



SWOOPS!

A minigame collection
by Thomas Jentsch

SWOOPS!

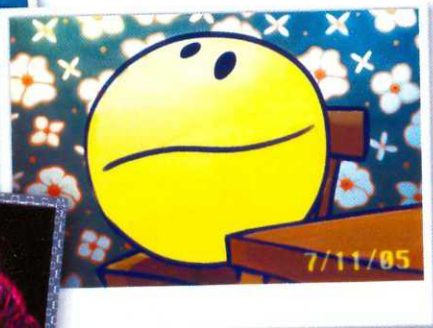
This is Toto, the (less evil) brother of Evil Otto (of Berzerk fame).



unstoppable,



Like his brother, he is invincible,



immortal..

..yes, immortal.

He can NOT die.

Imagine what that does to an individual.

Oh, it's fun for the first few hundred years, you take bigger and bigger risks, you make a game out of it just to relieve the monotony...

..but after a while you dry up. There's only so many ways you can throw yourself off a building. It gets dull, pointless. It needs structure!

And here's where you come in. Toto has put his considerable life in your hands to do with what you will, just try to get a decent score!

SWOOPS!

So, if you're up for playing fast and loose with immortality, you'll need the following:



An Atari (VCS, 2600, 2600jr, 7800, one of those weird Brazillian machines, Coleco Gemini, ColecoVision or INTV add-on, whatever..)

This game (clearly)

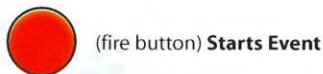
A joystick (in the left controller port)

A set of paddles (in the right).

The main menu presents you with a choice of three equally dangerous events. These are entitled **Splatform 2600**, **Crash'n'Dive** and **Cave 1K** (because it's set in a cave and it's 1K). The fourth choice, **3-Athlon** lets you play through all three in turn (pressing SELECT after each 'game over' to highlight and select the next).

You can select your required event either with the joystick or the SELECT switch. To start the event, simply press either RESET or the fire button on whatever controller you happen to be holding (joystick or paddle).

General controls for all events:



game
reset



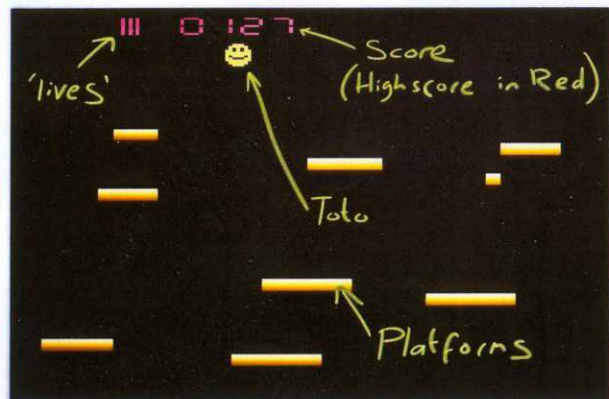
Reset to Main Menu



SPLATFORM

Bounce little Toto across a perilous course of platforms, taking care not to drop him into the abyss.

Use the joystick to move Toto left or right. You get four 'lives' in this event, one of which will be lost every time you plummet into the inky blackness.



SPLATFORM 2640

It's all about precision, so take your time as you line up your next bounce. Don't wait too long though, or you'll lose points.

There are 8 levels of increasing difficulty, with some variations that you can select at the start of a new game.

left
difficulty



- a **Random Platforms**
(for endless variety)
- b **Non Random Platforms**
(good for tournament play)

right
difficulty

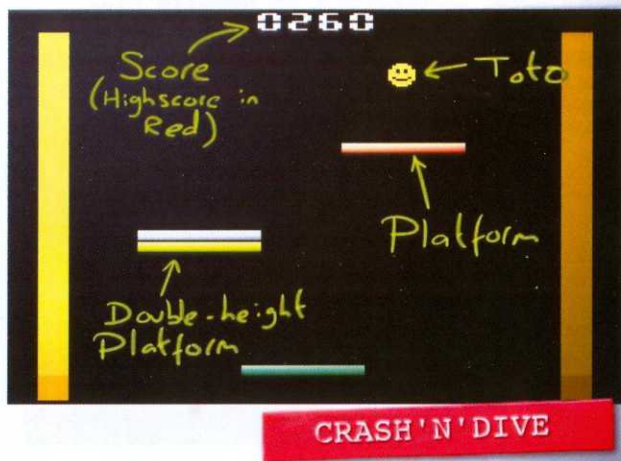


- a **Static Bouncing**
(bounce heights are all the same)
- b **Dynamic Bouncing**
(bounce height relative to drop height)

CRASH 'N' DIVE

While falling down inside a never(?) ending tower, crash Toto through the colored platforms, scoring points along the way.

