

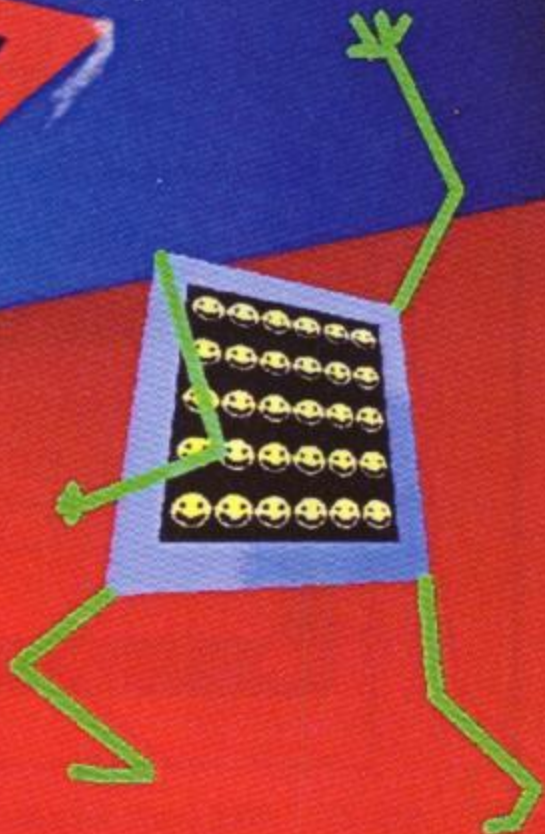


Stell-A-Sketch  
and  
Okie Dokie

Two Games  
for the  
Supercharger

RW-4203

*RetroWare*

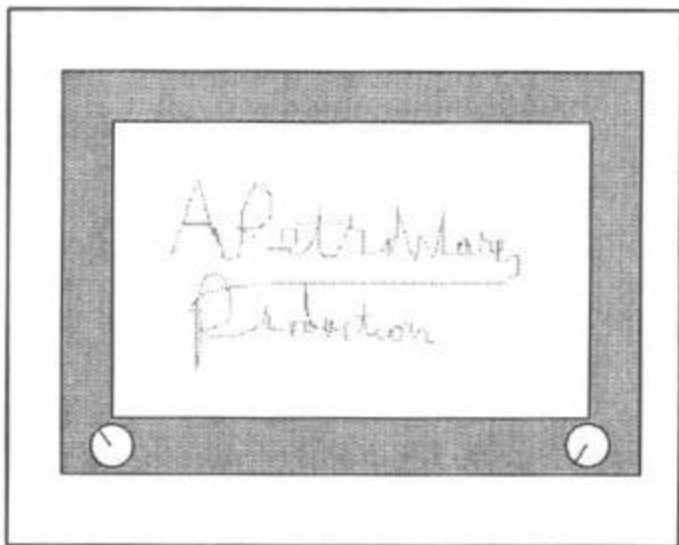


# FireWare

Presents

## *Stell-A-Sketch*

for the Atari 2600 VCS and compatibles



Lets you draw pictures on your Atari 2600 VCS and  
compatibles!

