

Welcome to palomino !

a videogame for the Atari 2600 console
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Connections

Plug a joystick in port 1 for gameplay controls

Plug an optional AtariVox or SaveKey unit in port 2

- *if an AtariVox is plugged in, it will produce speech during gameplay*
- *if an AtariVox or SaveKey is plugged in, the hi-score will be saved on the unit memory*

Console Switches

COLOR - B/W : use this switch to select between NTSC (COLOR) or PAL60 (B/W) colors

SELECT : hold this switch while pressing RESET, or when turning the console on, to reset the hi-score saved on the AtariVox/SaveKey memory

LEFT DIFFICULTY : use this switch to select between 'striped' and 'full' playfield graphics

Gameplay

The playfield is continuously scanned by a vertical beam, that periodically deposits cells in the playfield.

The player has to arrange these cells to form the pattern shown on the top of the screen.

To form the patterns, the player controls a cursor that can pick up and release the cells on the playfield.

When the vertical beam meets a pattern, it removes the cells that form the pattern from the playfield, and the player scores points.

Each pattern has to be composed eight times before the timer, represented by the bar on the top left of the screen, expires.

When eight patterns have been cleared, the player will enter Bonus Mode, during which the player will have to form as many square-shaped patterns as possible to score points.

During Bonus Mode, it is possible to create vertical rectangles to score twice the points for every square following the first.

Controls

- Press FIRE to start a game
- Use the joystick to move the cursor
- Press FIRE to pick up the cells under the cursor
- Press FIRE to release the cells in the cursor on the playfield
please note: you cannot release cells over existing ones
- Hold FIRE and move RIGHT/LEFT to rotate the cells in the cursor clockwise/counterclockwise