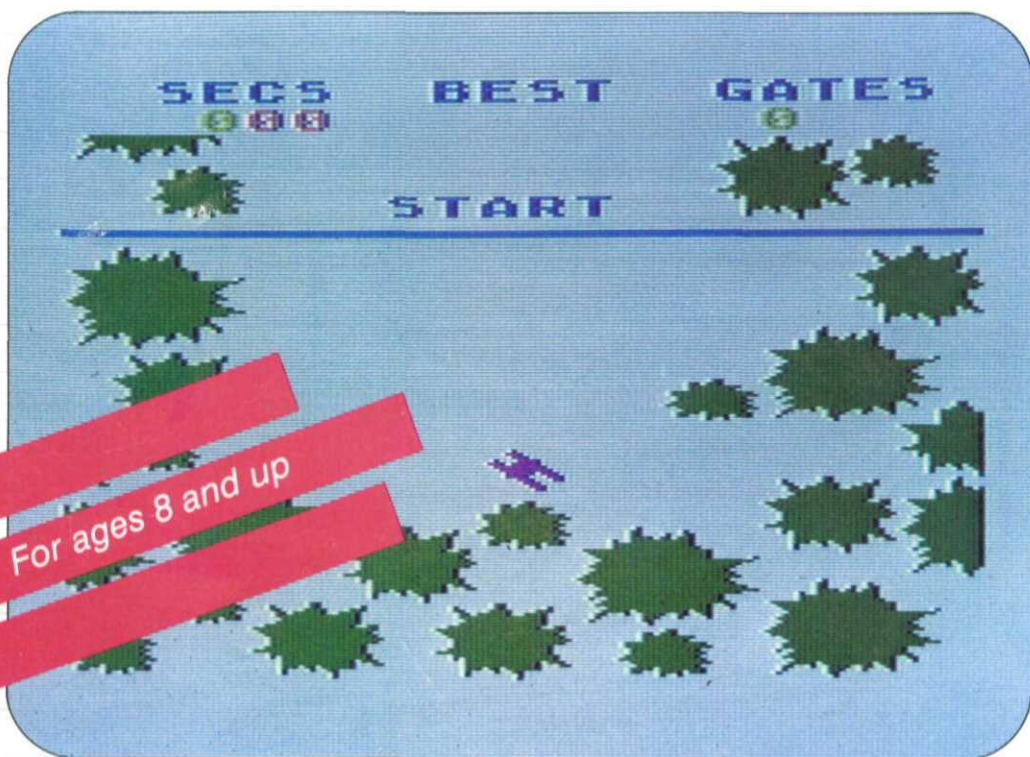


# DOWNHILL

## ENTERTAINMENT

Steer your skier through gates  
and around trees



For ages 8 and up

CONSUMER-WRITTEN PROGRAMS FOR

# ATARI®

HOME COMPUTERS

# APX

ATARI Program Exchange



# **DOWNHILL**

by

**Mark Reid**

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## Overview

*Downhill* is a one-person, snow skiing game requiring hand/eye coordination and precise timing. You use a Paddle Controller to steer your skier down one of four courses: beginner, intermediate, expert, or random. You can preview the course or you can run it sight unseen. You use gravity to build up speed, steer your skier through the gates, and reach the bottom as fast as possible. As you become more skilled, you can adjust the slope of the hill to increase your speed. Hitting a tree or a gatepost stops your skier, which wastes precious seconds. The program keeps track of the best time for each course, so you can compete against a friend's time or against your own best time. Let's hit the powder!

## Required accessories

ATARI BASIC Language Cartridge

One ATARI Paddle Controller

- Cassette version

16K RAM  
ATARI 410 Program Recorder

- Diskette version

32K RAM  
ATARI 810 Disk Drive

## Contacting the author

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

1308 Martha Road  
South Charleston, West Virginia 25303

or telephone him at:

304/744-6592

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## Getting started

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### Loading *Downhill* into computer memory

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.
2. Plug a Paddle Controller into the first controller jack of your computer console.
3. *If you have the cassette version of Downhill:*
  - a. Connect your program recorder to the computer and to a wall outlet.
  - b. Turn on your computer and and your TV set.
  - c. Slide the *Downhill* 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. (Note. Do **not** press STOP on your program recorder, because the program must load more information into computer memory.)

*If you have the diskette version of Downhill:*

- a. Have your computer turned OFF.
- b. Turn on your disk drive.
- c. When the BUSY light goes out, open the disk drive door and insert the *Downhill* diskette with the label in the lower right-hand corner nearest to you. Close the door. (Use disk drive one if you have more than one drive.)
- d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

## The first display screen

The program displays a message about loading into computer memory. Then the title and option screen appears:

```
      DO
      WN
      HI
      LL

      by Mark Reid

PRESS ↑ or ↓ KEY TO CHANGE SLOPE: 30

      PRESS OPTION TO CHANGE COURSE:

      BEGINNER

      PRESS START TO BEGIN
```

Select your slope and course, as described below, and then get ready to ski *Downhill!*

### ↑ and ↓ keys – Changing slope

Use the up arrow and down arrow keys to change the downward slope, which determines your speed. The initial slope is 30 degrees, a good incline for beginners. You can vary the slope from 10 degrees (you'll move at a snail's pace) to 60 degrees (you'll fly), in one-degree increments. The down arrow decreases the slope; the up arrow increases it.

