

GUNFIGHT

Game Program Instructions

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XYPE

RELEASE #01

GUNFIGHT

PROGRAMMED BY MANUEL POLIK



FOR 1-2 PLAYERS WITH JOYSTICKS
CARTRIDGE MADE BY HOZER VIDEO GAMES

GUNFIGHT

<<...It's shoot-out time and you've got to be
faster than your opponent or the computer. Move,
dodge, or hide behind a covered wagon or cactus.
But whatever you do, don't waste your time
because your opponent is shooting back. Take your
position, aim, and fire before he gets you...>>

USING THE CONTROLLER

Gunfight uses your joystick controllers. Be sure the joysticks are plugged firmly into the controller jacks at the back of your Atari Video Computer System. The joystick controller plugged into the left controller jack controls the left cowboy, and the right joystick controls the right cowboy. Hold the joystick with the red button to your upper left, toward the television screen.

Gunfight supports two general play modes:

- ◆ 1 Human Cowboy vs. 1 Computer-controlled Cowboy
- ◆ 1 Human Cowboy vs. 1 Human Cowboy

THE SCREEN

The screen is divided into two parts: an upper status area and a game area. The game area is further divided into three sections: an obstacle area in the middle and cowboy zones on either side of it.

In the status area, you'll find three pairs of digits/icons. They normally show, from left to right:

- ◆ The 2-digit score of the left cowboy
- ◆ An icon symbolizing the current play mode
- ◆ An icon symbolizing if the computer-controlled cowboy is on or off
- ◆ The 2-digit score of the right cowboy

CONFIGURATION SWITCHES

When the left difficulty switch is in position A (Sheriff), the speed of the bullets is doubled, and you're competing against a slightly smarter computer-controlled cowboy. Switch to position B (Deputy) for a simpler game (so you can learn how to fulfill your duties).

The right difficulty switch toggles the artificial intelligence (AI) ON/OFF. This can be done any time on the fly. When in position A, you are playing against the AI, and an Atari symbol is displayed in the status line. Switch it to B, and a joystick appears there, signifying that the cowboy is under human control.

The COLOR/B&W switch in COLOR position enables the horizontal bouncing of the bullets. The B&W position disables it.

CHOOSING A VARIATION

There are four game variations in Gunfight:

Standard, Sixshooter, Escape, & Score

Press GAME SELECT to choose the desired game variation. The current variation icon is shown in the status area.

CHOOSING A SCENARIO

There are eight different scenarios available in Gunfight:

Four shootable ones:

Xtype Logo, Cacti 1, Stage Coach & Saloon

And four non-shootables:

Arrows 1, Rocks, Arrows 2 & Cacti 2

Press GAME RESET to switch from one scenario to the next. After every Game Over, you're automatically carried on to the next scenario.

STARTING THE GAME

Whenever the title tune is playing, you're in the attract mode. The left cowboy can now start a new game by pressing the fire button.

CONTROLLING YOUR COWBOY

Within his zone, your cowboy will move in whatever direction the joystick is pushed.

To fire your gun, you need to press the fire button while walking either straight or diagonally towards your enemy. The bullets are fired in the direction you walk.

When a cowboy gets hit by his opponent's bullet, his hat will fall off. Watch out, because another hit will knock him down and score a point for the opponent!

GAMEPLAY

Gunfight offers 4 different play variants:

Standard: The two cowboys are directly duelling each other. The first to down the other player seven times wins this variant.

Sixshooter: Same as the standard variant, except that after six shots, the cowboys need to reload their guns. In order to do so, they should quickly pick up the ammunition box that is thrown into the scene whenever a cowboy needs to reload.

Escape: The left cowboy tries to knock out the right one who's totally defenseless! The left cowboy only needs to down his opponent once to win. The right cowboy wins if he can survive until the counter expires.

Score: In this variant, destroying a part of an obstacle gains a cowboy 1 point and downing his competitor gains him 5 points. The first to achieve 42 points wins.

FEEDBACK

I'd really like to read comments, reviews, love or hate mails regarding Gunfight. Send your mail to: cybergoth@nexgo.de
Hozer Video Games can be reached at hozervideo@charter.net

AKNOWLEDGMENTS

This project wouldn't have been possible without the [Stella] guys, the members of the Atari 2600 programmers mailing list:

<http://www.biglist.com/lists/stella/stella.html>

Thanks to the nice people on the list I have found the encouragement, the information and the support needed to complete this project!

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Thomas Jentsch helped me a lot in optimizing various parts of the 6502 code, especially the kernel code. Additionally he's one of the top ranking idea contributors, playtesters and moral supporters.

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David Exton created the label artwork.

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Manuel Polik