

JAMMED

Game Program Instructions

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Thomas Jentsch

Cartridge construction by Hozer Video Games, 2001

1.0 Introduction

It was love on first sight. Barely 20 years old she stood in the crowd, drawing all the looks in her breathtaking yellow designerdress. From that moment you didn't care for any other, you just had eyes for her. You just knew she would soon be yours.

But you still can't afford her, so you will simply take her tonight. Silently you sneak to her room and cautiously open the door. Then you see her, that sleek italian! You will brush aside everything that stands between you and her and then you will flee with her, with this dream of a ...used sports car!

Move the other cars out of the way to get your car out of the lot.

Jammed consists of 600 puzzles which are organized in 6 difficulty levels of 100 puzzles each. With the joystick you can move the cursor and the fire button moves the selected car in the indicated direction. The object is to move the other cars out of your way in the least number of moves required.

2.0 Switches

RESET	= restart puzzle
SELECT	= select level
FIRE+SELECT	= select random puzzle in current level
LEFT DIFFICULTY	= cursor mode
RIGHT DIFFICULTY	= switch between NTSC and PAL

3.0 Controls

Make sure your Atari 2600 Video Computer System console is properly set up as described in your console user's guide. Do not turn on your Atari 2600 VCS console before inserting your MST 2600 game program cartridge.

To select a puzzle to play, use the SELECT switch to choose a level. The counter on the right hand indicates the current puzzle (0..599). The first digit also signifies the level of difficulty (0..5).

After selecting the level and beginning play, the joystick can be used to move around to the various ends of the congested cars. If a move is possible, a green arrow appears, otherwise a red stop sign is displayed. Press the fire button to slide a car up out of your way. Once you've cleared a path to the exit, you and your honey will be on your way!

4.0 Scoring

The counter on the left hand displays the number of moves. It starts with the minimally required number of moves in the negative and increases. If the level ends with the counter displaying 00, the puzzle is solved perfectly!

5.0 Acknowledgements

JAMMED is based on the board game Rush Hour from Binary Arts.

This game would not have been possible without valuable support of the members of Stellalist, the Atari 2600 programmers mailing list:

www.biglist.com/lists/stella

Special thanks to Brian Prescot

(<http://web.tampabay.rr.com/bprescot>) the author of "Crazy Valet" for the inspiration and Eckhard Stollberg for testing.

Thank you all!

6.0 Legal Stuff

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This game is copyrighted. You can't distribute JAMMED on Atari 2600 cartridges without my explicit permission. Thomas Jentzsch makes no guarantees, written or implied, on this software. I'm not responsible for any damage due to the use of this software.

7.0 Notes from the designer

JAMMED has been developed and tested with z26 by John Saeger. It does not(!) work with emulators that don't support illegal opcodes, like Stella (1.1), StellaX (1.1.3) and the current windows version of PCAE (2.5).

You can buy Atari 2600 cartridges at Hozer Video Games:

<http://www.netway.com/~hozervideo>

A free demo version with 30 playable puzzles can be found at:

<http://www.neonghost.com/the-dig/bin/bin.php3>

Please send any comments, questions, or suggestions to:

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Enjoy!