Retroware
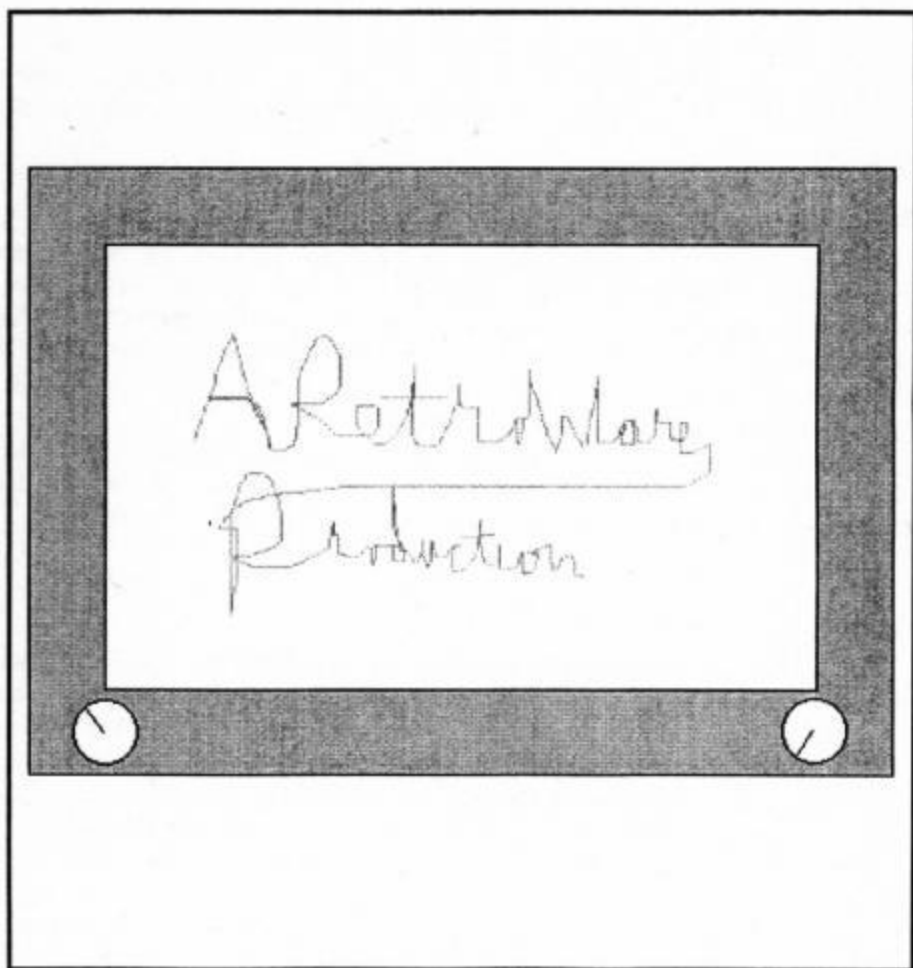
Presents

Stell-A-Sketch

for the Atari 2600 VCS and compatibles

Lets you draw pictures on your Atari 2600 VCS and compatibles!

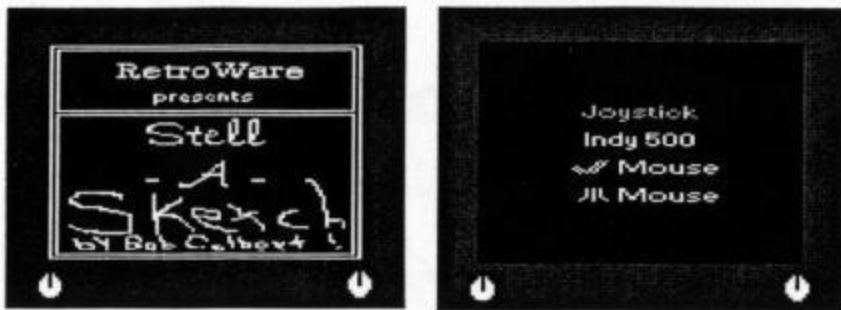# Instructions for Stell - A - Sketch

Figure 1 - Stell-A-Sketch

Overview

Stell-A-Sketch is a high resolution drawing program for the Supercharger and Atari 2600 VCS. By moving a pointer around the drawing area, you can create patterns or paint pictures! Tired of the picture you're working on? Be prepared to shake Stell-A-Sketch until the drawing area is clear!