### OPTION – Selecting your course

Press the OPTION key until the course that you want to run displays. Your choices are BEGINNER, INTERMEDIATE, EXPERT, and RANDOM. The initial setting is BEGINNER. The expert course requires your skier to ski through narrow openings between trees and even to turn uphill in places to make every gate. The random course places the gates in different positions each time the course is drawn. After practicing on the beginner's course a while, you'll be ready for the extra challenges of the harder courses. And when the going gets easy on these more advanced courses, you can always increase your slope to speed up your run.

### START – Starting your run

Press the START key to begin. The program draws the course and then scrolls from the bottom of the hill to the top, giving you a chance to preview the course. If you prefer not to see the course ahead of time or if you're already familiar with it and want to begin skiing immediately, press the START key again; the program will jump to the top of the hill.

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# Playing Downhill

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## The playing field

The top of the screen displays your running time, the best time for the current course this game session, and the number of gates you've skied through so far on your current run. Below this display is a bird's-eye view of your skier and the course. Your skier starts in the middle of the screen, and the starting line is near the top of the course.

When the long ends of the skis point towards the top of the screen, your skier is facing *down* the hill. Two red dots with a yellow line between them represent each gate. The gates are numbered sequentially going down the hill. The green shapes are trees — to be avoided at all costs!

## Controlling your skier

Use your Paddle Controller to steer your skier. The long ends of the skis are in front of your skier. Turn the paddle knob *slowly* until your skier points down hill (towards the *top* of the screen) and then press the red trigger button to start moving. The timer begins counting when your skier crosses the start line.

Now adjust your paddle knob to point your skier in the direction of the first gate. You may need a few runs down the hill to become familiar with the course. To avoid losing control, adjust the paddle knob slowly. You need make only small turns of the knob to change your skier's direction.

After your skier has started down the hill, you can press the trigger button to snowplow (slow your skier down). Slowing down a little is often preferable to hitting a tree or a gatepost and coming to a complete stop. If you do hit something and stop, you must point your skier down hill to pick up speed again.

## Scoring

The score displays seconds in tenths and hundredths. Your score is the number of seconds you take to run the entire course. Therefore, the lower your score, the better! When you reach the finish line, the program adds ten seconds to your time for each missed gate. If your time is shorter than the best time for that course, it becomes the new best time.

## Restarting or replaying *Downhill*

You can press the START key to restart your skier at the top of the hill at any time during the game, except when the program is drawing the course or computing your score at the finish line.

Press the OPTION key to redisplay the option menu for changing course or slope.



## 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.

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2. If you have problems using the program, please describe them here.

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3. What do you especially like about this program?

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4. What do you think the program's weaknesses are?

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5. How can the catalog description be more accurate or comprehensive?

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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  
\_\_\_\_\_ Use (non-game programs)  
\_\_\_\_\_ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

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8. What did you especially like about the user instructions?

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9. What revisions or additions would improve these instructions?

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10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

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11. Other comments about the program or user instructions:

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From

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



## DOWNHILL

by Mark Reid

- Try your hand at armchair skiing
- Avoid the trees but make every gate
- Preview the course or run it sight unseen

With *Downhill*, you can sit by the fire, sip a cup of hot chocolate, and ski to your heart's content. Not only that—you have the slopes all to yourself! This one-player game challenges your hand/eye coordination and timing precision (but your legs can relax).

The object is to ski to the bottom of the hill as fast as possible, while making every gate. Using a paddle controller, you steer your skier

around trees and through gates on one of three courses of graduated difficulty. Besides choosing the difficulty of your course, you can also vary the degree of the slope to decrease or increase the speed with which your skier runs the course.

If you like, you can preview the course before running it, or you can try it sight unseen. When necessary, you can snowplow (slow down) to avoid hitting a tree or gatepost, but that costs you precious seconds. And each gate missed causes a score penalty. The program keeps track of the best time for each course, so you can compete against a friend's time or against your own best time. Swooosh! Time to hit the power!

### Requires:

- ATARI BASIC Language Cartridge
- ATARI Paddle Controller

### Cassette

(APX-10063)

- ATARI 410™ Program Recorder
- 16K RAM

### Diskette

(APX-20063)

- ATARI 810™ Disk Drive
- 32K RAM



### About the author

### Mark Reid

Although Mark Reid has tried skiing, he'd rather be programming, he says. Mark chose the ATARI Home Computer because he was impressed with its sound, color, and graphics features. A skiing game was just right to try out some of these features. For example, Mark wanted the scrolling to show the effect of gravity on the skier. Thus he designed *DOWNHILL* so that the skier goes much faster when he's headed straight downhill than when he's

on a slant, and he can only go so far back uphill before he loses momentum. To experiment with his computer's graphics capabilities, Mark thought a white background would be ideal—and what could be better than a snowy slope? When not programming (or skiing), Mark's a chemical engineer for a large chemical corporation. He and his wife Jeanne live in Charleston, West Virginia.