

Slalom

> LOAD

by Jeff Yuan

In Slalom, you're a downhill skier, trying to make the best time possible. You must weave in and out of the colored flags without knocking them over, going off the mountain or missing a gate. One of the game paddles (no. 1) controls your speed, the other (no. 0) your position. To begin the game, turn game paddle 1 (speed) all the way down (counterclockwise) and adjust paddle 0 until you get a ready message. Your run now begins. If you keep getting the "missed a gate" message even though you're weaving in and out of the flags, then you're approaching them all from the wrong direction. At the end of the game, you'll be given a rating of your skiing abilities.

Darts

> LOAD

by Jeff Yuan

The object of this game is to throw your darts as close to the center of the dartboard as possible and attain the highest possible score. You aim your darts with the game paddles—one controls horizontal position, the other vertical. Press either game button when you're finished aiming to throw your dart. You must always turn the paddles back to zero (fully counterclockwise) before aiming, which prevents you from carefully sneaking up on the correct setting. A rating of your abilities is given after your turn is over.

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Baseball 1

> LOAD

by Patrick Connelly

This version of Baseball, with video and sound effects, closely follows National League rules. After the instructions, you'll see a display of the playing field, with home plate and the batter to your left. One player controls the fielders and pitcher while the other is at bat; they exchange positions after three outs. The blue team is home and the visitors are orange. Game paddle 0 is used for control of the infielders and game paddle 1 for the outfielders. To get a feel for how the controls work, move them slowly and observe the players. When you're ready, type a digit 1-5 to pitch. Here's the code for the pitches:

- 1 - Changeup
- 2 - Fastball
- 3 - Slider
- 4 - Curveball
- 5 - Knuckleball

The player at bat then types any key to swing the bat. If he hits the ball, and one of the opposing players doesn't field it, then the outcome is determined by the color the ball hits.

- Gray - foul
- Green - single
- Red - double
- Yellow - triple
- Violet - home run

Otherwise, most of the operation of the game, including scoring (up to sixteen innings if necessary), movement of the base runners, sacrifices and double plays, is handled automatically.

Torpedo Alley 2

> LOAD

by Jim Putka

In this game of nautical warfare, the player tries to get as many points as possible by sinking ships with a

torpedo launcher. The ships will be seen passing along the screen at various speeds, and the torpedo launcher is visible at the bottom of the screen. The position of the launcher may be controlled with the game paddle. Press the game button to fire torpedoes.

Remember that the torpedo launcher only holds two torpedoes. After the two are fired, you must wait a little while for reloading, which happens automatically. Meanwhile you can only watch the ships go by. So fire your torpedoes carefully!

The different types of ships have different point values:

Aircraft carrier	6 pts.
Patrol Boat	4
Destroyer	2
Cargo Ship	1

The aircraft carrier must be hit *twice* to be sunk. The first hit will not visibly affect it, but it registers.

After a fixed time limit (about 3½ minutes) the game assigns you a rank (from cook to admiral) based on your skill and gives you a chance to play again.