This event is all about color. Use the paddle to move Toto left or right and smash his grinning little face into the colored platforms.



The platforms have various properties:

| Color | Rarity | Score - 1st Hit | 2nd Hit | 3rd Hit + |
|---------|---------------------------|--|---------|-----------|
| Green | Common | 1 | 2 | 9 |
| Yellow | Uncommon | 2 | 4 | 22 |
| Orange | Rare | 3 | 6 | 48 |
| Gray | Rare | 0 but doesn't break your color sequence | | |
| Blue | Super Rare | 75 but doesn't break your color sequence | | |
| Magenta | DEADLY TO THE TOUCH!!!!!! | | | |

As you can see, it pays to group your colors. Not only that, but every time you hit a platform, Toto's descent slows a little bit, giving you time to choose your next target.

Double height platforms also give you a little bounce when hit.

One good strategy (apart from NOT falling off high things) is to hit orange platforms for as long as you can, changing to yellow and then green as things get tougher.

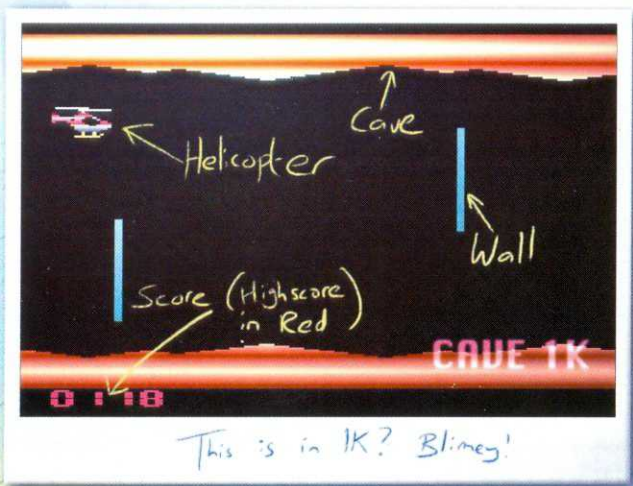
You start the event with 300 points, for every platform that enters the screen, you lose 4 points. The event ends either when you run out of points or hit a Magenta platform.

There are 9 levels of increasing difficulty, the tower will narrow and little Toto will fall faster.

CAVE 1k

How do you pilot a helicopter with no arms or legs? Fairly erratically, it seems. In this 'Hollywood finale', try to help Toto pilot a speeding helicopter down a treacherous cave structure using only one button!

Really, one button. That red one. Yes.



You press the button, the helicopter goes up. You let go, it falls. Be warned, the helicopter has a lot of inertia, so you have to be careful how much lift you apply. Of course there are obstacles too, colored platforms that grow and float dangerously in your path as your helicopter gets faster and faster.

To give your other fingers something to do, here are some game options that you can select with the difficulty switches:

left
difficulty



- a Random Walls
- b Non Random Walls

right
difficulty



- a Moving Walls
- b Stationary Walls

SWOOPS!

Splatform 2600 is based on Robin Harbron's great 2002 award winning C64 game. He generously allowed me to use his game idea for my project.

Crash'n'Dive is probably my first original game but it is based on many ideas of other games.

Cave 1K is based on the popular, well known Java game.

Thanks for the support of many, many people at AtariAge (<http://www.atariage.com>) and the Stella mailing list (<http://atari2600.org/mailman/listinfo/stella>), who heavily playtested the games and provided a lot of valuable suggestions.

Thank you all!

Manual and cartridge label design by David Exton
(<http://www.liveinabin.com>)

Thomas Jentsch and AtariAge make no guarantees, written or implied, with regards to this software.

Do not insert this game program cassette cartridge into anything except an Atari 2600 (or compatible) cartridge port and do not attempt to eat, inhale or otherwise ingest cartridge. We are not responsible for any damage due to the improper use of this software. Always clean your teeth, go for walks and be kind to small animals.

This program is ©2005 Thomas Jentsch, all rights reserved, all wrongs reversed.



AtariAge