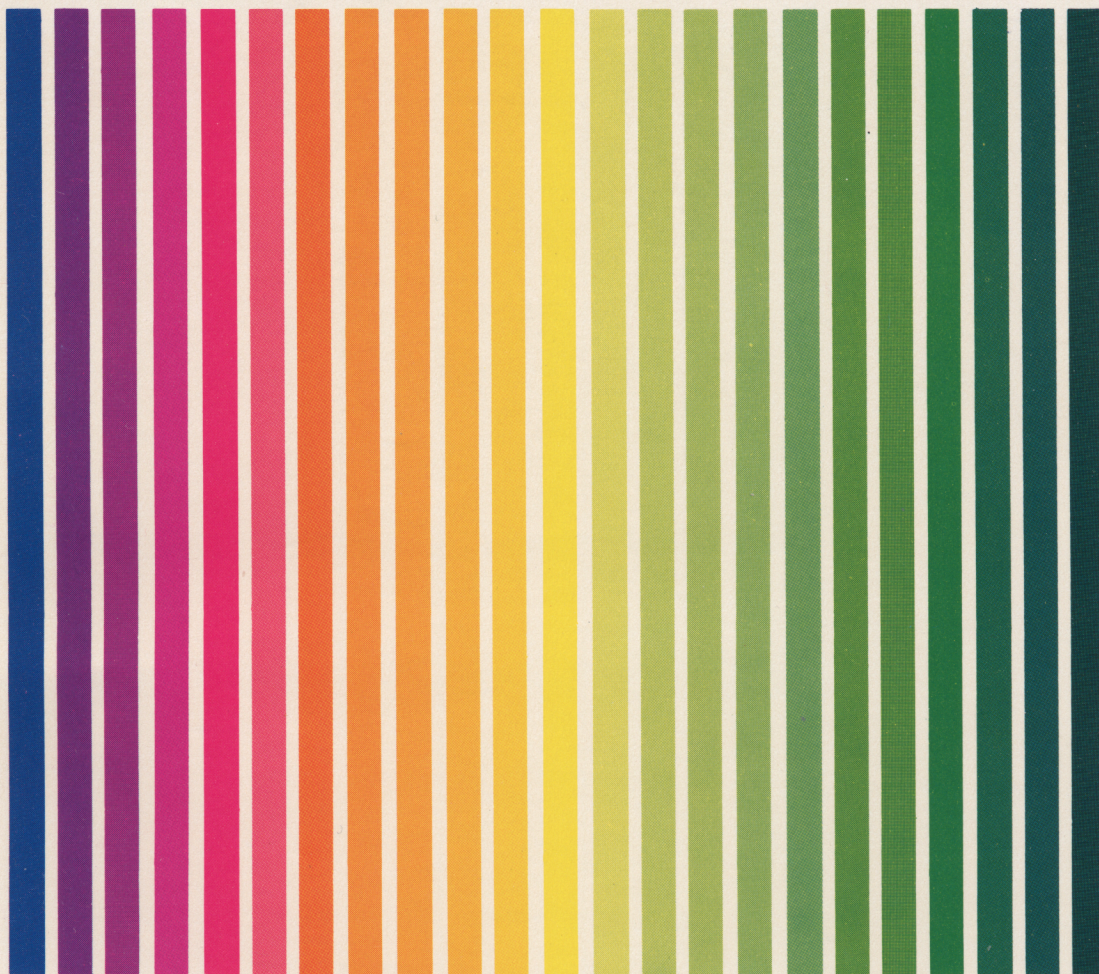


APX ATARI® PROGRAM EXCHANGE



John Ortiz

JAX-O

Computerized jacks for 1-4 players (ages 7 and up)

Cassette: 16K (APX-10121)

Diskette: 24K (APX-20121)

User-Written Software for ATARI Home Computers

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by

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INTRODUCTION

OVERVIEW

"Jacks" players, it's time to trade your chalk circle for a television screen. The game is the same - only the face has changed. Using your Joystick Controller, you toss a ball onto a playing field and then race to pick up the jacks before the ball bounces.

One to four players can play JAX-O. Each player chooses his own level of difficulty before the game starts. Different levels of difficulty can exist within the same competition. The options include the size of the playing field, ball speed, and height of bounce. Once the game starts, ten jacks appear on a square playing field, called the floor. Pressing the Joystick button throws the ball onto the floor. The cursor, called the hand, scurries about trying to pick up the correct number of jacks (first one at a time, then two, then three, and so on up to all ten at once) and catch the ball before it bounces. In the one-player version, you try to master progressive levels of difficulty. In the multiplayer version, you try to be first to master one or more levels.

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 JAX-O may write him at:

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Columbia, TN 38401

GETTING STARTED

LOADING JAX-O INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.
2. In a one-player game, plug the Joystick Controller into the first (leftmost) controller jack at the front of your computer console. Additional players use the controller jacks to right, in sequence (e.g. player 2 uses jack 2).
3. If you have the cassette version of JAX-O:
 - 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 JAX-O 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.

If you have the diskette version of JAX-O:

- a. Turn on your disk drive.
- b. When the BUSY light goes out, open the disk drive door and insert the JAX-O 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:JAX-O" 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 JAX-O diskette (e.g., RUN "D2:JAX-O" for disk drive two). The program will load into computer memory and start.