# Instructions for Stell - A - Sketch

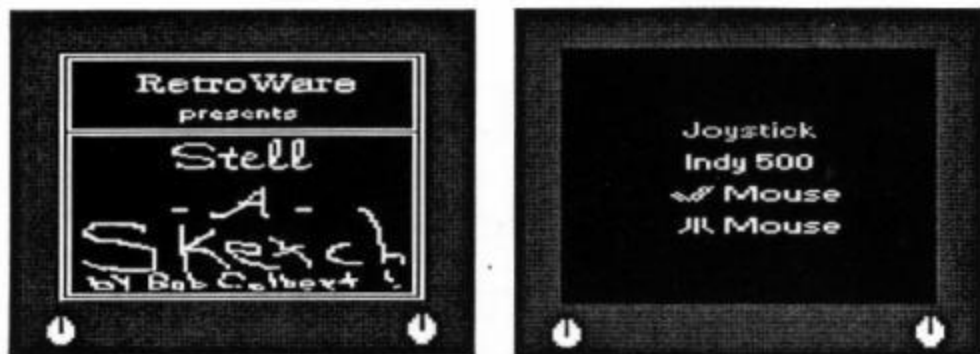


Figure 1 - Stell-A-Sketch

## Overview

Stell-A-Sketch is a high resolution drawing program for the Supercharger and Atari 2600 VCS. By moving a pointer around the drawing area, you can create patterns or paint pictures! Tired of the picture you're working on? Be prepared to shake Stell-A-Sketch until the drawing area is clear!

## Setup

With the Atari 2600 VCS turned off, gently insert your Supercharger into the cartridge slot. Plug a joystick, Amiga mouse, or an Atari ST mouse into the left controller port, or 1 Indy 500 driving controller in each

controller port. Turn the Atari 2600 VCS on. You should see the Supercharger's star field screen with the message "Rewind Tape Press Play". If you do not see the star field, or do not see the cassette player message, turn the Atari 2600 VCS off, remove the Supercharger and repeat the setup process.

Insert the audio plug from the Supercharger into the headphone jack of your CD player and set the volume to the middle of the volume control's range. You may need to adjust the volume to get Okie Dokie to load properly as each CD player is different. Make sure you turn all "bass boost" or other audio enhancements **OFF!**

## Loading the Game

Insert the Stell-A-Sketch CD into the CD player. Stell-A-Sketch is recorded in a fast load version and a slow loading version, which may be more reliable. The fast load version is recorded on track 2 and the slow load version is recorded on track 4. Select the desired track and press play, after a short pause, you should see bars move in from the sides of the screen. This indicates that the game is loading properly. If at any time before the two bars meet in the middle of the screen you see the star field and "Rewind Tape Press Play" message, the load failed and you will have to either re-cue the desired track and try again or try loading the slow loading version. Some hints for better loading: Volume levels between  $\frac{1}{2}$  and  $\frac{3}{4}$  of the volume control range are generally the best. Leave all audio controls at a flat level. Place the CD player on a flat, steady surface.

## Starting Stell-A-Sketch

After Stell-A-Sketch is loaded, you will be presented with the title page. To begin using Stell-A-Sketch, press the **RESET BUTTON**, which will clear the drawing field and present you with a list of controller options.

## Selecting a Controller

You have four choices of controllers to use to draw with:

Joystick  
Indy 500 Controllers  
Amiga Mouse  
Atari ST Mouse

To select a device, press the **SELECT BUTTON** until your choice is highlighted, then press the **RESET BUTTON**. If you press the **SELECT BUTTON** when the last device is highlighted, you will be returned to your drawing without changing the input device. It is not recommended to plug-in or unplug devices while the Atari 2600 VCS is on.

You may notice that the Indy 500 Controllers have fairly poor response. This is due to their low resolution and is unavoidable.

If after selecting a device, Stell-A-Sketch seems to draw by itself, then you may have selected the incorrect device. In this case, press the **SELECT BUTTON** and choose the correct device.

## Difficulty Switches

**LEFT DIFFICULTY SWITCH** - This switch controls the drawing mode. When in Amateur mode, Stell-A-Sketch only draws when either the joystick or mouse button is pressed. This allows you to move your drawing cursor around without drawing. When this switch is in Expert mode, Stell-A-Sketch acts like a real Etch-A-Sketch® and draws whenever the drawing cursor is moved. This switch has no effect when the Indy 500 controllers are selected.

**RIGHT DIFFICULTY SWITCH** - This switch controls the speed that the joystick moves the cursor around the screen. In the Amateur position, the cursor moves slowly. In the Expert position, the cursor moves quickly.

## Erasing a Picture

Erasing a picture is much like a real Etch-A-Sketch®. You must "shake" the screen until the picture is erased. Pressing the **RESET BUTTON** while in the drawing mode (not in the device menu) will shake

the screen and erase an area of your picture. You must continuously press and release the **RESET BUTTON** until the picture is erased.

