2005
MiniGame
MultiCart
AtariAge

NOTE: Always turn the console POWER switch OFF when inserting or removing an ATARI 2600™ compatible game cartridge. This will protect the electronic components and prolong the life of your ATARI 2600™ Video Computer System game.

Manual and Label ©2005 AtariAge

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Welcome to the 2005 MiniGame MultiCart!

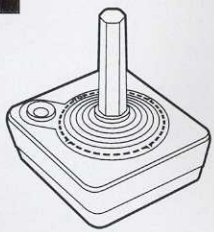
INTRODUCTION

The Minigame Competition, started in 2001, is a friendly contest to see who can write the best game with the least amount of code on almost any 8-bit platform, including the Commodore 64, the Atari 800XL, the Intellivision, the Nintendo Entertainment System, and many others. We present, for your enjoyment, a selection of the entries in the 2005 contest written for the Atari 2600.

GETTING STARTED

The first thing you see upon turning on your Atari 2600/7800 with the Minigame Multicart inserted will be the main menu. From this menu you can select any one of seven different minigames to enjoy.

USING THE CONTROLLERS



Use a joystick plugged into the LEFT CONTROLLER jack to select which game you wish to play. Press up or down to choose a game. Press the red fire button to play the game you have selected.

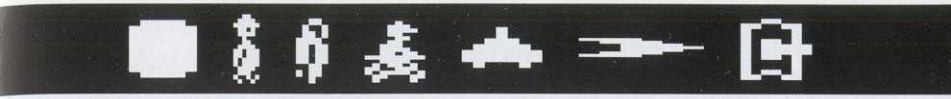
TIPS AND HINTS

For brief instructions on each games' gameplay and scoring, select INSTRUCTIONS! from the main menu. This selection will bring up a menu of the games with their instructions. Use a joystick plugged into the LEFT CONTROLLER jack to select a game (by pressing up or down) and to scroll through the instructions (by pressing right or left).

CONSOLE CONTROLS

Return to the main menu from INSTRUCTIONS! or any game by pressing SELECT. For MARBLE JUMPER, you must hold the fire button while pressing SELECT.

The SELECT switch can also be used in the main menu to move through the game list.



CREDITS

To enjoy the other minigames written for the competition, please visit the Minigame Competition on the web at http://www.ffd2.com/minigame/

MiniGame MultiCart - Main menu and final binary by Fred Quimby. Instructions! menu and menu music by Bob Montgomery. Copyright © 2005

Hunchy, Jetman, Nightrider - by Chris Walton (cwalton@gmail.com), Copyright © 2005
These games were created with the help of the great folks on the AtariAge forums (www.atariage.com). In particular, they make use of the excellent switchdraw routine by Thomas Jentzsch. Nightrider also makes use of the screen scrolling routine by Bob Montgomery. The great sprite graphics were created by Juston Hairgrove (jussts).

Zirconium, Rocket Command - by Fred Quimby, Copyright © 2005

M-4 - by Bob Montgomery, Copyright © 2005
Code, graphics, and sound effects: Bob Montgomery
7800 detection code: Nukey Shay. Additional Thanks: Thomas Jentzch for SwitchDraw, the (stella) list for the amazing amount of information in the archives and for supporting the 2600 homebrew scene, Rebecca, Danny, and Mikey, for your patience.

Marble Jumper - by Zach Matley (matleyz@gmail.com), Copyright © 2005
Thanks to the following people for their contributions: Mike Mika for bringing Atari 2600 programming to my attention. Andrew Davie for his Atari Programming for Newbies guide. Without it, I would have had a more difficult time understanding how the Atari 2600 works. Kirk Israel for his Thin Red Line demo, which provides a simple example of real-world code for an Atari 2600 kernel. Paul Slocum for his Music Programming Guide, and for maintaining the MiniDig, an invaluable resource for Atari 2600 programmers. Manuel Rotschkar and everyone else who gave feedback in the AtariAge forums. Special thanks to Loretta Horowitz for testing and feedback. Music adapted from Eine Kleine Nachtmusik by Wolfgang Amadeus Mozart.