Setup

With the Atari 2600 VCS turned off, gently insert your Supercharger into the cartridge slot. Plug a joystick, Amiga mouse, or an Atari ST mouse into the left controller port, or 1 Indy 500 driving controller in each controller port. Turn the Atari 2600 VCS on. You should see the Supercharger's star field screen with the message "Rewind Tape Press Play". If you do not see the star field, or do not see the cassette player message, turn the Atari 2600 VCS off, remove the Supercharger and repeat the setup process.

Insert the audio plug from the Supercharger into the headphone jack of your tape player and set the volume to the middle of the volume control's range. You may need to adjust the volume to get Stell-A-Sketch to load properly as each cassette player is different.

Loading the Game

Insert the Stell-A-Sketch cassette tape side A into a tape player. Stell-A-Sketch is recorded in a fast loading version and a slow loading version, which may be more reliable. Each version is recorded 3 times on side A in case the tape gets damaged. If necessary, rewind the cassette tape. Press play and after a short pause, you should see bars move in from the sides of the screen, this indicates that the game is loading properly. If at any time before the two bars meet in the middle of the screen you see the star field and "Rewind Tape Press Play" message, the load failed and you will have to either rewind the tape and try again or try loading the slow loading version. Some hints for better loading: Volume levels between ½ and ¾ of the volume control range are generally the best. Leave all audio controls at a flat level. Place the cassette player on a flat, steady surface.

Starting Stell-A-Sketch

After Stell-A-Sketch is loaded, you will be presented with the title page. To begin using Stell-A-Sketch, press the RESET BUTTON which will clear the drawing field and present you with a list of controller options.

Selecting a Controller

You have four choices of controllers to use to draw with:

Joystick
Indy 500 Controllers
Amiga Mouse
Atari ST Mouse

To select a device, press the SELECT BUTTON until your choice is highlighted, then press the RESET BUTTON. If you press the SELECT BUTTON when the last device is highlighted, you will be returned to your drawing without changing the input device. It is not recommended to change devices while the Atari 2600 VCS is on.

You may notice that the Indy 500 Controllers have fairly poor response. This is due to their low resolution and is unavoidable.

If after selecting a device, Stell-A-Sketch seems to draw by itself, then you may have selected the incorrect device. In this case, press the SELECT BUTTON and choose the correct device.

Difficulty Switches

LEFT DIFFICULTY SWITCH - This switch controls the drawing mode. When in Amateur mode, Stell-A-Sketch only draws when either the joystick or mouse button is pressed. This allows you to move your drawing cursor around without drawing. When this switch is in Expert mode, Stell-A-Sketch acts like a real Etch-A-Sketch and draws whenever the drawing cursor is moved. This switch has no effect when the Indy 500 controllers are selected.

RIGHT DIFFICULTY SWITCH - This switch controls the speed that the joystick moves the cursor around the screen. In the Amateur position, the cursor moves slowly. In the Expert position, the cursor moves quickly.

Erasing a Picture

Erasing a picture is much like a real Etch-A-Sketch. You must "shake" the screen until the picture is erased. Pressing the RESET BUTTON while in the drawing mode (not in the device menu) will shake the screen and erase an area of your picture. You must continuously press and release the RESET BUTTON until the picture is erased.

About Stell-A-Sketch

Stell-A-Sketch was written using a PC, an Amiga 1200, a Supercharger, the DASM assembler by Matt Dillon and Makewave by Bob Colbert. It began as a test to see what type of high resolution graphics could be produced on the Atari 2600 VCS and evolved into what you now have.

Disclaimer

Bob Colbert and RetroWare make no guarantees, written or implied, on this software. We are not responsible for any damage due to the use of this software.

Credits

Stell-A-Sketch would not have been possible without the help and support of the following people:

Dan Borris - My technical advisor who thought of the name.
Mom and Dad - Couldn't have done it without them, they made me the
      happiest kid alive when they bought me an Atari 2600!
My Wife - For putting up with me while I wrote this.
Okie - My cat (R.I.P.), thanks for being there for 18 years!
The #rgvc irc channel - When you need to talk to some friendly people, drop on in!