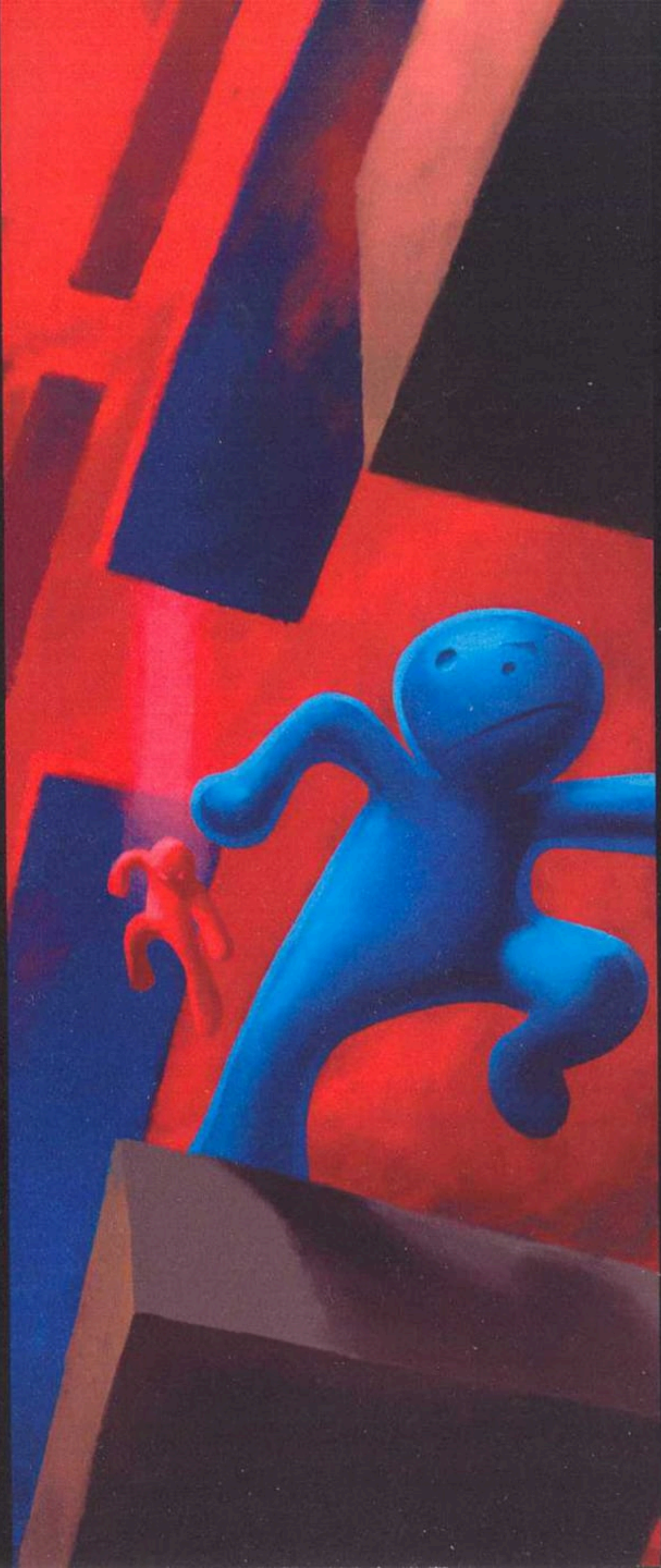


FALL DOWN



Fall Down pits the ever opposed forces of RED and BLUE against each other in a frantic battle to capture scrolling platforms!