## **About Stell-A-Sketch**

Stell-A-Sketch was written using a PC, an Amiga 1200, a Supercharger, the DASM assembler by Matt Dillon and Makewave by Bob Colbert. It began as a test to see what type of high resolution graphics could be produced on the Atari 2600 VCS and evolved into what you now have.

## **Disclaimer**

Bob Colbert and RetroWare make no guarantees, written or implied, on this software. We are not responsible for any damage due to the use of this software.

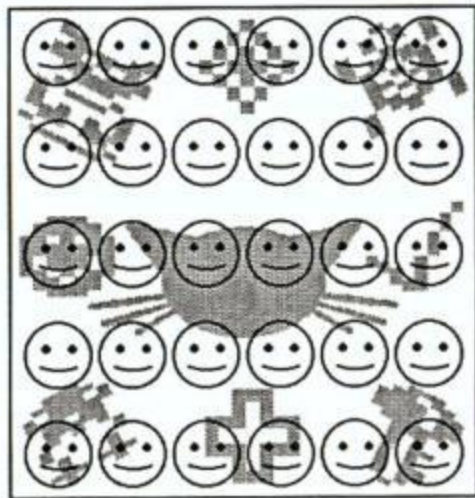
Etch-A-Sketch is a registered trademark of The Ohio Art Company. Retroware is in no way affiliated with The Ohio Art Company.

**Retroware**

Presents

# Okie Dokie

for the Atari 2600 VCS and compatibles



A fast moving puzzle game for all ages!



# Instructions for Okie Dokie



Figure 1 - The Okie Dokie Game Screen

## Overview

Okie Dokie is a fast moving puzzle game that challenges you with 30 preset puzzles and 435 random puzzles. It seems simple enough: turn off all of the squares. Well, there's a catch! Every time you select a square, it gets "flipped" -- if it was on it turns off and visa versa, but to complicate things further, any square directly to the left, right, above, or below the square is also "flipped."

A counter keeps track of the number of moves you make. So you think you are hot stuff for completing level 1 in 756 moves huh? Well, it can be completed in 14 moves!

## Setup

With the Atari 2600 VCS turned off, gently insert your Supercharger into the cartridge slot. Plug a joystick into the left controller port of the Atari 2600 VCS. Turn the Atari 2600 VCS on. You should see the supercharger's star field screen with the message "Rewind Tape Press Play". If you do not see the star field, or do not see the cassette player message, turn the Atari 2600 VCS off, remove the Supercharger and repeat the setup process.

Insert the audio plug from the Supercharger into the headphone jack of your CD player and set the volume to the middle of the volume control's range. You may need to adjust the volume to get Okie Dokie to load properly as each CD player is different. Make sure you turn all "bass boost" or other audio enhancements **OFF!**

## Loading the Game

Insert the Okie Dokie CD into the CD player. Okie Dokie is recorded in a fast load version and a slow loading version, which may be more reliable. The fast load version is recorded on track 3 and the slow load version is recorded on track 5. Select the desired track and press play, after a short pause, you should see bars move in from the sides of the screen. This indicates that the game is loading properly. If at any time before the two bars meet in the middle of the screen you see the star field and "Rewind Tape Press Play" message, the load failed and you will have to either re-cue

the desired track and try again or try loading the slow loading version. Some hints for better loading: Volume levels between  $\frac{1}{2}$  and  $\frac{3}{4}$  of the volume control range are generally the best. Leave all audio controls at a flat level. Place the CD player on a flat, steady surface.

## NTSC/PAL

Okie Dokie can be played on either NTSC or PAL television sets. The **LEFT DIFFICULTY SWITCH** determines the mode and can be switched at any time during the game. If the **LEFT DIFFICULTY SWITCH** is in the **A** position, then Okie Dokie will appear in NTSC. If the **LEFT DIFFICULTY SWITCH** is in the **B** position, then Okie Dokie will appear in PAL.

