

SPECIFICATION

Game Title: Zip'n Zap

Video Game system: ATARI 2600 VCS

Date: 5/24/88

1.0 Game standards and procedures

Game shall adhere to ATARI'S game standards and procedure for the ATARI 2600 VCS, wherever such standards do not interfere with the following description of the game. A copy of the said game standards and procedures is attached, and shall be considered to be a part of this specification.

2.0 Playing field description

The playing fields consists of two side walls, a paddle at the bottom of the playing field, that moves in the horizontal direction (left and right), a field of different shaped and sized interlocking bricks in the upper third of the playing field.

3.0 Game play

3.1 Game play

The game begins by the player pressing the reset button as per ATARI standards and procedures. A round starts when the player presses the fire button. There are five rounds per game. Pressing the fire button releases a ball from the top of the screen. As the ball falls toward the bottom of the screen the player tries to position the paddle in the path of the falling ball. The Paddle is positioned using a paddle controller or the left/right control of the joystick.

If the player is unsuccessful the round ends. If the player is successful the ball is reflected off the paddle toward the top of the screen. If the ball collides with a side wall the ball is reflected off the wall and continues toward the top of the screen. Once the ball collides with a

brick, that brick disappears, and the player's score is incremented by an amount related to the size of the brick.

The ball is reflected downward. If the ball encounters another brick, that brick is destroyed and the ball is reflected upward.

If no other bricks are encountered the ball travels downward toward the bottom of the screen.

If the ball collides with a side wall on the way down it is reflected off the wall and continues in a downward direction. The player must again position the paddle in the path of the ball. This continues until the player misses five balls.

3.2 Game objective

The objective of the game is to gain the highest score possible. This is done by knocking out as many bricks as possible. If a player knocks out all of the bricks in the upper portion of the screen. Play continues on the next screen at a higher skill level.

4.0 Game play

When the game starts play is straight forward as described in section 3. The ball moves in straight line and is reflected off the paddle in a consistent manner. Special powers can be attained throughout the game by catching different tokens that fall from the top of the screen. A player catches a token by positioning his paddle in the path of the falling token. If the player catches the token, he is granted special powers for a short period of time. If the player misses the ball while he has special powers these powers, are lost.

4.1 Zig zag

This token causes the ball to travel in a zig zag pattern. That is, the ball leaves the paddle at a sharp angle to the left or right and then sharply vector to the

opposite side and then back etc. . This makes it harder for the player to predict where the ball will end up in the upper portion of the screen, and which brick will be hit. It also makes it more difficult to predict the return path of the ball.

4.2 Avalanche

This token causes bricks that have been struck and have no bricks below them fall down toward the paddle. If the brick hits the players paddle the round is over. If the player misses the ball trying to avoid the falling bricks, the round is over. If the player shoots the falling bricks he receives bonus points.

4.3 Magnetic paddle

This token causes the paddle to become magnetic. Enabling the player to catch the ball with his paddle, reposition his paddle and release the ball, via the fire button. Making it easier for the player to get those hard to reach bricks.

4.4 Mega paddle

This token causes the paddle to become much larger than normal, enabling the player to continue play longer at the higher skill levels.

4.5 Nuke ball

This token energizes the ball, causing the next brick hit by the nuke ball to explode, destroying itself and several surrounding bricks.

5.0 Sounds

When the ball collides with another object a sound will be generated. There will be different sounds for the ball hitting the paddle, the ball hitting a brick the ball hitting a side wall. There will be a different sound for falling bricks.

6.0 Options

6.1 Number of players

The number of players will be selected in accordance with game standards and procedures for the ATARI 2600 VCS. The two Player version shall consist of a combative version of the one player game where each players paddle moves only half way accross the playing field. Both players play off the same ball. The points for destroying a particular brick are given to the player who hit the ball last.

6.2 Level of difficulty

Levels of difficulty shall be set in accordance with game standards and procedures for the ATARI 2600 VCS. The level of difficulty shall consist of four combination's of smaller paddle size and increased play speed.