THE FIRST DISPLAY SCREEN

After the program loads into computer memory, you see "JAX-O", the copyright information, and:

```
LEVEL      1
PLAYERS    1
FLOOR - MICRO
PROGRESSIVE - FAST
```

SELECTING YOUR OPTIONS

Before playing JAX-O, determine the type of game you wish to play. You must decide on the:

PLAYERS - One to four people can play JAX-O.

LEVELS - The playing levels refer to the height of the bounce of the ball. The lengths vary from level one (easiest), to level seven (hardest).

FLOOR - The possible playing fields are micro, small, medium, and large. Use the large field if you want the greatest challenge.

Author's Note: I don't recommend the micro floor for very young players. The extremely limited playing field can be very frustrating.

PROGRESSIVE - After completing any level except seven (which repeats itself), the computer will automatically move you to the next higher level of difficulty. If you choose to "hold", you will remain at the same level of difficulty in all the sets of the game.

FAST (or SLOW) - This term refers to the speed of the ball. A slow ball is recommended for young children or inexperienced Joystick users.

You may accept the default values shown on the initial display or you may choose your own values in the following manner.

A ONE-PLAYER GAME

With PLAYER - 1 on the screen, choose your game level by pressing the desired number key (1-7). Your choice will appear on the screen.

Next, press the SELECT key to determine the floor size. Each time you press the key you'll see a different choice. They will appear as

MICRO (default)
SMALL
MEDIUM
LARGE

Now press the START key to determine a PROGRESSIVE or HOLDING game and a FAST or SLOW game. Each time you press the key you'll see a different choice. They will appear as

PROGRESSIVE - FAST
PROGRESSIVE - SLOW
HOLDING - FAST
HOLDING - SLOW

Once you see your choices on the screen, press the red button on the Joystick Controller. The message, "PLEASE WAIT", appears before you see the playing field, jacks, and movable cursor.

MULTIPLAYER GAME

Each player, in a multiplayer game, can choose his own options. This feature provides for even competition when the players have different skill levels. The first player of the group makes his selections as described in a one-player game. Then the second player presses the OPTION key until a "2" appears next to the word "PLAYER". He then chooses his own variations in the same manner as player 1. Players 3 and 4 follow the same procedures for PLAYER 3 and PLAYER 4 respectively.

After all players have chosen variations or accepted the default values, player one presses his Joystick button to start the game. Set one (collect one jack at a time) appears after you see the message "PLEASE WAIT".

SPECIAL NOTE FOR 2, 3, OR 4-PLAYER GAMES

1. If all players wish to accept the default values, be sure that the display screen shows the correct number of players before starting the game.
2. JAX-O allows for independent choices of options. However, a game between like opponents will be fair with like options. The independent choice of options is great for a game between unmatched opponents (e.g., big brother and little sister). You can give one a better chance with a slow ball or, perhaps, start the skilled player at a higher level on a larger floor.
3. Before beginning the game, a player may change his mind and want to alter an option. He may do so, when he sees his player number on the screen, by pressing the OPTION key. The screen will revert to his display and the changes can be made. Once, you complete the changes, you must press the OPTION key until the number of players in the game appears on the screen. Failure to follow these instructions may cause the program to, inadvertently, drop a player.

PLAYING JAX-O

INTRODUCTION

With set one, you will see ten jacks on the playing floor. The hand (cursor), holding a ball, appears at the bottom center of the floor. At the top of the floor you see the player, set, and level numbers.

THROWING THE BALL

Make sure that you're holding the Joystick with the button at the upper left and the word TOP facing the television screen. Use your Joystick to position the "hand" strategically along the bottom of the playing floor. Move the Joystick to the right or left and the "hand" will move accordingly. Throw the ball by pressing the red button on your Joystick Controller.

PICKING UP THE JACKS

Immediately after you've thrown the ball, push the Joystick forward to move the "hand" onto the floor. Catch the appropriate number of jacks by bumping into them with the "hand". Then race the "hand" to the ball before it returns to the bottom of the floor. You can catch the ball anywhere on its way up or down. You can move the "hand" up, down, left, right, or diagonally, by pushing the Joystick in the corresponding direction.

In a one-player game, if you miss a jack, pick up too many, or pick up too few, JAX-O will re-throw the jacks. If you make these mistakes in a multiplayer game, the turn passes to the next player.

When you complete the first set, by picking up each jack one at a time, you move onto picking up the jacks two at a time, then three, and so on. On any set where the number of jacks can't be evenly divided into ten, you may pick up the remaining number at any time during the set (e.g., in set 4, pick up groups of 4, 4, and then 2 - OR - 4, 2, and then 4).

Once you've finished set ten, you will return to set one. You will automatically play at the next higher level with less time to pick up the jacks (unless you choose to HOLD).

SKIPPING SETS

Press "S" and you can skip sets. This feature works only when you have ten jacks on the floor and the ball is stationary.

WINNING

In a one-player game, you try to master different levels of difficulty. In a multiplayer game, you race to be the first to complete all seven levels.

RESTARTING THE GAME

You can interrupt the game and start over by pressing the START key. After the first display screen reappears, player one presses his red Joystick button.

If you choose to restart the game with new options, press the START key. The first display screen reappears. You can now change the game options as in the beginning of the game. After you made the new choices, player one presses his red Joystick button to start.

This feature works only when the ball is stationary and no messages display on the screen. If one member of a multiplayer game starts over, all players must restart.

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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

STAMP

ATARI Program Exchange
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[seal here]