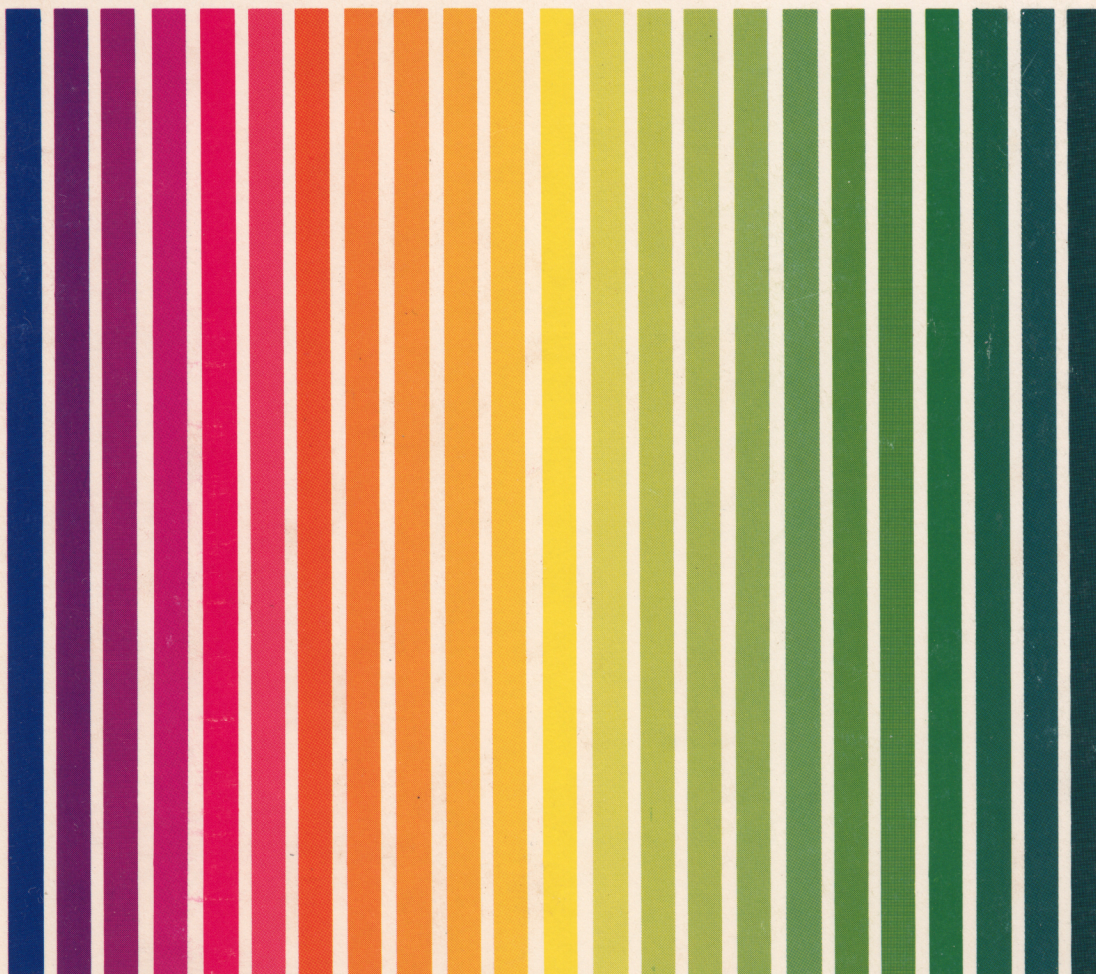# APX

ATARI® PROGRAM EXCHANGE

JOEL GLUCK   JUNE 1982

PUSHOVER

CASSETTE (APX-10116)
REQUIRES: 32K RAM

DISKETTE (APX-20116)
REQUIRES: 32K RAM

User-Written Software for ATARI Home Computers

JOEL GLUCK   JUNE 1982

PUSHOVER

<u>CASSETTE</u> (APX-10116)   <u>DISKETTE</u> (APX-20116)
REQUIRES: 32K RAM   REQUIRES: 32K RAM

PUSHOVER

by

Joel Gluck.