Label and manual design - Nathan Strum

Cartridge produced by - AtariAge (http://www.atariage.com)

MARBLE JUMPER by Zach Matley

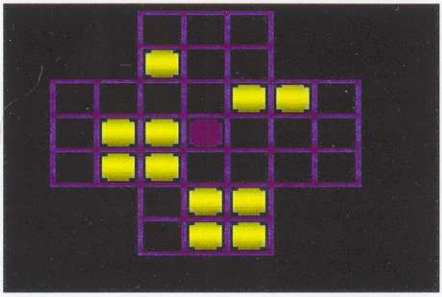
INTRODUCTION

Marble Jumper is a classic puzzle game played on a board with 33 squares. The goal is to clear the board with the last marble in the center. Marbles move by jumping horizontally or vertically. As in checkers, the jump is valid if the adjacent position is occupied and the position two squares away is clear. During a jump, the adjacent marble is removed from the board. Diagonal jumps are not allowed.

Marble Jumper contains 24 puzzles, including the original where all squares but the center are filled.

CONTROLS

Use the left joystick to play Marble Jumper. Move right, left, up, or down to control the cursor (a blinking purple spot), and place it on the marble you want to move. To jump, hold down the fire button and push the joystick in the desired direction.



The reset switch will set the board back to the original position, and the select switch will cycle through all 24 puzzles. The difficulty switches are not used.

TIPS FOR PLAYING

Because each move removes exactly one piece, it is easy to figure out how many moves are needed to complete each puzzle.

Although earlier puzzles tend to be easier, the puzzles are not strictly ordered by difficulty. If one puzzle seems too difficult, try the next one.

When you are down to the last 5 or 4 marbles take note of the shape. If you win, try to create that shape in future puzzles. If you can not win, try to avoid that shape.

Most of the time, you will want to bring marbles towards the center. Try taking care of the outermost pieces first. Sometimes though, a jump away from the center is essential.

HUNCHY by Chris Walton

INTRODUCTION

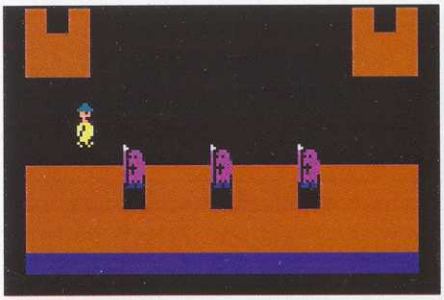
Hunchy is inspired by the classic arcade game Hunch Back (released in 1982), which is loosely based on the novel "The Hunchback of Notre Dame" (1831) by Victor Hugo.

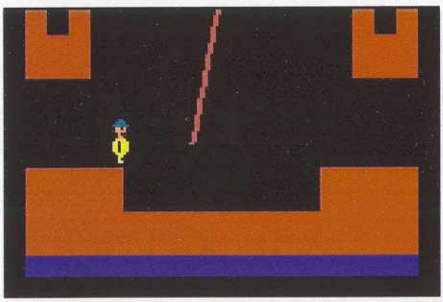
GAME PLAY

You play the role of the hunchbacked bell-ringer Quasimodo in his quest to rescue the gypsy girl Esmeralda from the cathedral of Notre Dame. To succeed, you must jump across the roof of the Notre Dame, avoiding the guards and an assortment of missiles. There are 16 screens to complete, increasing in difficulty as you progress. Your task is to safely navigate from one side of the screen to the other. Hunchy has an infinite number of lives, and you will need them all!

USING THE CONTROLLERS

Plug one joystick controller into the LEFT CONTROLLER jack. Use this joystick to move Hunchy left and right across the screen. Press the fire button to make Hunchy jump. You will need to time your jumps carefully to avoid the obstacles.





JETMAN by Chris Walton

INTRODUCTION

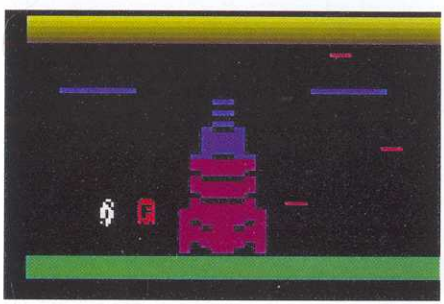
Jetman is inspired by the classic Ultimate game JetPac (released in 1983) - now you can play as Jetman on your own Atari!

