Entertainment

AVALARCHE™
Absorb falling rocks with your shields

Requires:
Cassette (APX-10003): Atari 410™ Program Recorder
16K RAM
Diskette (APX-20003): Atari 810™ Disk Drive
16K RAM

Consumer-written programs for Atari Home Computers
AVALANCHE™
by
Dennis Koble

Program and manual contents © 1981 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.
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
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
Introduction

Overview

*Avalanche™* is a paddle game of speed and dexterity for one or two players. An avalanche of rocks is poised overhead, ready to pummel you. The object is to score as many points as possible by absorbing the falling rocks with a series of shields before the rocks hit the ground. You maneuver your shields back and forth across the screen by turning the knob of your Paddle Controller. Your chosen bonus level determines the number of misses you're allowed and the number of points you must obtain to earn an extra turn. Compete against your own best score or against another player.

Required accessories

A pair of ATARI Paddle Controllers

- Cassette version

  16K RAM
  ATARI 410 Program Recorder

- Diskette version

  16K RAM
  ATARI 810 Disk Drive
Getting started

Loading Avalanche into computer memory

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

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

3. If you have the cassette version of Avalanche:
   a. Have your computer turned OFF.
   b. Insert the Avalanche cassette in 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. Turn on your TV set. The game will load into computer memory and start.
   e. TURN OFF your program recorder by pressing STOP after the game has loaded into computer memory.

If you have the diskette version of Avalanche:

   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 Avalanche diskette with the label in the lower right-hand corner nearest to you. Close the door.
   d. Turn on your computer and TV set. The Disk Operating System (DOS) will automatically load into computer memory and the DOS menu will display.
   e. Select option L (for Binary Load) from the DOS menu.
   f. In response to the prompt “LOAD FROM WHAT FILE?”, type AVAL and press the RETURN key. The game now loads into computer memory.

The first display screen

You’ll see a screen displaying scoring information at the top; a four-layer avalanche; the text “AVALANCHE, (c) ATARI 1980, BONUS PLAY FOR 300” and four shields moving across the surface and absorbing falling rocks.
OPTION — bonus level

Before starting to play, choose a bonus level to determine the number of misses you're allowed and the number of points you must accumulate to earn an extra turn. Press the OPTION key until the bonus level you want displays. Your choices are:

BONUS PLAY FOR 300 — 3 misses;
1 extra turn for scoring 300 points or more

BONUS PLAY FOR 500 — 4 misses;
1 extra turn for scoring 500 points or more

BONUS PLAY for 700 — 5 misses;
1 extra turn for scoring 700 points or more

BONUS PLAY FOR 900 — 6 misses;
1 extra turn for scoring 900 points or more

SELECT — number of players

Press the SELECT key to choose a one- or two-player game. A “#1” displays in the scoring area at the top of the screen when you select a one-player game. A “#1” and “#2” display at the top when you choose a two-player game. Players alternate turns.

START — beginning the game

After you've chosen your bonus level and number of players, press the START key to begin playing. The avalanche will start falling in about ten seconds, or you can press the red button on your paddle to start sooner.
Playing Avalanche

By turning your paddle knob, maneuver your six shields to absorb the rocks before they hit the ground. Each rock that gets by you counts as a miss (that is, a turn). As you absorb the rocks, your shields wear away—each one decreases in size and then disappears altogether, until you have only one small shield. At the same time, the rocks fall faster as you progress through the layers to the smaller rocks. If you’re dexterous enough to absorb the entire mass, you face successive avalanches, but you start each new round with fewer shields.

Scoring

The first line of the scoring display at the top of the screen shows the number of misses for the current player and the highest game score during this game session at the selected bonus level. The program keeps track of the best score for each bonus level, and it displays the appropriate best score as you select different bonus levels.

Each player’s current score displays in the second line. You earn one point per rock in the first layer, two points per rock in the second layer, and so on, up to six points per rock in the sixth layer. The same scoring applies to each avalanche you work your way through.

Restarting and replaying the game

You can interrupt the game at any time and restart it by pressing the START key, selecting your bonus level and number of players, and pressing the START key again.
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
   - [ ] Useful (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

ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055
AVALANCHE
by Dennis Koble
Recommended for ages 6 and up/Written in machine language

- Arcade-style action and excitement
- Colorful graphics and menacing sounds
- The better you get, the faster the rocks fall
- A great party game

If you like fast-moving games that challenge your manual dexterity, then you’ll love Avalanche. Six colored layers of graduated rocks are poised overhead. You score points by absorbing the falling rocks with a stack of rectangular shields before the rocks hit the ground. You maneuver your shields back and forth across the bottom of the screen with a Paddle Controller. The impact of the rocks gradually wears away the number and size of your shields, but the rocks keep coming, smaller and faster. If you manage to ward off all the rocks, you face yet another avalanche, but with fewer shields!

Compete against your own best score or pit your skill against an opponent. Four bonus levels challenge your ever-increasing skill. Your chosen bonus level determines the number of misses you’re allowed and the number of points you must obtain to earn an extra turn.

DENNIS KOBLE

About the author
Dennis Koble, the fourth programmer ever to be hired by Atari, recalls the early days of designing video games. The staff came up with a game called “Catch”, featuring cute little eggs dropping into baskets. Testing the game showed it was a failure. But when they changed the eggs into rocks, and added excitement and danger to the same format, “Catch” became Avalanche, and a popular arcade game was born. After designing many similar games for the Coin-Op division of Atari, Dennis turned his attention to adapting Avalanche to the home computer, and it has been one of APX’s most popular games. Dennis has learned that brainstorming ideas for games is easy; the hard part is executing them. Graphics must be precise, and controls must work accurately. For every success, you can expect ten failures, he warns. Dennis is now vice-president of a software company in Los Gatos, California.

REVIEW COMMENTS
Avalanche makes great use of the ATARI Computer’s colors, graphics, and sound. Patterned after the ATARI arcade game of the same name, this game really appeals to all ages—it’s simple enough for young players, but it challenges experienced players. It’s not meant to be a game of strategy, but is rather a game demanding good motor skills.

Your TV picture must be centered to accommodate the playing field. The user manual is very good.

Cassette: version 1  Diskette: version 1
Edition B

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 service, 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.

For the complete list of current APX programs, ask your ATARI retailer for the APX Product Catalog