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

You're locked in a life-or-death struggle with your opponent high atop a two-sided cliff. As quickly as possible, you must interpret one of three types of command symbols (or a mind-boggling mixture) displayed on the face of the cliff. You race to respond to the commands with your Joystick. With each correct response you push your opponent closer to the edge of the cliff. The battle can rage back and forth until, finally, the one who persists wins the round as the other warrior plunges to the ground. The battles continue until one player loses all of his three warriors.

One player may compete against the computer using a variety of skill levels. In a two-player contest you can use the handicapping option to achieve closer matches.

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge
One ATARI Joystick Controller per player

    Cassette version

        32K RAM
        ATARI 410 Program Recorder

    Diskette version

        32K RAM
        ATARI 810 Disk Drive

CONTACTING THE AUTHOR

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

        1906 George Court
        Merrick, New York 11566

GETTING STARTED

LOADING PUSHOVER INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.

2. If you have the cassette version of PUSHOVER:

    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 PUSHOVER 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 PUSHOVER:

    a. Turn on your disk drive.

    b. When the BUSY light goes out, open the disk drive door and insert the PUSHOVER 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:PUSHOVER" 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 PUSHOVER diskette (e.g., RUN "D2:PUSHOVER" 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're treated to an entertaining introduction. Then the program's title and copyright notice appear.

SELECTING YOUR OPTIONS

Before playing PUSHOVER, you select your game options.

NUMBER of PLAYERS
In response to the following prompt

> How many players (1 or 2)?

Type the number 1 for a single-player game or 2 for a two-player game. (pressing the
RETURN key isn't necessary in PUSHOVER) In a one-player game you plug your Joystick into
the leftmost controller jack and in a two-player game you plug your Joysticks into the
two leftmost controller jacks.

Difficulty Level for a One-player Game
If you're playing a one-player game, you see the prompt

> Difficulty level:
> 1-easy to 9-impossible?

Type a number key between 1-9 and you determine the level of competition against the
computer.

Handicap for a Two-player Game
If you're playing a two-player game, you see the prompt

> Advantage for: 1-Left player,
> 2-Right player, or 3-Neither?

Type a 1 or 2, depending on which player has weaker PUSHOVER skills. Type a 3 when the
players have even skills.

If you typed a "1" or a "2" in response to "Advantage for", you see the prompt

> Size of handicap:
> 1-small to 5-large?

Type a number between 1-5, depending on the skill difference between you and your
opponent. For example, if you're an expert and your opponent is a beginner, type "5".
This handicap size starts the struggle much closer to your edge of the cliff.

Type of Competition
Next you see the prompt

> Type of competition:
> 1-Arrows
> 2-Numbers
> 3-Letters
> 4-Mix
> 5-HELP! I don't understand!!!
>
> Which of the above?

This option determines the type of game you will play. During PUSHOVER, you'll see
symbols that represent different Joystick directions. You can choose arrows, numbers,
letters, or a random mixture of all three symbols. Arrows indicate the direction to push

your Joystick. Numbers and letters represent these Joystick directions:

```
        NUMBERS              LETTERS
        8  1  2              H  A  B
        7  *  3              G  *  C
        6  5  4              F  E  D
```

Remember to hold your Joystick with the red button at the upper left and the word "TOP" facing the screen. For a more detailed explanation of the symbol choices, type choice 5 (HELP!) and refer to the section of the manual entitled FOLLOWING YOUR COMMAND SYMBOL.

STARTING GAME PLAY

After selecting and checking all your options, type a 1 to begin the game. Or, to change all your options, type a 2.

PLAYING PUSHOVER

INTRODUCTION

THE PLAYING FIELD

The playing field contains a large plateau with two steep sides, a display of the remaining men on each team (right and left), and two golden "bull's-eye" symbols.

PRE-GAME ACTION

One warrior from each team "helicopters" up to the top of the cliff. After the second helicopter flies away, the two warriors ceremoniously bow to each other. The screen flashes as a countdown from ten to one displays in the center of the cliff. Once the countdown reaches one, play begins.

FOLLOWING YOUR COMMAND SYMBOL

A red or light blue command symbol replaces each bullseye. As quickly as you can, you must follow the command on your side of the screen using your Joystick. If you see an arrow, move your Joystick in the direction of the point. If you see a number or letter, you must recall the appropriate direction to push your Joystick. Remember that a "1" or an "A" represents the Joystick direction away from you and the remaining numbers and letters follow in a clockwise direction.

