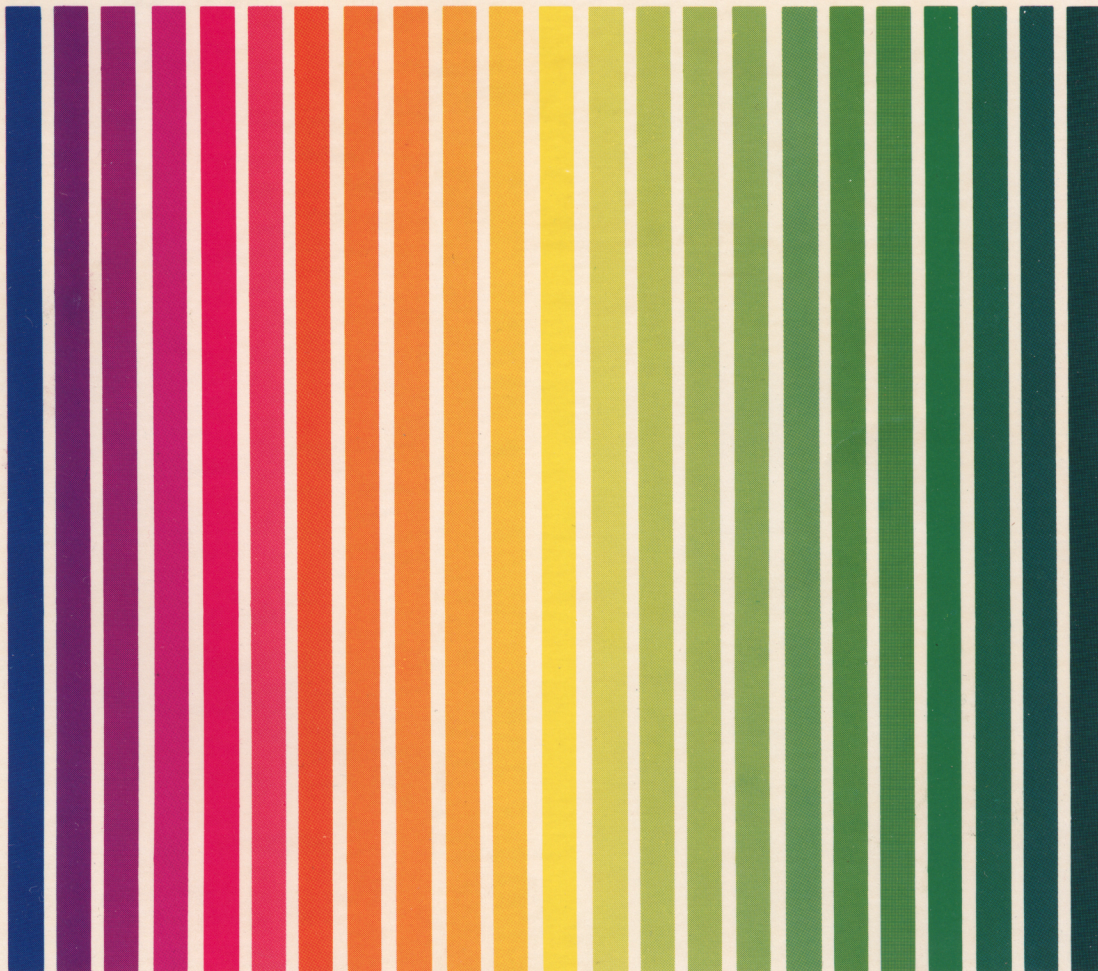


APX ATARI® PROGRAM EXCHANGE



Yakov Epelboim

PUSHKY

Zap the clouds with your pushky

Diskette: 48K (APX-20186)

User-Written Software for ATARI Home Computers

Yakov Epelboim

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Zap the clouds with your pushky

Diskette: 48K (APX-20186)

PUSHKY

by

Yakov Epelboim

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A NOTE FROM THE AUTHOR

After I completed designing PUSHKY, I held a PUSHKY tournament. Sixteen people took a part, ranging in age from six to forty-five. The winner received a trophy and all the other participants were awarded prizes. Since this was the first PUSHKY contest ever held, we consider our champion, Andrey Gritzman, to be the PUSHKY world champion. I hope this is the beginning of many tournaments to come.

I want to thank my wife, Olga, and my daughter, Julie, for their patience and help, and give special thanks to Natalie Tolstoy for her assistance in writing the instructions and for her wonderful understanding of my broken English.

Yakov Epelboim

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INTRODUCTION

OVERVIEW

You are in a strange world. There is nothing around you except big and small clouds, which appear and disappear. These clouds are magic, for they will take you to their place as soon as you push them. But there is another pushky in this world, who wants to push more clouds than you.

You earn points by pushing more clouds than your opponent, and by pushing your opponent. You push by firing missiles from your pushky, which you control with your joystick. Each time you hit a cloud, it disappears and your pushky magically appears in its place. Each time you hit your opponent's pushky, it spins around and disappears. Of course, your opponent is intent on pushing your pushky, too, and on going after the same clouds. Fortunately for you both, spare pushkies wait to fill in for hit pushkies, and you can earn more spares by accumulating points for pushed clouds.

Dedicated PUSHKY players can turn to CRAZY PUSHKY, on the same diskette. This version plays all kinds of visual tricks on you. For example, sometimes the clouds take on the same color as the background, and sometimes a pushky takes on the background color.