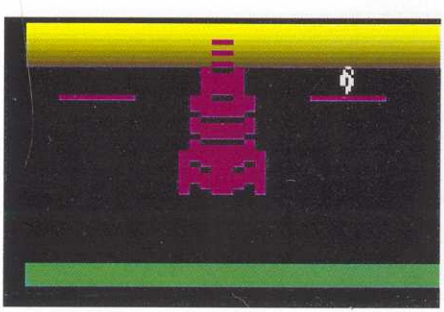
GAME PLAY

In Jetman you play a battle-hardened gas station attendant in outer space. Your job is to refuel the rocket ships as quickly as possible, while coming under heavy fire from forces unknown. Collect the fuel pods quickly, and avoid the incoming missiles. There are 16 space craft to refuel in increasingly hostile conditions. Jetman can only survive a limited number of missile hits, represented by the color of the sky. When the sky goes black, Jetman must begin his task over again.

USING THE CONTROLLERS

Plug one joystick controller into the LEFT CONTROLLER jack. Use this joystick to move Jetman left and right across the screen. Press the fire button to boost Jetman into the sky, and release the fire button to glide safely down to the ground.





NIGHTRIDER by Chris Walton

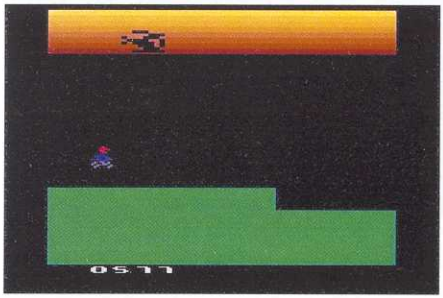
INTRODUCTION

As the Nightrider, you must ride for freedom or die! Hostile forces are in helicopter pursuit as you make your futile bid for freedom. To stop or hesitate will mean certain death, but the rugged terrain will also bite you without warning. The faster and further you ride, the more your freedom is worth.

CONTROLS

Joystick Left - Brake.
Joystick Right - Accelerate.
Fire Button - Jump and Restart Game.

Objective: Ride as far as you can while avoiding the helicopter missiles and terrain obstacles.



ZIRCONIUM by Fred Quimby

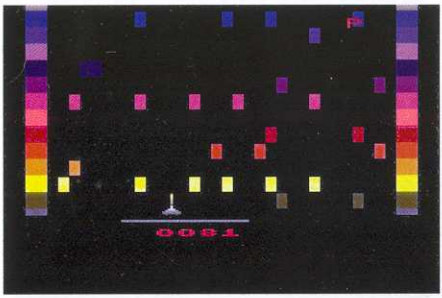
INTRODUCTION

An exotic alien species is invading our galaxy! The cubic zirconia, based on elemental zirconium instead of carbon, have tried to block your approach to their boxy mothership with their geometrically perfect space mines. You, as the intrepid space captain Joe Diamond, must think outside the box as you battle your way through their blocky blockade. Your ship's armor can only withstand a few collisions, so take good aim at the obstacles and don't miss the power packs spread throughout the galaxy!

GAME PLAY

Your ship is controlled by the joystick. You may move the ship left or right by pressing the joystick in that direction. Press the fire button to fire a missile.

You begin Zirconium in the minefield stage. You can avoid or shoot the mines in the early stages, but in later stages you will need to do both to make it through.

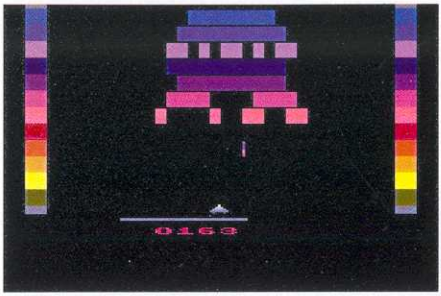


Your ship is equipped with a Dalkon™ Shield. The Dalkon™ Shield was originally intended for other purposes, but it was found to also be effective as an IUD (IUD stands for "IUD's Undermine Destruction-of-Spaceships-Due-To-Contact-With-Elemental-Zirconium.")