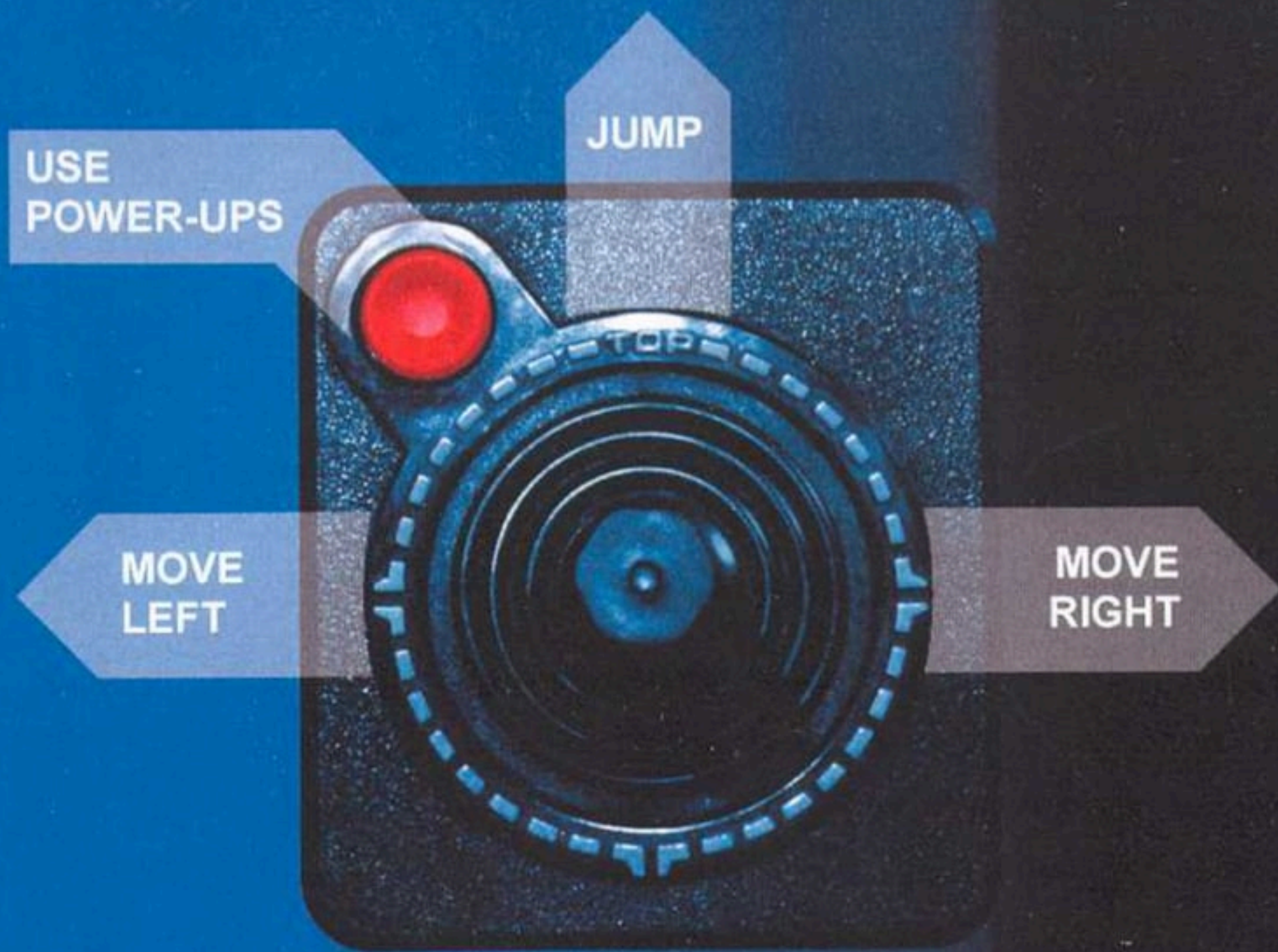


The first player to fall past a platform captures it and scores a point.

