Welcome to DOT !
(a collection of mini-games for the Atari 2600 console)

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Console Controls

Plug a joystick in port 1 for menu navigation and gameplay.
Use the B/W switch to select between PAL and NTSC colors.
Use the RESET switch to return to the main menu.
(*you can also return to the main menu from any game, holding UP on the joystick in port 1 for three seconds when the game is over*)

See each game for additional information about per-game controls.

Main Menu

Press UP/DOWN to select a game, press FIRE to play the selected game.

15

Drive across Highway 15 and collect precious wrenches, but watch out for incoming traffic !

When your car is hit by another car, it becomes damaged, and its maximum speed is reduced.
Periodically a wrench will apper on the road: catching it will repair your car, or will award you bonus points if your car is not damaged.
Missing a wrench when your car is damaged will result in a game over.

Controls:
Press FIRE to start a game
During gameplay, hold FIRE to accelerate, release it to decelerate
Use LEFT/RIGHT to steer your car
Use the SELECT switch to choose between music and engine/tire fx.
Use the RIGHT DIFFICULTY switch to select between Joystick and Driving controller
Use the LEFT DIFFICULTY switch to select between normal 2d view and '3d' view (red/blue glasses required)

Credits
Game Idea : Nathan Strum
Graphics : Nathan Strum, PAC-MAN-RED
Music : thegoldenband
Controls : Thomas Jentzsch, Eckhard Stolberg

Atlas

Atlas is a quick puzzle game, where you start the game with a cell, placed at the center of the screen, and have to move it around the playfield, in order to get near the moving blue object.

Once the blue object gets near any of your cells, it turns itself into a cell, and your score increases.
Each blue object has a timer: if you fail to turn it into a cell before the timer expires, it's game over !
(the blue object becomes yellow as its timer approaches zero)

The playfield is patrolled by two red enemy objects: if any of them collides with a cell, it's game over !

Every time you collect enough blue objects you will reach a new level: the playfield will be cleared, and you'll gain an enemy-stopper, that can be used to temporarily stop and neutralize the enemy objects.

Controls : Press FIRE to use an enemy-stopper

Doris

Help Doris collect hearts, but watch out for deadly platforms !

Needles

Retrieve as many reactors as possible on planet Needles !
But beware: as the name of the planet implies, you will have to avoid deadly needles.
Also, each reactor has a short amount of time before it becomes useless, so act fast !

Credits
Controls : Thomas Jentzsch

Tint

Change your color to collect wrenches scattered on the road !
But don't collide with the road, and don't miss a wrench, or it will be game over.

Controls : Press FIRE to change your car color.

Waka (waka)

Waka (waka) is a simple representation of a soccer match between the red and blue teams.

On top of the screen, you can see a kicking timer bar, displayed with the color of the team that has the ball.
The bar displays the amount of time you have to kick the ball: when the time expires, the cpu will kick the ball by itself.

Controls:
(if you have the ball)
- Hold the joystick in any direction, and press FIRE to kick the ball.

(if you don't have the ball)
- Press FIRE to select a player, use the joystick to move the selected player

Plug an additional joystick in port 2 to control the red team.
Difficulty switches are used to activate cpu control for each selected player (for example, if you leave the red selected player under 'player' control, it will not move automatically).