Your Dalkon™ Shield could only be 90% charged at your base. However, as you pass through the minefield, keep an eye out for the powerups, which look like the uppercase letter P. The "P" in the powerup is intended as a mnemonic for "Percent-of-your-Dalkon-™-shields-will-go-up-by-a-certain-amount-as-long-as-the-P-doesn't-make-your-Dalkon-™-Shields-go-over-200%."

As evidenced by the above, passing through a P will increase your Dalkon™ Shield's level, up to 200%. Don't be greedy with your Dalkon™ Shield, because there is a flaw in its design. Attempting to power it beyond 200% may cause bad things to happen, class-action lawsuits notwithstanding.

Once you have passed the minefield, a mothership will appear. The mothership will move from side to side as it slowly moves toward your ship. Your missiles are only powerful enough to destroy individual blocks of the ship.



If you destroy all blocks making up the ship or you manage to survive long enough for the ship to slip by, you have won the battle, and your ship will return to base and charge your Dalkon™ Shield to 90% again, in preparation for another increasingly dense field of mines followed by larger and faster motherships.

Every object hit will score you a point. Showoffs beware - the game is specifically programmed to make a fool out of you if you think you can impress your friends with scores over 9999.

If your Dalkon™ Shields are exhausted, don't despair, as the Zirconium don't seem to know that they have won, and will keep on coming at your immobile ship ad infinitum. Then again, you can't score any more points, so maybe you should despair after all.

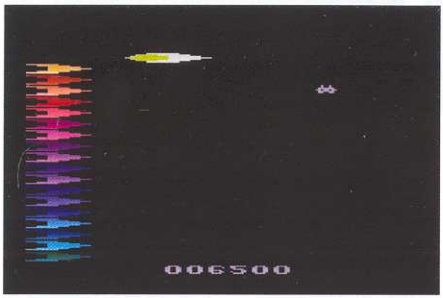
ROCKET COMMAND by Fred Quimby

INTRODUCTION

Interterrestrial beings are erupting from the earth's core in an attempt to take over the surface! As the Rocket Commander, you have installed a battalion of rockets at the top of the volcanic crater where the magma beings are launching their craft. It's up to you to destroy these molten enemies before they launch into the sky! If your rockets destroy enough invaders, your leader will allow you to install more rockets to continue your campaign. You must be on your toes, because there's not much time to aim when you are down to your last few rockets!

GAME PLAY

To launch a rocket, press the fire button on your joystick. Once a rocket is launched you cannot stop it or slow it down, but you can increase the thrust momentarily if you move the joystick to the right.



If you hit an invader, you will score between 100-700 points, depending on how far away the invaders are. If you manage to hit a number of invaders in a row, a fast-moving invader may attempt to speed past your battalion. You will be awarded a 1000 point bonus if you manage to destroy this elusive invader. If you let an invader slip by, you will lose 100 points.

If you score enough points with your battalion of rockets, you will be allowed to install another battalion. The invader and the score will strobe and change color to let you know that you have scored the required number of points for the round. Note that if you lose enough points by letting invaders fly by, however, your score in the round can easily slip below the threshold...

The score required to move on depends on the round:

Round	1	2	3	4	5	6	7+
Score required	3000	5000	3000	5000	3000	5000	Add 1600 points per round

The game is over if you exhaust your supply of rockets without scoring the required score in the round.

M-4 by Bob Montgomery

INTRODUCTION

Based on the arcade smash from Midway, now you can climb in a tank and do battle at home with M-4!

