SCSIcide
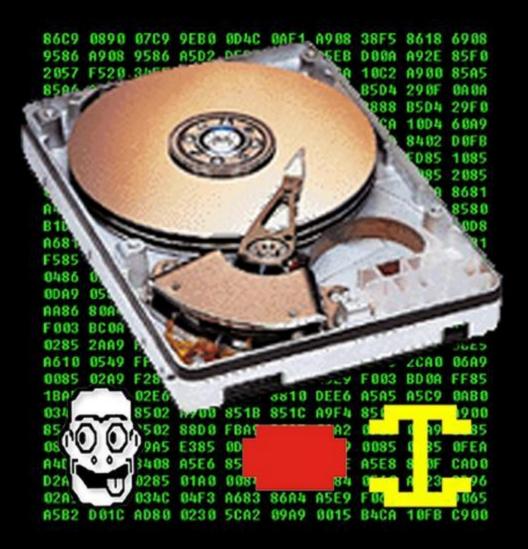
GAME PROGRAM™
INSTRUCTIONS

Cartridge Produced by Hozer Video Games

Program & Audiovisual © 2001 Joe Grand

GAMEPLAY

Your task as the hard drive controller is to read the data bits in the correct color order. Prevent a hard drive crash by reading the bits before the latency buffer underflows!

Begin the game: Press the Reset switch
Start a new level: Press the fire button
To read a data bit: Press the fire button

Latency Buffer: Time remaining to read the next bit.
Decreases when correct bit is missed or no bit exists.

Bit Counter: Number of correct data bits read.
Read all 10 to advance to the next platter level.

DIFFICULTY

Left: Normal v. Over-sized drivehead
Right: Smooth v. Track-to-Track drivehead motion

SCORING

Score is displayed in hexadecimal notation
First 2 digits represent current level
Correct data bit read: Level * remaining buffer
Correct data bit missed: -1 point
Incorrect data bit read: -1 point

ADDITIONAL INFORMATION

http://www.mindspring.com/~jgrand/atari