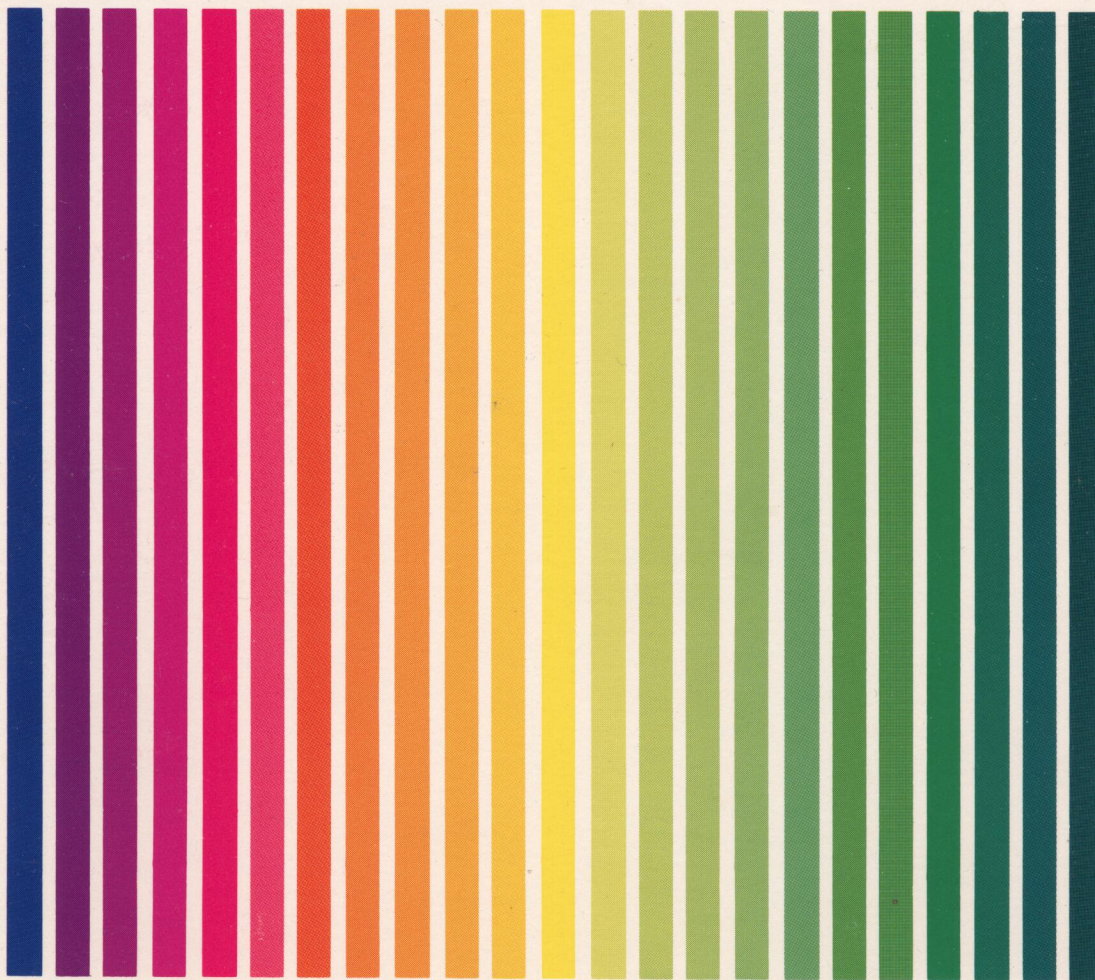


# APX ATARI® PROGRAM EXCHANGE



DALE DISHAROON MARCH 1982

## CUBBYHOLES

CASSETTE (APX-10101)

REQUIRES: 16K RAM

DISKETTE (APX-20101)

REQUIRES: 24K RAM

User-Written Software for ATARI Home Computers

DALE DISHAROON    MARCH 1982

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# CUBBYHOLES

by

Dale Disharoon

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## INTRODUCTION

### OVERVIEW

CUBBYHOLES is an arithmetic game played by one or two players using Joystick Controllers. In a two-player game, opponents work on separate, but identical, 3-by-3 grids of one-digit numbers. Below the grid a number between 6 and 18 displays. You can either select this number or let CUBBYHOLES choose it for you. The object of the game is to draw boxes around the nine digits in such a way that the sum of the digits in each enclosure equals the number below the grid. All nine digits must be used and each is used only once. If you think you've solved the puzzle, move to the middle of the grid and press the Joystick's trigger button. If you're wrong, CUBBYHOLES tells you to try again. If you're right, you score a point and another round begins. You can play as few as two rounds or as many as twenty. In the one-player version, one grid displays and your goal is to complete every round successfully.

### REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge  
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 CUBBYHOLES may write him at:

Box 215  
Manchester, CA 95459

or call him at:

707/882-2477

## GETTING STARTED

### LOADING CUBBYHOLES INTO COMPUTER MEMORY

1. If you plan to use the Joystick Controller, plug the Joystick into the first (leftmost) controller jack at the front of your computer console.
2. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.
3. If you have the cassette version of CUBBYHOLES:
  - a. Turn on your TV set.
  - b. Connect your program recorder to the computer and to a wall outlet.
  - c. Slide the CUBBYHOLES cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.
  - d. Turn on the computer while holding down the START key. Press the RETURN key and CUBBYHOLES will load into the computer automatically and begin to run.

#### If you have the diskette version of CUBBYHOLES:

- a. Turn on your disk drive.
- b. When the BUSY light goes out, open the disk drive door and insert the CUBBYHOLES 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. CUBBYHOLES will load automatically into computer memory and begin to run.

### THE FIRST DISPLAY SCREEN

After the program loads into computer memory, the screen fills with the word "CUBBYHOLES" accompanied by an electronic rattle. The copyright notice displays at the bottom of the screen.

## SELECTING YOUR OPTIONS

### Choosing a one- or two-player game

After the CUBBYHOLES title displays, the menu displays. First, you select a one- or two-player game. On the screen, you see

#### PLAYERS 1

The number 1 represents a one-player game. Move the first Joystick (in the leftmost controller jack) in any direction to alternate between a one-player and two-player game. Press the red button on the Joystick when your desired number displays.

### Entering players' names

If you choose a two-player game, the words

#### PLAYERS' NAMES

appear on the screen. Using the computer keyboard, type in the name of the first player. You may use a maximum of eight letters. Use the DELETE/ BACKSPACE key if you make a typing error. Press the RETURN key to enter the name. Enter the second player's name in the same manner. If you don't want to take the time to enter names, merely press the RETURN key in response to each name prompt. The computer uses the names PLAYER-1 and PLAYER-2.

### Choosing the skill level

In both the one-player and two-player games, you may choose the sums for the puzzle grids. The word

#### LEVEL

appears followed by the number 6. If you choose this skill level, the sums for all grids must be 6. Use the first Joystick to change this value. Holding the Joystick with the red button away from you and to your left, push the stick forward to increase the value and pull it back to decrease it. The value cycles from 6 to 18. You also see the word

#### ALL

appear. If you choose this option, the computer randomly selects a number for each round of play. To finalize your choice, press the red button on the Joystick.

### Specifying the number of rounds

After you choose the skill level, the words

#### HOW MANY 5

appear. You now select the number of rounds you want to play. Push the stick forward to increase the number and pull it back to decrease it. You can select as many as twenty rounds or as few as two. Selection of an even number of grids in a two-player game allows for the possibility of a tie. Again, press the red trigger button to make your selection.

## USING CUBBYHOLES

### INTRODUCTION

For each puzzle, nine digits display on a 3-by-3 grid. Another number appears directly below the grid. You must partition the digits so that each compartment (cubbyhole) adds up to the number below the grid. You use every digit only once. You build cubbyholes with the Joystick(s).

### CREATING THE CUBBYHOLES

You see a small flashing dot (cursor) near the top of each puzzle. Hold the Joystick with the red button away from you and to your left. Press the red button on the Joystick. A short horizontal line appears. Press the red button again and the line disappears. Push your Joystick left or right and the cursor moves horizontally. Push your stick forward or pull it back and the cursor moves vertically. You can move only through the center digit. The cursor won't move through the other numbers. You can't move out of the grid. You can't place lines in the four center corner positions. This feature lets you turn corners. Lines appear automatically in these corners. Play around with the Joystick and the cursor for a few minutes to become familiar with building a cubbyhole.

### DID YOU WIN?

Each puzzle has only one correct solution. If you've successfully cubbyholed every number in the puzzle, move the cursor to your center digit press the Joystick trigger. The computer now checks your grid. The computer buzzes if the solution is incorrect; keep trying. If the solution is correct, the computer signals approval and the next grid appears on the screen.