## Selecting a puzzle

When Okie Dokie starts, you will see a scrolling message say "SELECT LEVEL". Pressing the **RESET BUTTON** on the Atari 2600 VCS at this point will cause level 1 to start. Pressing the **SELECT BUTTON** instead will bring the message "LVL01" up underneath the Okie Dokie playfield. By pressing the **SELECT BUTTON** repeatedly, you can scroll through the available levels. You can also hold the **SELECT BUTTON** down and the levels will automatically scroll by until you release it.

Okie Dokie has 30 preset levels, each one with a unique puzzle to solve. Level 1 has all of the tokens on and is fairly difficult. The beginner may want

to start with puzzle 2, which is much easier than level 1. The puzzles in levels 1 through 15 are fairly symmetrical which makes them slightly easier, while levels 16 through 30 are not symmetrical and thus they tend to be more difficult. Level 31 is a special level that randomly generates 1 of 435 possible puzzles for you to solve.

You can press the **SELECT BUTTON** at any time to select a new puzzle, but if you are currently working on a puzzle it will be erased, so be careful! Any time you press the **SELECT BUTTON** during a game or after solving a puzzle, the level selection will begin at level 1, no matter what level you were previously playing.

## Starting the game

Pressing the **RESET BUTTON** on the Atari 2600 VCS will set the "moves" counter to 0000 and randomly pick 1 of 8 different tokens to be used for the puzzle. If you have a favorite token to use, repeatedly pressing the **RESET BUTTON** will eventually allow you to use it.

If you have selected level 31, pressing the **RESET BUTTON** will cause the playfield pattern to rapidly change. Releasing the **RESET BUTTON** will start 1 of 435 possible puzzles that is mathematically guaranteed to be solvable!

## Using the joystick

When you start a new puzzle, you will be able to move the triangular

pointer around the puzzle with a **JOYSTICK** plugged in to the left controller port of the Atari 2600 VCS. Moving the **JOYSTICK** will move the pointer in the corresponding direction. If the pointer is in the top row of the Okie Dokie playfield and you move the **JOYSTICK** up, the pointer will "wrap around" the puzzle and end up in the bottom row. The "wrap around" feature works for all other directions as well.

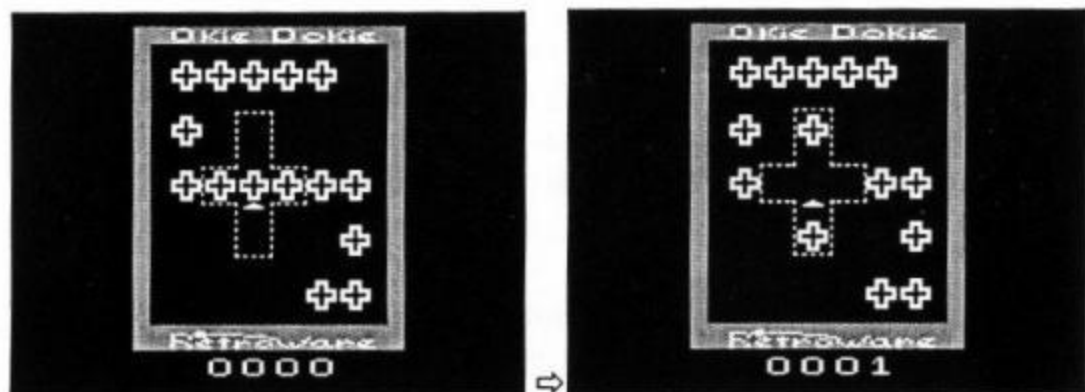


Figure 2 - Result of Pressing Fire Button

Pressing the **JOYSTICK FIRE BUTTON** while the pointer is under a token causes that token to disappear. If there is no token above the cursor, a token will appear. This happens to each square to the left, right, above, and below the position the token is pointing to as shown in figure 2.

