



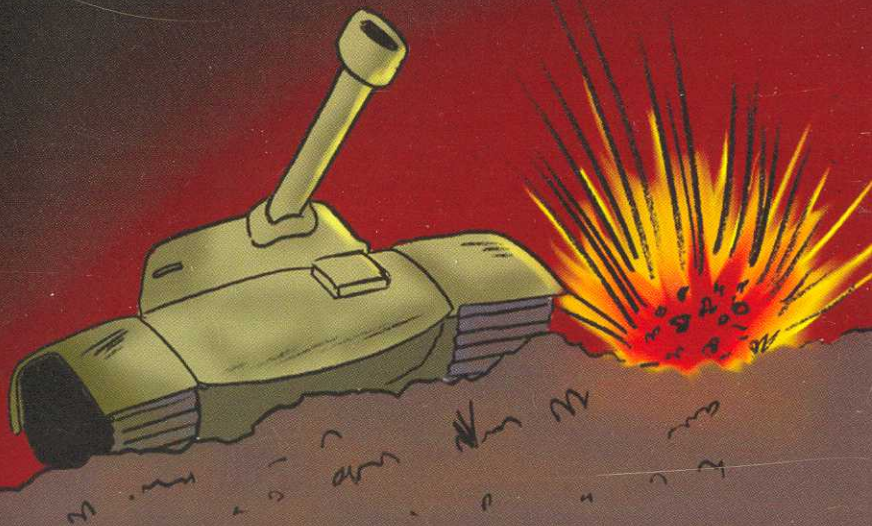
AtariAge

INCOMING!
Manual

BEN LARSON'S

INCOMING!

FOR ONE OR TWO PLAYERS!



ATARIAGE PRESENTS:

IN A WORLD WRACKED WITH INTERNECINE
TANKS-FALLING-OUT-OF-THE-SKY-IN-THE-DESERT WARFARE,
YOU ARE THE ELITEST OF THE ELITE, THE CRACKEST OF THE
CRACK, THE CREAMIEST OF THE CROP. INEXPLICABLY FALLING YET
AGAIN ONTO A MOUNTAINSIDE UNDATED, YOU OPEN THE HATCH
OF YOUR MAIN BATTLE TANK TO LOOK OUT ON THE SERENE DESERT
LANDSCAPE TURNED WARZONE. AS THE EARLY MORNING SUN GLINTS OFF
THE BARREL, YOU BEGIN TO WONDER WHETHER IT'S ALL WORTH IT...
WHETHER IT WILL EVER END... AND WHETHER YOU WILL EVER SEE YOUR
FAMILY AGAIN. SUDDENLY THE STILLNESS OF THE MORNING IS SHATTERED
BY A SHRILL WHISTLING SOUND FROM HIGH ABOVE WHICH GETS LOUDER
BY THE SECOND. YOU SWING THE HATCH SHUT, TURN TO YOUR CREWMATES,
AND SHOUT THAT ALL TOO FAMILIAR REFRAIN:



**INCOMING
!!**

OVERVIEW

'Incoming!' is an artillery shooting game that can be played between two players, or between one player and the computer.

The game is played in rounds. Each round of the game features two tanks, one red and one green, squaring off against one another across a side-view 2-dimensional battlefield.



The object is to destroy the other player's tank by lobbing shells across the board and hitting him.

Players alternate firing at one another until one player hits the other, at which point that player wins the round and the next round begins.

The first player to score a predetermined number of rounds wins the game.

THE GAME SELECTION SCREEN

Upon starting up the game, you will be presented with a game selection screen showing a static game background with a scrolling 'Incoming!' marquee at the bottom. Near the bottom of the screen you will also see two numerical displays - one on the left and one on the right. The display on the left indicates the game mode, whereas the one on the right indicates the number of rounds needed to win a game.

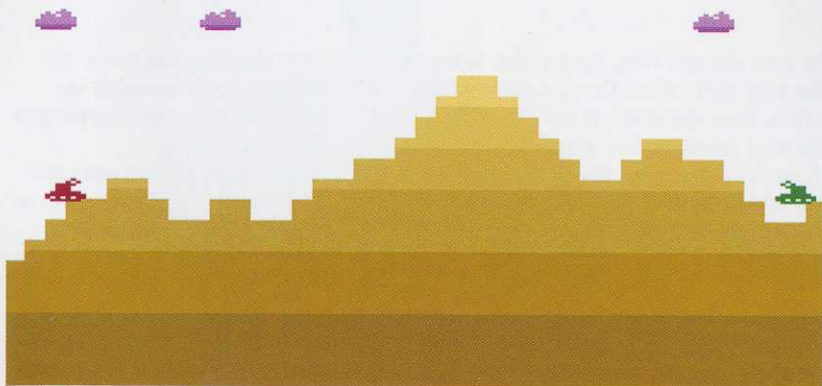
Holding down the 'select' button cycles through the game modes and rounds needed to win. Pressing 'reset' will then start a new game with the selected parameters.

