

SCSIDE

GAME PROGRAM™ INSTRUCTIONS



Cartridge Produced by Hozer Video Games
Program & Audiovisual © 2001 Joe Grand

Use the Paddle Controllers with this Game Program.

GAMEPLAY

Your task as the hard drive controller is to read the data bits in the correct color order. Prevent a hard drive crash by reading the bits before the latency buffer underflows!

Begin the game: Press the Reset switch

Start a new level: Press the fire button

To read a data bit: Press the fire button

Latency Buffer: Time remaining to read the next bit.
Decreases when correct bit is missed or no bit exists.

Bit Counter: Number of correct data bits read.
Read all 10 to advance to the next platter level.

DIFFICULTY

Left: Normal v. Over-sized drivehead

Right: Smooth v. Track-to-Track drivehead motion

SCORING

Score is displayed in hexadecimal notation

First 2 digits represent current level

Correct data bit read: $\text{Level} * \text{remaining buffer}$

Correct data bit missed: -1 point

Incorrect data bit read: -1 point

ADDITIONAL INFORMATION

<http://www.mindspring.com/~jgrand/atari>

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