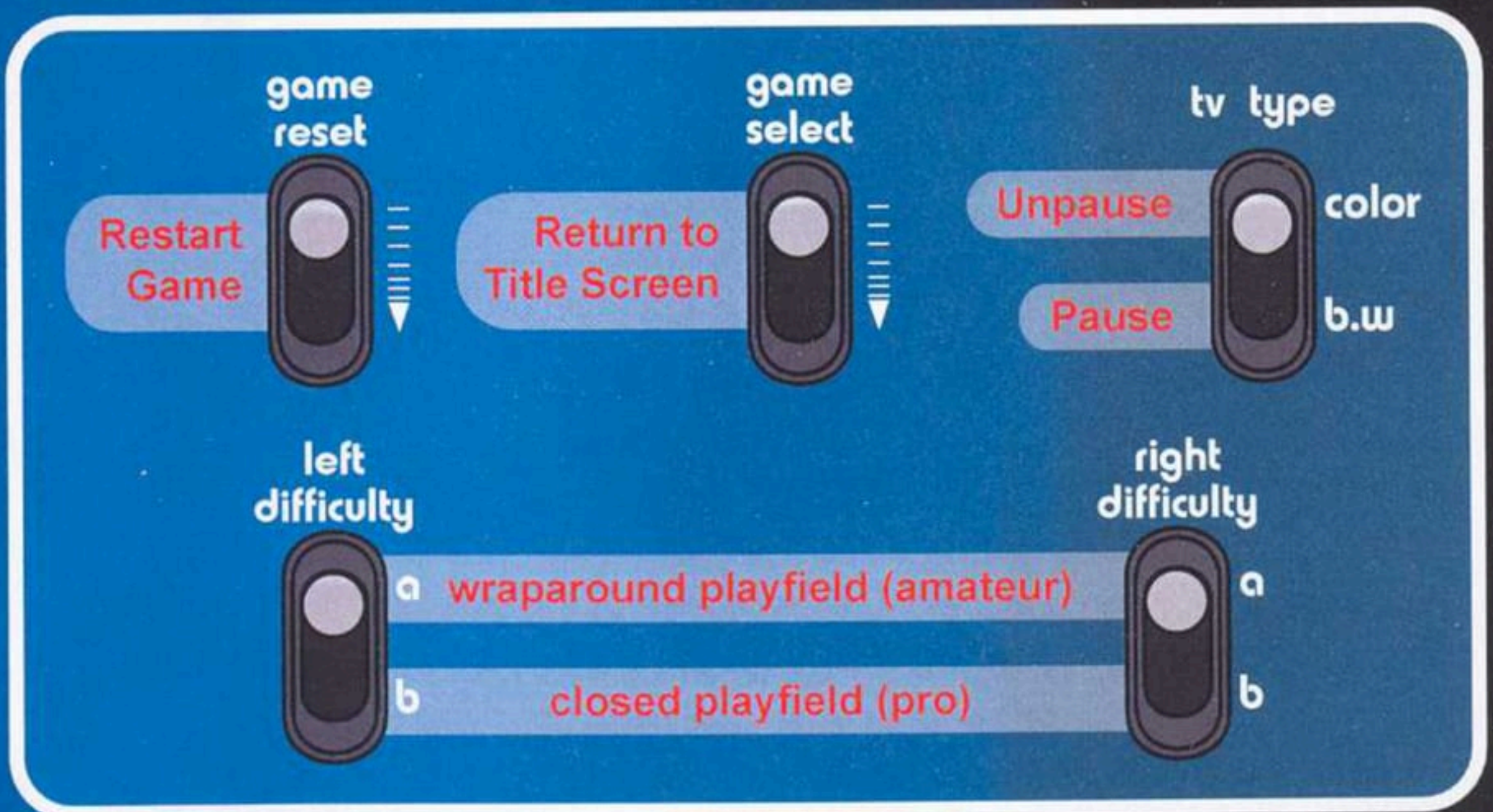
Taking time to collect power-ups can give some advantage, but taking too long only results in death at the top of the screen.

Watch out, because the longer you survive, the faster the platforms move...