GAME MODES

There are three game modes in total that you can choose from. They are as follows:

- | | |
|----------------|--|
| 1 | 1 Player vs. the Computer, Normal Difficulty |
| 1 (teddy bear) | 1 Player vs. the Computer, Easy Difficulty |
| 2 | 2 Players Head-to-Head |

The number of rounds needed to win the game can be 6, 10, 14, 18, or 22 rounds, depending on how long you want the game to last.



GAMEPLAY

After reset is pressed, a new random landscape will be generated, along with random tank positions, and the first round will begin. The left hand player goes first. This order alternates every round so that neither player gets to go first every time.

During gameplay, the bottom of the screen shows the score for each player (i.e. the number of rounds won so far), and the status panel. The color of the status panel text indicates whose turn it is. When it's green, it's the green player's turn, and when it's red, it's the red player's turn. The status panel displays information for the active player as follows:



The current elevation of the tank's barrel, in degrees

The amount of power to use for the shot, which can range from 0 (no power) to 99 (a ton of power)

The current wind direction and wind speed.

The clouds at the top of the screen will also give some visual indication of the wind by their movement.

On each player's turn, the joystick is used to adjust the elevation and power for the next shot. After the necessary adjustments have been made, pressing the button fires the shell. If the shell hits, then a point is scored for the attacker and the next round begins, with a new randomly-generated landscape.

If, on the other hand, the shell misses, then the attacking player's turn ends and the other player gets to return fire. This process repeats until someone scores a hit and wins the round. Whoever is first to win the number of rounds that was specified in the selection screen wins the game.

Note that the ground can and will be damaged by shots that miss their intended target. Also note that you can never destroy yourself with your own shot - even if it 'hits' your tank, it will simply pass right through and hit the ground underneath.

CONTROLS

THE CONTROLS FOR THE ACTIVE PLAYER ARE AS FOLLOWS:

Up
barrel
Down
barrel
Right
Left
Button

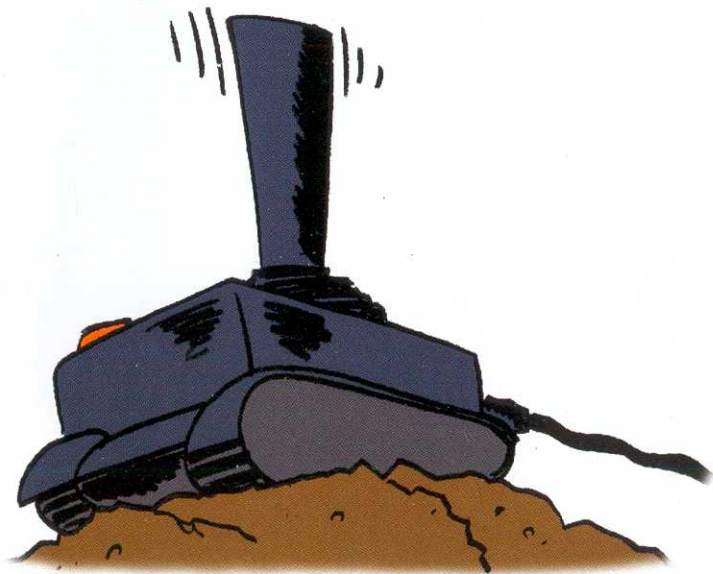
Increase the elevation of the tank

Decrease the elevation of the tank

Increase the amount of shot power

Decrease the amount of shot power

Fire the shot



DIFFICULTY SWITCHES

The difficulty switches are used to adjust the ruggedness of the terrain that the tanks fight on. The adjustments are as follows:

P1 Difficulty	P2 Difficulty	Terrain
A	A	- Canyons (very rugged)
B	A	- Mountains (rough)
A	B	- Hills (fairly gentle slopes)
B	B	- Random (changes every round)



If you change terrain settings in the middle of a round, the subsequent rounds will use the new settings.

HINTS

- * *Try to always remember whether your last shot went under or over and what the wind was on that turn. This will help you decide what to do on the next turn.*
- * *Try to stick with one elevation during the course of a round, and then just adjust power as needed.*
- * *The less time your bullet is in the air, the less it will be affected by wind. For this reason you should refrain from using high-elevation shots unless you really need to (i.e. if your opponent is a lot higher up than you)*
- * *Sometimes it's easier to just shoot through terrain that's blocking your trajectory than it is to try to shoot over it.*



CREDITS

Concept, programming and game design:

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"Thanks to everyone on the Stelalist and the AtariAge message boards for the comments, suggestions, examples, testing, and and help with code optimizations; Nick Bensema for his Atari 2600 programming website; Kirk Israel for providing me with a Supercharger a number of years back to use for testing; John Saeger for writing the z26 emulator; Matthew Dillon for writing DASM; Bob Colbert for writing 'makewav', and lastly Steve Wright of Atari for writing the de-facto bible of Atari 2600 programming (stella.txt) back in 1979 (which I actually referenced a lot while writing 'Incoming!')."

Manual Illustrations, manual design and label illustration:

HOLGER BOMMER

Publisher:

ALBERT YARUSSO - ATARIAGE.COM

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Published by AtariAge.com