## Solving a Puzzle

Solving a Puzzle When you successfully solve a puzzle, a short tune will play and you will no longer be able to move your pointer around. To play the same puzzle again, press the **RESET BUTTON**. To select a new puzzle, press the **SELECT BUTTON** to browse through the available puzzles.

Simply solving a puzzle doesn't mean you have mastered it. Level 1 can be completed in 14 moves -- Can *YOU* do it in 14 moves? Level 2 is very simple and can be done in 4 moves, but don't be deceived, not all puzzles are that easy!

## About Okie Dokie

Okie Dokie was written using an Amiga 1200, a Supercharger, the DASM assembler by Matt Dillon and Makewave by Bob Colbert. The goal was to limit the program to 2k to get the "feel" for what classic videogame programmers had to contend with.

## Disclaimer

Bob Colbert and Retroware make no guarantees, written or implied, on this software. We are not responsible for any damage due to the use of this software.

## Credits

Okie Dokie and Stell-A-Sketch would not have been possible without the help and support of the following people:

**Mom and Dad** - Couldn't have done it without them, they made me the happiest kid alive when they bought me an Atari 2600!

**My Wife** - For putting up with me while I wrote these games.

**Dan Borris (Ouphe)** - My technical advisor.

**Roloff de Jeu (Deleto)** - Designed the label for the cartridge version of Okie Dokie.

**Arne Kuilman (Kid-EZ)** - Helped Roloff with the label.

**Patrick Wickwire** - Supplied me with Atari cartridges.

**John Earney** - Supplied me with Atari cartridges.

**Jim Nitchals** - Just a nice guy!

**Craig Nelson** - Nice enough to give me info on the Supercharger.

**Okie** - My cat (R.I.P.), thanks for being there for 18 years!

**The #rgvc irc channel** - When you need to talk to some friendly people, drop on in!

# Data Track Contents

## Directory Contents

### Cheetah

This is a program much like Makewav, which allows you make a .wav file from an Atari 2600 ROM image. The difference is that when you load this .wav file, you are presented with a code-entry screen before the game starts. This screen allows you to enter cheat codes for the game which will alter certain aspects. For instance, you could give yourself unlimited lives or invincibility! Both MS-DOS and Amiga versions are included

### Cutbin

This program is designed for shortening the Supercharger binary images on the "Stella Gets a New Brain" CD to 8448 bytes for use with emulators.

### Distella

A smart disassembler for Atari 2600 2k and 4k ROM images. This program will create source code that is recompilable with DASM, the 6502 assembler by Matt Dillon. I was unable to contact Matt to get permission to put DASM on this CD, but I did contact him last year and he gave me permission to put it on my website at <http://www.novia.net/~rcolbert>.



- Makewav** Allows you to create .wav files from 2k, 4k, and Supercharger ROM images for the Atari 2600.
- Multicart** Instructions and diagrams for making your own Atari 2600 multi-cart. Some technical background and an EPROM burner are required.
- Okie** The Okie Dokie archive is here. This has the ROM image, instructions and source code for Okie Dokie.
- Pictures** Some pictures of related (and not so related) items.
- Sc\_mod** Supercharger modification instructions and diagram. This shows you how to modify a Supercharger to allow loading of all 2k and 4k ROM images.
- Sketch** The Stell-A-Sketch archive is here. This has the ROM image, instructions and source code for Stell-A-Sketch.

# RetroWare

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for the Atari 2600™ and Supercharger™

## Data Track

Track 1 - Cheetah, Cutbin, Distella, Makewave, Multicart plans, Okie Dokie archive, Pictures, Supercharger Modification, Stell-A-Sketch Archive.

## Stell-A-Sketch

Track 2 - Fast Load

Track 4- Standard Load

## Okie Dokie

Track 3 - Fast Load

Track 5 - Standard Load

Supercharger™ unit must be purchased separately. Compact Disc player required.  
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RetroWare is not related to Starpath or Atari

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