GAMECONTROLS

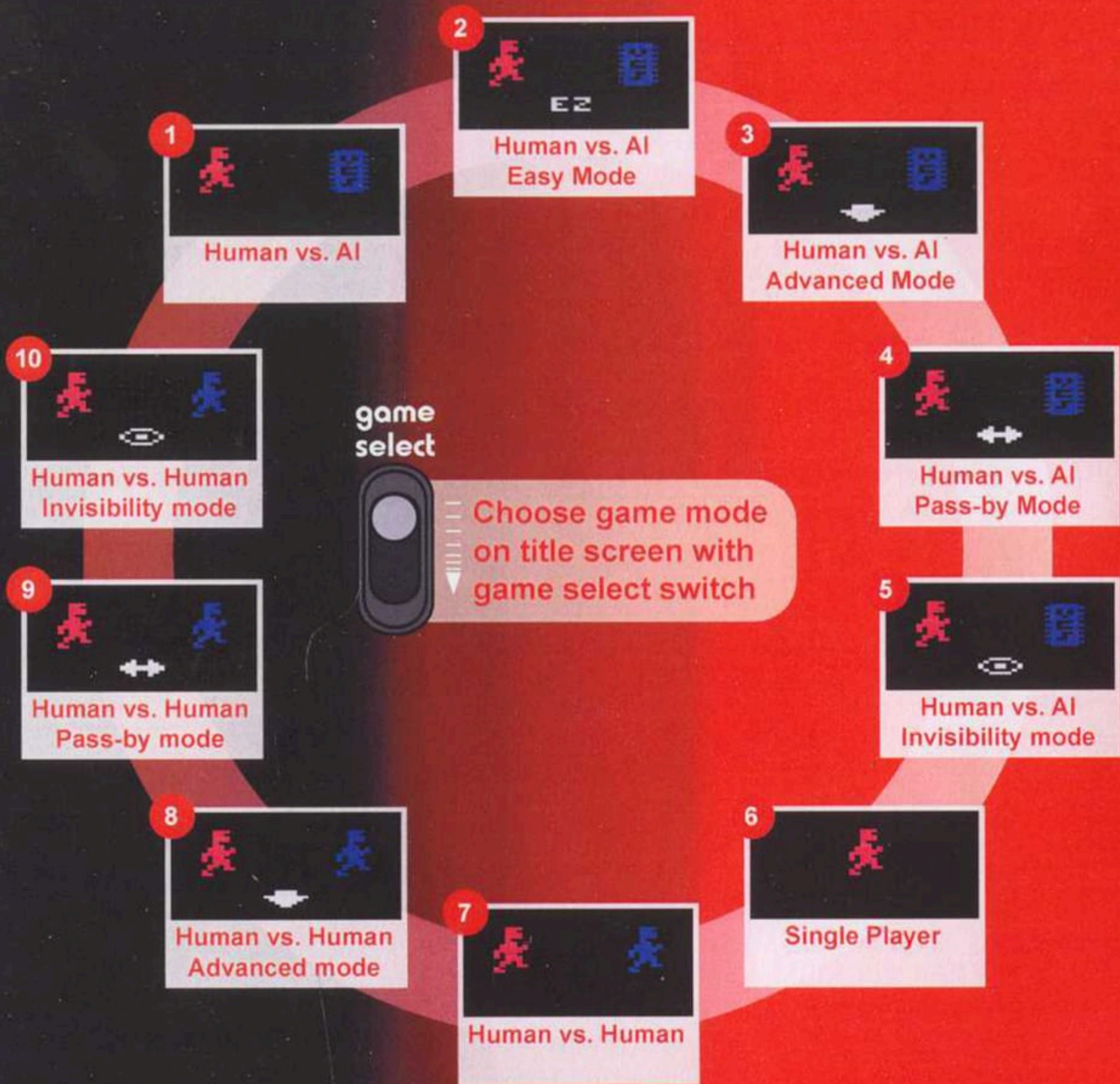


Jumps are proportional. Tapping up lightly results in a short jump, holding up jumps much higher.



The Atari 7800 replaced the TV Type switch with a pause button. Fall Down will attempt to detect this and act accordingly.

GAMEMODES



EASY mode makes the AI somewhat less effective.

















ADVANCED mode greatly increases the starting scroll speed.

PASS-BY mode allows the players to pass through each other, instead of bouncing off each other as in other game modes.

INVISIBILITY mode alternates the background color, making one of the players invisible for a short time.

POWERUPSYSTEM

Occasionally you can collect power-ups, which are then displayed under your score. Pressing the fire button will then activate all of the power-ups you've collected, the resultant effect depending on the amount you have.

- | | | | | |
|---|---|---|---|--|
|  |  |  |  | - Gives a short speed boost |
|  |  |  |  | - Digs a hole in the platform beneath you |
|  |  |  |  | - Gives a long speed boost |
|  |  |  |  | - (In 2 player mode) Swaps places with the other player.
(In 1 player mode) Teleports to the bottom of the screen |

GAMEPLAY TIPS

1

Especially against the AI, a useful tactic is to run into your opponent repeatedly, preventing him from moving forward. If you do this with a hole behind you, you can drop into it just as the platform is scrolling off the screen, forcing the other player into a tight situation.

2

While your opponent is falling, stand directly beneath him and jump up. This will make him bounce high into the air, giving you plenty of time to capture the next platform.

3

The swap ability (4 power-up blocks) is one of the most useful against a tough opponent. If you time it perfectly, you can make the other player die immediately after trading places.

4

When wrap-around edges are enabled, always check if you can use the edge to travel a shorter path to a hole. The AI uses this tactic to good effect.

5

In Invisibility Mode, just because your player has become concealed by the background color, it doesn't have to stay that way. A well deployed power-up may have an illuminating side effect.

Fall Down supports the AtariVox voice module. Connect it to the right joystick port, and the game will announce the winner after each round. Additionally, Fall Down will use the AtariVox to store the high score for each game mode.

Fall Down is copyright © 2005 by Aaron Curtis

Email: aaron@mobilegamelab.com

Label art and manual by David Exton (www.liveinabin.com)

Special Thanks To

=====

Nathan Strum, for the awesome character sprites.

Dennis Debro, for figuring out that rolling problem.

Albert Yarusso, because he's the man.

And everyone on [stella] and the AtariAge homebrew forum.



AtariAge