REQUIRED ACCESSORIES

48K RAM

ATARI 810 Disk Drive

Two ATARI Joystick Controllers

CONTACTING THE AUTHOR

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

11815 Pittson Road
Silver Spring, MD 21906

or call him at:

301/946-0864

GETTING STARTED

LOADING PUSHKY INTO COMPUTER MEMORY

1. Remove any program cartridge from the (left) cartridge slot of your computer.
2. Plug your Joystick Controllers into the first and second (the two leftmost) controller jacks at the front of your computer console.
3. Have your computer turned OFF.
4. Turn on your disk drive.
5. When the BUSY light goes out, open the disk drive door and insert the PUSHKY diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)
6. Turn on your computer and your TV set. PUSHKY will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

On the top of the first display screen are two instructions:

1. Push START or fire buttons to play
2. Push SELECT to change games

The program title, PUSHKY, appears on the screen, letter by letter.

GAME VARIATIONS

The diskette contains two versions of the game - PUSHKY and CRAZY PUSHKY. Use the SELECT key on your computer console to choose the version you want to play. When you choose CRAZY PUSHKY, the word "CRAZY" appears on the screen above the title. Push SELECT again to return to regular PUSHKY.

BEGINNING TO PLAY

To start the game, either push the START key on your computer console or push both joystick fire buttons simultaneously.

PLAYING PUSHKY

THE PLAYING FIELD

The game screen contains the following elements:

1. Field

This is a background for all the action. It changes colors from time to time to add drama to the game.

2. Two pushkies

These are the devices you use for pushing. Each player starts out with six pushkies, one on the field and five spares. Joystick #1 controls the green pushky, and joystick #2 controls the pink pushky.

3. Clouds

These are the circles that appear and disappear on the field. As the game progresses, clouds appear in random locations on the field. A maximum of six clouds are on the field at a time. You push clouds using your pushky. When you push a cloud, it fades and you're transferred to its former place. You receive credit every time you push a cloud. Clouds come in seven sizes, and each size earns you a different number of points when you push it. The larger the cloud, the fewer the points you earn.

4. Two scoring stripes

These are the green stripe (for player one, with the green pushky) and red stripe (for player two, with the pink pushky) that appear above the field. At the beginning of the game five spare pushkies display at the left of each stripe. These stripes show how many spare pushkies each player has and how close the players are to earning a spare pushky.

5. Arrows

You must accumulate arrows on the scoring stripes to earn a spare pushky. You earn arrows by pushing clouds.

6. Indicator stripe

This is the light blue line above the scoring stripes that contains vertical bars. A player earns a spare pushky whenever he or she reaches a bar. The V at the right end stands for Victory. The first player to reach the V (or to push all of his opponent's pushkies) wins the game.

TURNING, MOVING, AND PUSHING

At the beginning of the game, two pushkies display on the playing field in neutral position. You use your Joystick Controller to turn and move your pushky around the field and to push clouds and your opponent's pushky. Hold your Joystick Controller with the red button at your upper left. Figure 2 shows the directions for each joystick position.

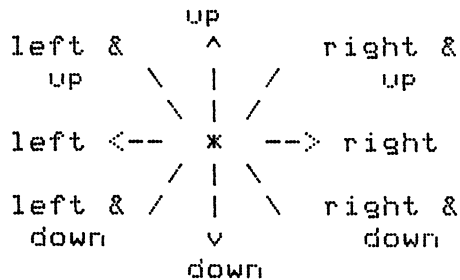


Figure 2. Joystick directions

1. To turn the nose of your pushky, aim your joystick toward the desired direction.
2. To move your pushky, aim it in the desired direction and press the red button.
3. To push clouds or your opponent's pushky (i.e., send out missiles), hold the joystick in upright position and press the red button. The missile travels in the direction your pushky is facing. You can't move and fire at the same time, so be sure to return the joystick to its upright position before firing.
4. You're protected against your opponent's missiles when your pushky is in neutral position. Whenever your pushky looks like a square with a dot in the middle, you're in neutral position. This happens when you push a cloud or your opponent, or when the screen color changes.

SCORING

Your score displays on the scoring stripe over the field as a series of arrows and pushkies.

At the beginning of the game, each player has five spare pushkies on the scoring stripe. When you push your opponent's pushky, an X replaces one of his spares on the stripe.

Every cloud you push earns you credit. The smaller the cloud, the more credit you earn. When you accumulate enough credit, an arrow is added

to your scoring stripe. For example, you need push only one of the smallest clouds to earn an arrow, but you must push sixteen of the largest clouds to earn an arrow.

After accumulating five arrows, you earn a spare pushky. From there on, you get an additional pushky for every four arrows you accumulate.

The first player to push all his opponent's pushkies or to earn twenty-six arrows is the winner. To congratulate the winner, the field then turns the color of the winner's pushky.

PLAYING ANOTHER ROUND

To play another round of the same game, either press the START key or push both joystick fire buttons simultaneously. To play the other version, press OPTION to return to the first display screen and then press SELECT.

CRAZY PUSHKY

The rules of pushing and scoring in CRAZY PUSHKY are exactly the same as in PUSHKY. But, as the title suggests, game play goes crazy. Although everything looks the same at first, the craziness starts as soon as the color of the field changes. All you can see on the field are two pushkies. The clouds turn the color of the background and, therefore, are invisible. However, you can still push them and be transferred to their location.

After two more color changes, the field turns the color of one pushky and then of the other pushky. The invisible pushky can still push and be pushed. You can guess their location by the missiles, which are visible. The game gets crazier as it goes on. For example, sometimes only one pushky is visible, and both the other pushky and the clouds are invisible.

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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

STAMP

ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

[seal here]