GAME PLAY

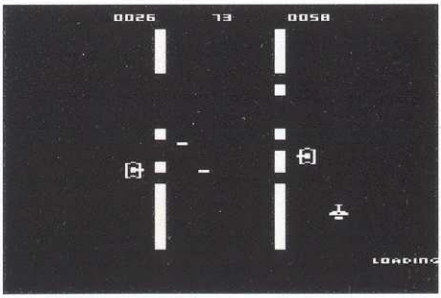
You begin the game with a tank under your command and ninety seconds to do as much damage to your enemy as possible. Your enemy controls another tank, behind a wall, across a field. Blast through his protective wall and bring your enemy to a halt with your cannon; bring down enemy cars and airplanes as well when the opportunity presents itself. But watch out! Your enemy is no sitting duck; he is actively trying to destroy you as well.

USING THE CONTROLLERS

Plug one controller into the LEFT CONTROLLER jack for one-player games; plug a second controller into the RIGHT CONTROLLER jack for two-player games. Hold the controller with the red fire button to your upper left, toward the television screen. Press GAME RESET to start the game.

After starting a new game you will have five seconds to choose either a 1-player or 2-player game: press the FIRE BUTTON on the RIGHT CONTROLLER during this time to select the two-player game.

Use your Joystick to move your tank across the battlefield . Push the Joystick up to move to your tank towards the top of the screen and push it down to move your tank towards the bottom of the screen. Press the red fire button to fire your cannon towards your opponent. Your cannon will fire 10 rounds before needing to be reloaded - when the "LOAD GUN" message flashes press your Joystick away from your opponent and press the fire button to begin reloading - when the "LOADING" message stops flashing you may begin firing again.



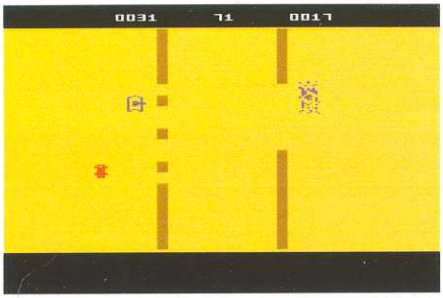
While a game is not in progress press UP or DOWN with the LEFT CONTROLLER to select the game variation, which is denoted by a two-digit number on the title screen.

(continued on next page)

CONSOLE CONTROLS

Press GAME RESET while the title is displayed or during the demonstration of gameplay to begin a new game. Press GAME RESET during a game to end the current game and return to the title screen.

2600 users: Set the TV TYPE switch to B-W to change the game colors to the arcade-original black and white. Set it to COLOR to change the game back to an updated, colorful version. 7800 users: Press PAUSE to toggle the color scheme at any time.



Set the LEFT DIFFICULTY switch to B (NOVICE) to select straight cannon fire; set to A (EXPERT) to select steerable cannon fire.

Set the RIGHT DIFFICULTY switch to B (NOVICE) to use the NTSC TV standard and set to A (EXPERT) to use the PAL TV standard.

GAME VARIATIONS

There are 72 game variations of M-4. Variations 1 through 36 are games of 90 seconds, variations 37 through 72 are games of 30 seconds. See the chart on the following page for further details.

In all game variations you will have a set time in which to score the most points by blasting your opponent to smithereens. If you or your opponent's tank is destroyed the timer will stop, the walls will be rebuilt, and a fresh tank will be pressed into battle to replace the demolished one.

SCORING

Score 1 point for reducing a section of wall to rubble, 10 points for destroying one of your enemy's tanks, 20 points for demolishing a car, and 30 points for bringing down an airplane.