THE RED JOYSTICK BUTTON

It's important to pay attention to the color of your command symbol before responding. If it's light blue, push the Joystick in the appropriate direction without pushing the red button. If you see a red symbol, hold down the red button while pushing your Joystick.

AFTER YOU RESPOND TO THE COMMAND SYMBOL

If you respond to your command symbol properly before your opponent responds to his, you see a flash and hear a noise. Then your warrior pushes your opponent's warrrior toward his edge of the cliff, and a new command symbol appears. Note that this new command may be the same or a different color or direction than the old one.

THE END OF A ROUND

A round of PUSHOVER ends when one warrior pushes the other over the edge of the cliff. Your warrior gleefully leans over the cliff to watch the losing warrior fall. When the loser hits bottom, a loud BOOM sounds and the entire plateau vibrates. The winning warrior stands up and receives applause (including honks and whistles). Before the next round begins, the words, THE RIGHT (or THE LEFT) TEAM WAS A PUSHOVER, display. The number of remaining men for each player also displays. Below the score, the blinking message, HOLD TRIGS TO START, displays. When you and your opponent are ready to continue, simultaneously press your Joystick buttons. In a one-player game, press the left Joystick button. The screen will set up for the next round.

THE END OF THE GAME

When one player's warrior has pushed his opponent's last warrior off the cliff, the winning warrior jumps up and down with glee. Then he leaps onto a red podium to receive an olympic medal. You now have the opportunity to play again.

PLAYING AGAIN

The winner and score appear on the screen at the end of a game, followed by three choices:

```
        1 - Play again,
      2 - Play again with new options,
    3 - I don't want to play anymore!!
Which one?
```

Type the number of your choice. If you choose 1, the game will start again immediately. If you choose 2, the program returns to the options screen. If you choose 3, the game ends.

SPECIAL KEYS

At certain times during PUSHOVER, you may use special keys to perform useful functions:

SPACE BAR Press the SPACE BAR immediately after loading the program if you want to skip the opening titles.

START Press the START key during the battle (when warriors are pushing) or during the score display between rounds to return to the options page.

SELECT Press the SELECT key during play to pause. The screen will change colors, and play will not restart until you press SELECT again.

SUGGESTED STRATEGY AND HELPFUL HINTS

1. Pay attention to your command symbol, not to your warrior.

2. If you're about to fall over the edge, don't give up-- pour it on!!

3. Hold your Joystick gently. If it does not respond as you expect, check that you're holding it correctly (with the red button in the upper left corner). Also, make sure you're pressing the button down for red symbols and not for light blue ones, while holding the Joystick in the correct direction long enough to be successful.

PROGRAM WARNINGS

1. Pressing BREAK or SYSTEM RESET will stop PUSHOVER. Type shift-CLEAR, RUN, and RETURN to restart.

2. Violent hand motions during play can cause Joystick breakage.

TECHNICAL INFORMATION

PUSHOVER uses user-defined characters created and implemented with the help of INSTEDIT, a character set editor written by Sheldon Leemon and available through APX (APX-10060 and APX-20060).

ABOUT THE GAME

At first play, the prototype of PUSHOVER seemed to be a simple reaction-time test or frustrating coordination exercise. However, my opinions changed after continued observation and playing. It became apparent that PUSHOVER has a property that few other games have. PUSHOVER is not only a game of physical dexterity and endurance, it's also a game of will power. When you're battling with an opponent who is close to you in ability it is difficult to win quickly by skill. Instead, you have to keep struggling, keep pushing, and keep forcing yourself to believe that your life depends on winning (you must role-play the warrior). (Meanwhile, your hand is aching like the devil and you are being hypnotized by the beeps, boops, and flashes.) It's truly a battle of attrition.

Another element that makes PUSHOVER unique is the perceptual aspect. Using the game I have found that some people are more comfortable dealing with one kind of symbol than another. For example, I tested PUSHOVER with two friends, Fred and Phil. Fred is on the debate team in my high school and is very language-oriented. Phil is more inclined to science (his hobby is astronomy). When they played a game using the number command symbols, Phil beat Fred easily. But, when they played with letters, Fred triumphed.

PUSHOVER is more than what it seems at first glance. It's also fun to play!

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 produts 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).

_____

_____

_____

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 software or user instructions:

_____

_____

_____

_____   -----
                                                     | |
_____ |STAMP|
                                                     | |
_____   -----

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

[seal here]