

# ROUND ABOUT

on the Atari Home Computer

Programmed by Kent Simon

Designed by Ray Gari

## Power Up

### Diskette

- Plug a joystick into Controller Jack 1.
- Turn off computer and remove all cartridges.
- Turn on the monitor or TV set.
- Turn on the power to the disk drive and wait for the red busy light to go off.
- Carefully place the ROUND ABOUT disk in the drive with the label toward you and close the drive door.
- Turn on the computer.  
ROUND ABOUT will load and run automatically.
- Press the firebutton or START to begin ROUND ABOUT.

### Cassette

- Plug a joystick into Controller Jack 1.
- Turn off computer and remove all cartridges.
- Turn on monitor or TV set.
- Insert ROUND ABOUT into your tape player and press PLAY.  
(**Note:** Rewind tape if previously played.)
- Hold down the START key and turn on the computer.
- When you hear the "buzzer" press RETURN.  
ROUND ABOUT will load and run automatically.
- Press the firebutton or START to begin ROUND ABOUT.

## Key Control

- Press the firebutton to shoot; hold it down for auto fire.
- Press ESC to pause (to collect your breath, get a sandwich, call your friends to come over and see your high score, etc.) and the spacebar or firebutton to continue play.
- Press SYSTEM RESET to return ROUND ABOUT to the title page and clear the high score.
- Press SELECT to start over when you're in the middle of a game.

## Special Added Attraction!

- ROUND ABOUT includes a mode for left-handed players. Simply press L during game play — rotate the joystick 90° to the right — and you're ready to play left-handed ROUND ABOUT. This mode can be used anytime during the game. Press R or L to choose the right-hand or left-hand option.

**Note:** With the Atari version you may fire as many shots as you wish at anytime. Please refer to the original documentation for information about the object of the game, and scoring.

# ROUND ABOUT

by Gumby Bitworks

You are the captain of the starship Roundabout. Your mission is to make space a reasonably safe frontier. This is done by shooting down as many foreign invaders as you can. The enemy craft can assume various shapes, but they are all trying to destroy your ship. The foes travel in packs, and after you successfully fight one swarm of attackers, another pack will challenge you. You begin each game with three ships, and are awarded an additional ship after you complete levels 4, 10 and 18. Some of your adversaries are: Hoops (circles), Fops (rhomboids), Joonz, Woonz (large asterisks), Dimunz (diamonds), Flooz, Stars, Boxes, etc. You will also be surprised to discover two additional characters which appear on the screen. One appears every so often at all levels; the other appears every so often after level six.

The game can be played with a joystick, a paddle, a joyport, (with Atari type joysticks), or by using designated keyboard characters. The appropriate buttons are:

**Space Bar** - fires a photon torpedo from the mother ship

**REPT** - repeats (continuously) the firing

**Right and Left Arrows** - move the ship either right or left

**A** - moves the ship up the screen

**Z** - moves the ship down the screen

**CTRL R** - resets the game

**CTRL S** - toggles the sound between the Apple speaker and the cassette port

**ESC** - freezes the game and resumes play

**While the title screen is being displayed, you can change the keyboard commands by pressing CTRL K.**

**The ship will move until it is given the command to fire. This command (space bar) freezes the ship at whatever location it occupied when the shot was fired. The spacecraft will remain there until another “move” command is issued.**

There are various special graphics which you will see when you progress beyond level six. It would spoil the fun to list them—but you’ll find them entertaining.

As you play this addicting game more and more, you will find that your expectations (in terms of score) also grow. Besides the challenge of defeating as many of the 24 squadrons as possible, finding different positions from which to annihilate them can be your self-imposed challenge! But bear in mind that after level four you can fire only four shots per position.

**ROUND ABOUT  
will challenge and entertain you.  
Join the fun!**