Mark Reid

DOWNHILL
Steer your skier around trees and through gates
1 player (ages 8 and up)

Cassette: 16K (APX-10063)  Diskette: 32K (APX-20063)
DOWNHILL

by

Mark Reid

Program and Manual Contents © 1982 Mark Reid

Copyright notice. On receipt of this computer program and associated documentation (the software), the author 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.
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. If you have the cassette version of DOWNHILL:
   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 not press STOP on your program recorder, because the program must load more information into computer memory.)

If you have the diskette version of DOWNHILL:

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. DOWNHILL loads into computer memory and starts automatically.
THE FIRST DISPLAY SCREEN

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

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.
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

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).
3. What did you especially like about the user instructions?

4. What revisions or additions would improve these instructions?

5. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

6. Other comments about the software or user instructions:

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

[seal here]