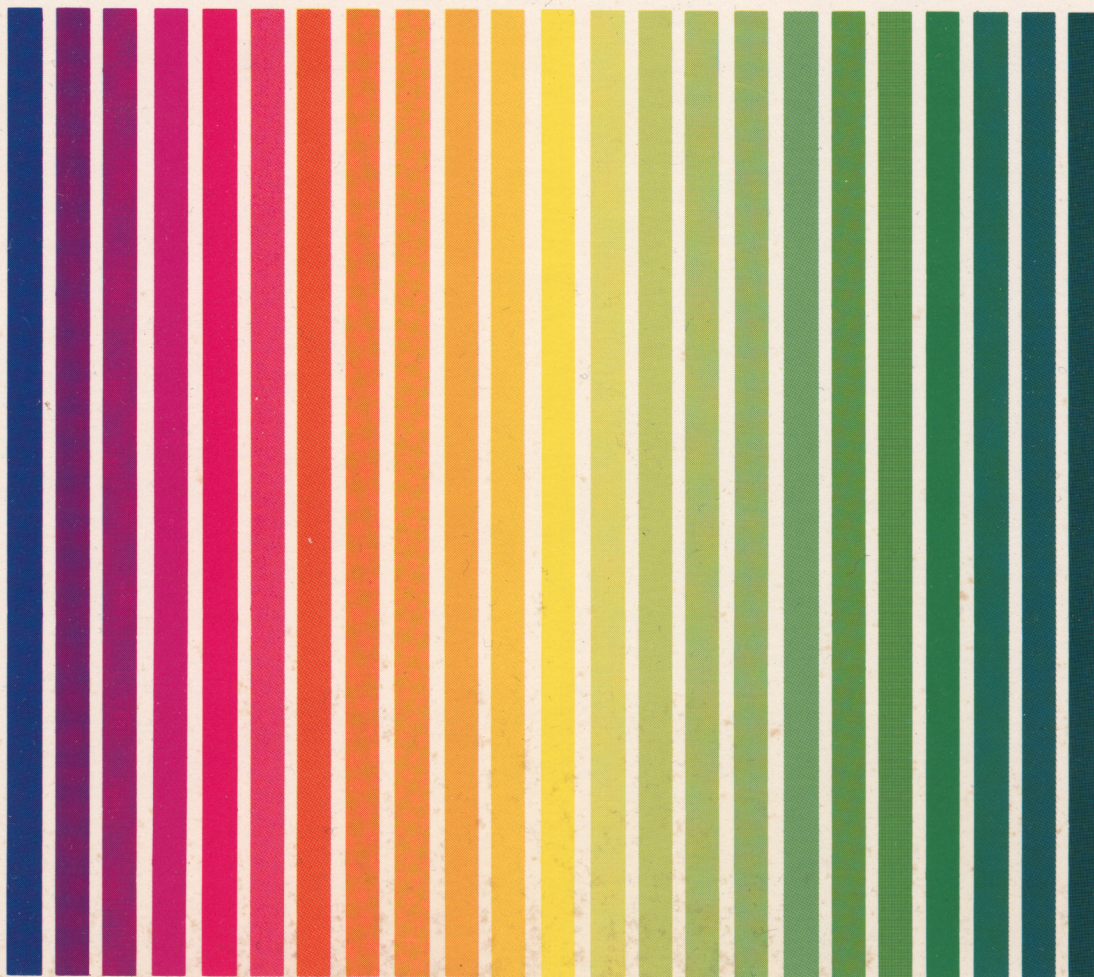# APX

ATARI® PROGRAM EXCHANGE

Mark Reid

DOWNHILL

APX-10063 APX-20063

User-Written Software for ATARI Home Computers

Mark Reid

DOWNHILL

APX-10063 APX-20063

DOWNHILL

by

Mark Reid

Program and Manual Contents ©1981 Mark Reid

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INTRODUCTION

OVERVIEW

DOWNHILL is a one-person, snow skiing game requiring hand/eye coordination and precise timing. You use a paddle controller to steer your skier down one of four courses: beginner, intermediate, expert, or random. You can preview the course or you can run it sight unseen. You use gravity to build up speed, steer your skier through the gates, and reach the bottom as fast as possible. As you become more skilled, you can adjust the slope of the hill to increase your speed. Hitting a tree or a gatepost stops your skier, which wastes precious seconds. The program keeps track of the best time for each course, so you can compete against a friend's time or against your own best time. Time to hit the powder!

REQUIRED ACCESSORIES

For the cassette version
    16K RAM
    ATARI 410 Program Recorder

For the diskette version
    32K RAM
    ATARI 810 Disk Drive

ATARI BASIC Language Cartridge
One ATARI Paddle Controller

CONTACTING THE AUTHOR

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

        1308 Martha Road
        South Charleston, West Virginia 25303

or telephone him at:

        304/744-6592

GETTING STARTED

LOADING DOWNHILL INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.

