# ultra SCSIcide
*game program instructions*

Written by Joe Grand © 2005

**pixels past**

**GRAND** idea studio

**AtariAge**

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NOTE: Always turn the console power switch off when inserting or removing an ATARI® Game Program cartridge. This will protect the electronic components and prolong the life of your ATARI® Video Computer System™ game.

# Notes and Scores

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# Contents

# Object of the Game

In Ultra SCSIcide, you find yourself in the internals of a hard drive, a world of ones and zeros. You have been chosen to control the hard drive read head. As different colored data bits scroll by on the hard drive platter, you need to quickly read them in the correct order before you suffer a buffer underflow and cause a hard drive crash. As you complete each level, the data scrolls by more and more quickly. The goal is to score as many points and reach the highest platter level as possible. How far can you go?

Ultra SCSIcide is an enhanced version of SCSIcide, an original, fast-paced homebrew game released in 2001.
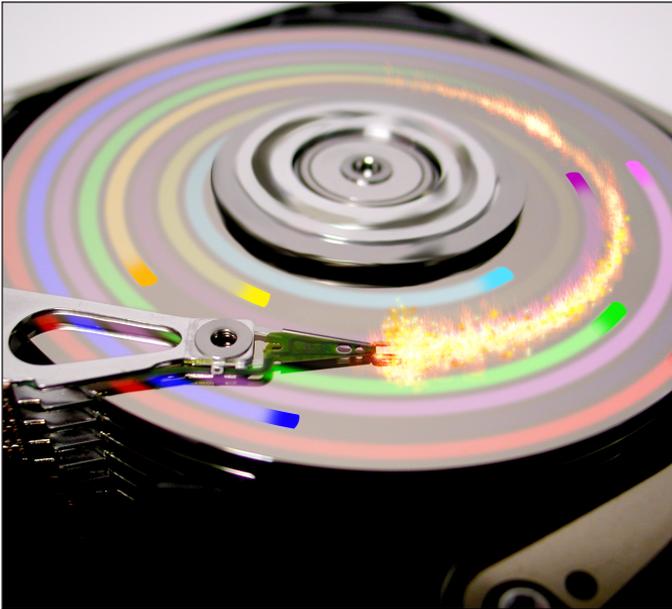


# Tips From Joe Grand, Designer of Ultra SCSIcide



Make smooth, careful adjustments to the Joystick or Paddle Controller to control the drivehead. Sudden, fast movements will make it harder to properly position the drivehead over the correct data bit.

When you get to the higher, faster platter levels, don't try to follow the individual data bits with your eyes. Try to stare "through the screen" and keep your eyes in one position. This will make it easier to see which color data bit is on which track.

My high score is 2D0745. Can you beat it? If you accept the challenge and topple my performance, e-mail a picture of your TV screen (no emulators) to *joe@pixelspast.com* to show off your superior bit-reading ability!

# Difficulty Switches

*Left Difficulty Switch: Normal vs. Oversized drivehead*
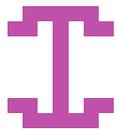
Drivehead – Normal Width          Drivehead – Oversized

Increasing the size of the drivehead reduces the difficulty of reading a data bit. Since the drivehead will be wider, you have more time to hit the FIRE button and read the data.

*Right Difficulty Switch: Smooth vs. Track-to-Track drivehead motion*

In its normal mode, the drivehead changes tracks in a smooth motion. Track-to-track motion reduces the difficulty of incorrectly reading the wrong data bit, since the head stays within each track and there is no way for your head to be positioned in between tracks, possibly reading a data bit other than intended. Many players prefer using smooth motion with the Paddle Controller and track-to-track motion with the Joystick Controller, but how you choose to control the drivehead is up to you!

8

# Playing the Game

Insert either a Joystick or Paddle Controller into the Player 1 Controller Port, plug in the game cartridge, and power on the Atari 2600 system. You will be greeted with the Ultra SCSIcide title screen.

To start the game, press the GAME RESET switch. This will initialize the hard drive and prepare you for the first platter level. To activate the hard drive, press the FIRE button on the Joystick or Paddle Controller. The type of controller you have plugged in (Joystick or Paddle) will be detected automatically.

Your goal is to read the data bits on the hard drive platter in the proper order. The current data bit you need to read is the same color as the Bit Counter, drivehead and score. As the data bit passes under the drivehead, press the FIRE button on your Controller to read the data bit. When the correct data bit is read, the required color will change to reflect the next bit that needs to be read.

The current platter level and score are displayed at the top of the screen. The hard drive platter playfield consists of eight tracks of randomly positioned and randomly colored data bits. The drivehead, on the right side of the screen, is fixed in its horizontal position and is controlled vertically with the Controller.

The Bit Counter on the lower-right part of the screen is a counter showing the number of correct data bits read for that platter level. Read all eight data bits (corresponding to one byte) to advance to the next platter level.

5

The Latency Buffer on the lower-left part of the screen is a gauge showing the time remaining to read the next correct data bit. When it goes completely red, the hard drive will crash and your game will end. The Latency Buffer decreases when the required data bit is missed or an incorrect data bit is read.

When the game is over, the drivehead will disappear from the screen and the score of the last game will be shown.

To restart the game, press the GAME RESET switch.

# Scoring

The score is displayed at the top of the screen in a six-digit hexadecimal notation. In a standard decimal system, numbers range from 0-9. The hexadecimal numbering system, used in computer systems to represent groups of binary digits, includes 0-9 but adds A-F to the range, allowing each hexadecimal digit to represent 16 possible values. Each hexadecimal number represents four binary digits, or "bits." A pair of hexadecimal numbers represents a byte (eight bits).

The first two digits (the first byte) of the score represent the current platter level. For example, if the first two digits are 15 in hexadecimal, you are on level 21. The next four digits (the second and third bytes) represent the actual score. In Ultra SCSIcide, you can lose points just as easily as you can gain points, so be careful!

For each correct data bit read, you receive one point multiplied by the amount of Latency Buffer remaining. To get the most points, read each bit in the level as quickly as possible. If you miss the data bit or read the incorrect data bit, you will lose a point and decrease the Latency Buffer!

At the end of each level, the Latency Buffer refills and bonus points are given for the remaining buffer contents.