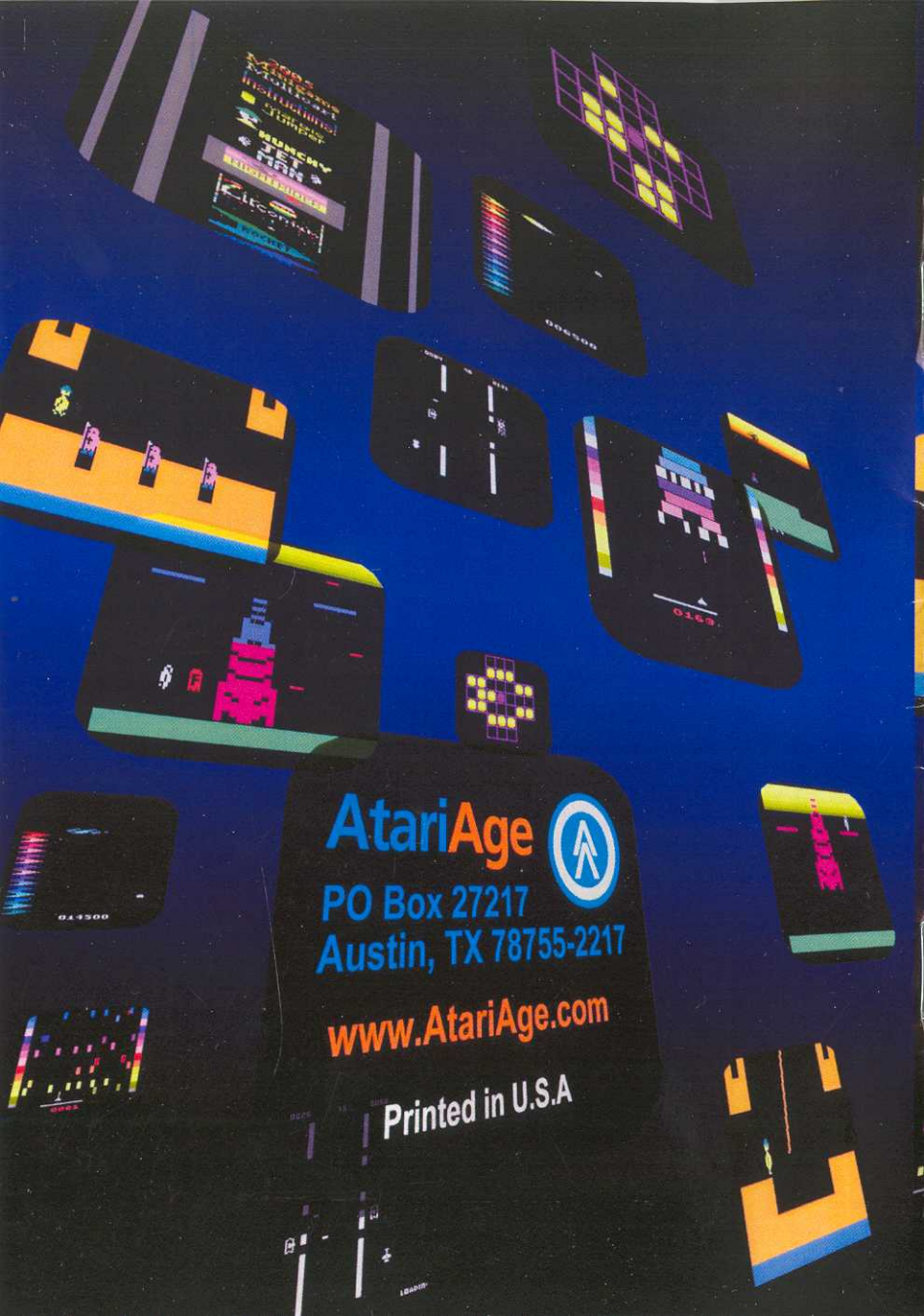
TIPS AND HINTS

Your enemy will be slow and easily ambushed when you first meet on the field of battle, but he will quickly become wise in the ways of war!

M-4 GAME VARIATION CHART

		Game Variation Number																	
90-second games:		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
30-second games:		37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54
Game Variation	Scrolling Walls		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	
	No Walls							X						X	X			X	X
	Unbreakable Walls			X					X	X						X			
	Rebuilding Walls				X			X			X	X		X	X		X	X	
	Invisible Tanks					X			X		X		X	X		X	X	X	
	Unlimited Ammo						X			X		X	X		X	X	X	X	

		Game Variation Number																	
90-second games:		19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
30-second games:		55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
Game Variation	Scrolling Walls																		
	No Walls	X	X	X	X	X	X	X											
	Unbreakable Walls								X	X	X	X							
	Rebuilding Walls	X			X	X		X					X	X	X	X			
	Invisible Tanks		X		X		X	X		X		X		X		X	X	X	
	Unlimited Ammo			X		X	X	X			X	X			X	X		X	X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