2. Plug a paddle controller into the first (leftmost) controller jack at the front of your computer console.

3. <u>If you have the cassette version of DOWNHILL:</u>

   a. Turn on your TV set.

   b. Turn on your computer and connect your program recorder to the computer and to a wall outlet.

   c. Slide the DOWNHILL cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.

   d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.

   e. After the tape finishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. The first display screen will appear on your TV screen. (Note. Do <u>not</u> press STOP on your program recorder, because the program must load more information into computer memory.)

   <u>If you have the diskette version of DOWNHILL:</u>

   a. Turn on your disk drive.

   b. When the BUSY light goes out, open the disk drive door and insert the DOWNHILL diskette with the label in the lower right-hand corner nearest to you. Close the door.

   c. Turn on your computer and TV set.

   d. When the READY prompt displays on your TV screen, type RUN "D:DOWNHILL" 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 DOWNHILL diskette (e.g., RUN "D2:DOWNHILL" for disk drive two). The program will load into computer memory and start.

THE FIRST DISPLAY SCREEN

The program displays a message about loading into computer memory. Then the title and option screen appears:

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        DO
          WN
            HI
              LL

      by Mark Reid

 PRESS ↑ or ↓ KEY TO CHANGE SLOPE: 30

    PRESS OPTION TO CHANGE COURSE:

            BEGINNER

      PRESS START TO BEGIN
```

Select your slope and course, as described below, and then get ready to ski DOWNHILL!

CHANGING SLOPE—↑ and ↓ keys

Use the up arrow and down arrow keys to change the downward slope, which determines your speed. The initial slope is 30 degrees, a good incline for beginners. You can vary the slope from 10 degrees (you'll move at a snail's pace) to 60 degrees (you'll fly), in one-degree increments. The down arrow decreases the slope; the up arrow increases it.

SELECTING YOUR COURSE—OPTION key

Press the OPTION key until the course displays that you want to run. Your choices are BEGINNER, INTERMEDIATE, EXPERT, and RANDOM. The initial setting is BEGINNER. The expert course requires your skier to ski through narrow openings between trees and even to turn uphill in places to make every gate. The random course places the gates in different positions each time the course is drawn. After practicing on the beginner's course awhile, you'll be ready for the extra challenges of the harder courses. And when the going gets easy on these more advanced courses, you can always increase your slope to speed up your run.

STARTING YOUR RUN

Now press the START key to begin. The program draws the course and then begins to scroll from the bottom of the hill to the top, giving you a chance to preview the course. If you prefer not to see the course ahead of time or if you're already familiar with it and want to begin skiing immediately, press the START key again; the program will jump to the top of the hill.

PLAYING DOWNHILL

THE PLAYING FIELD

The top of the screen displays your running time, the best time for the current course this game session, and the number of gates you've skied through so far on your current run. Below this display is a bird's-eye view of your skier and the course. Your skier starts in the middle of the screen, and the starting line is near the top of the course.

When the long end of the skis point towards the top of the screen, your skier is facing down the hill.

Two red dots with a yellow line between them represent each gate. The gates are numbered sequentially going down the hill. The green shapes are trees—to be avoided at all costs!

CONTROLLING YOUR SKIER

Use your paddle controller to steer your skier. The long end of the skis are in front of your skier. Turn the paddle knob slowly until your skier is pointed down hill (towards the top of the screen) and then press the red trigger button to start moving. The timer begins counting when your skier crosses the start line.

Now adjust your paddle knob to point your skier in the direction of the first gate. You may need a few runs down the hill to become familiar with the course. To avoid losing control, adjust the paddle knob slowly. You need make only small turns of the knob to change your skier's direction.

After your skier has started down the hill, you can press the trigger button to snowplow (slow your skier down). Slowing down a little is often preferable to hitting a tree or a gatepost and coming to a complete stop. If you do hit something and stop, you must point your skier down hill to pick up speed again.

SCORING

The score displays seconds in tenths and hundredths. Your score is the number of seconds you take to run the entire course. Therefore, the lower your score, the better! When you reach the finish line, the program adds ten seconds to your time for each missed gate. If your time is shorter than the best time for that course, it becomes the new best time.

RESTARTING OR REPLAYING DOWNHILL

Pressing the START key restarts your skier at the top of the hill at any time during the game, except when the program is drawing the course or computing your score at the finish line. Press the OPTION key to redisplay the option menu for changing course or slope.

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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).

_____

_____

_____

3. 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?

_____

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11. Other comments about the software or user instructions:

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