### OTHER OPTIONS

You can use two of the orange keys on the right of the computer keyboard during the game. Pressing the START key returns you immediately to the game plan menu. The SELECT key advances you to the next grid. You don't score for a skipped grid, so use the SELECT key only as a last resort.

### SCORING

One-player game. A scoreboard appears after you complete or skip the number of rounds specified on the game plan menu. The scoreboard displays the number of puzzles solved and the number attempted. Press the red trigger button to return to the menu.

Two-player game Scores display at the bottom of the screen below each player's name. You receive one point for each successfully completed grid. The winner is honored with a victory tune. Press the Joystick's trigger button to return to the program menu.

INTRODUCTION

The main purpose of this document is to provide a clear and concise overview of the principles that govern the organization and its operations. It is intended to serve as a guide for all employees and to ensure that everyone is working towards the same goals and objectives.

STATEMENT OF PURPOSE

The purpose of this document is to provide a clear and concise overview of the principles that govern the organization and its operations. It is intended to serve as a guide for all employees and to ensure that everyone is working towards the same goals and objectives. The document is organized into several sections, each of which deals with a specific aspect of the organization's operations. The first section, "Introduction," provides an overview of the document and its purpose. The second section, "Statement of Purpose," describes the organization's mission and vision. The third section, "General Principles," outlines the core values and principles that guide the organization's operations. The fourth section, "Organizational Structure," describes the organization's hierarchy and reporting relationships. The fifth section, "Policies and Procedures," outlines the rules and regulations that govern the organization's operations. The sixth section, "Conclusion," summarizes the key points of the document and provides a final statement of the organization's commitment to its principles and values.

OUR VALUES

Our organization is committed to the following values: integrity, honesty, respect, and excellence. These values are the foundation of our organization and are essential for our success. We strive to embody these values in all of our actions and decisions. We believe that these values are not only good for our organization but also for the world as a whole. We are committed to promoting these values and ensuring that they are a part of our organizational culture.

OUR MISSION

Our mission is to provide high-quality products and services to our customers. We are committed to meeting our customers' needs and exceeding their expectations. We believe that our customers are the heart of our organization and that their satisfaction is our top priority. We strive to provide a seamless and enjoyable experience for every customer who interacts with our organization.

OUR VISION

Our vision is to be the leading provider of products and services in our industry. We believe that we can achieve this vision by continuing to innovate and improve our products and services. We are committed to staying ahead of the competition and providing our customers with the best possible experience.

We are committed to the success of our organization and to the well-being of our employees. We believe that our employees are the key to our success and that we must provide them with the resources and support they need to thrive. We are committed to creating a positive and inclusive work environment where everyone can contribute to our success.

#### 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.

## THE NEW YORK STATE DEPARTMENT OF SOCIAL SERVICES

The New York State Department of Social Services is pleased to announce the opening of the New York State Office of the Commissioner of Social Services, located at the New York State Office Building, Albany, New York. The Office of the Commissioner of Social Services is the central agency for the coordination and supervision of the state's social service programs. It is responsible for the development and implementation of social service policy, the supervision of the state's social service personnel, and the coordination of the state's social service programs with the federal government and other state agencies. The Office of the Commissioner of Social Services is also responsible for the administration of the state's social service programs, including the management of the state's social service budget, the supervision of the state's social service personnel, and the coordination of the state's social service programs with the federal government and other state agencies.

The Office of the Commissioner of Social Services is currently seeking applications for the position of Commissioner of Social Services. The position is a full-time, permanent position, and the successful candidate will be responsible for the overall management and supervision of the state's social service programs. The position is a high-level position, and the successful candidate will be required to have a minimum of ten years of experience in social service administration, and a minimum of five years of experience in the management of large organizations. The successful candidate will also be required to have a minimum of a master's degree in social work, social administration, or a related field. The Office of the Commissioner of Social Services is an equal opportunity employer, and it is committed to the recruitment and retention of a diverse workforce.

## OFFICE OF THE COMMISSIONER OF SOCIAL SERVICES

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# 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.

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3. What do you especially like about this program?

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4. What do you think the program's weaknesses are?

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5. How can the catalog description be more accurate and/or comprehensive?

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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).

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

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9. What revisions or additions would improve these instructions?

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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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STAMP

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San Jose, CA 95150

[seal here]