

CONTROLLER ACTION



Use the Joystick Controllers with this Game Program.

Hold the Controller with the red button to your upper left towards the TV screen.

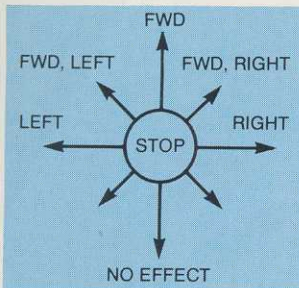


Fig. A — Tank Games

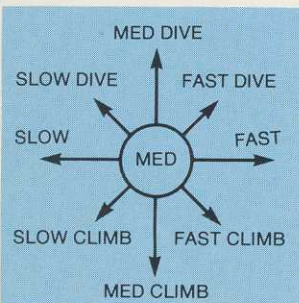


Fig. B — Bi-Plane Games

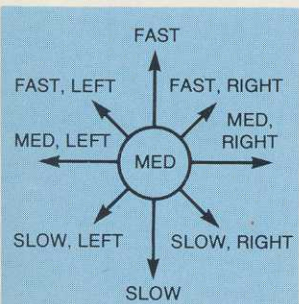


Fig. C — Jet-Fighter Games

For all Tank games, move your Joystick as shown in Fig. A. To move forward, push the Joystick forward. To turn right, push the Joystick to the right. To move left, push the Joystick to the left. The back positions have no effect on your Tank.

To control your Bi-Plane for those games, see Fig. B. Control the speed by moving your Joystick from the left (slowest) to right (fastest). To dive, move the Joystick forward, to climb, move it back.

In Jet-Fighter games, the speed of your Jet is controlled by moving your Joystick from the forward position (fastest) to the back position (slowest). Right and left turns are controlled by moving your Joystick from left to right.

As a rule of thumb, game action for Tank and Jet-Fighter games is viewed from the top. Bi-Plane game action is viewed from the side. All games end after 2 minutes, 16 seconds.

MISSILE ACTION

Fire your missile by pushing the red button on your Joystick Controller.

In those games where the Missile action is described as "Straight," the missile travels in a straight line (Fig. D). "Machine Gun" missiles are rapid fire "Straight Missiles."

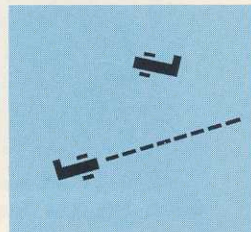


Fig. D — Straight Missiles

In "Guided" missiles games, the missile can be turned to follow your opponent by moving the Joystick to right or left after firing (Fig. E).

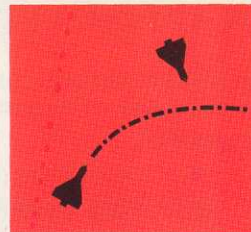


Fig. E — Guided Missiles

For TANK-PONG games only, the missile will bounce off the walls and barriers as shown in Fig. F.

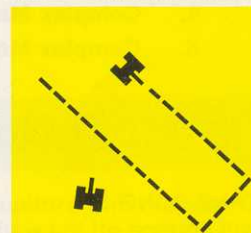


Fig. F — Billiard Hit

DIFFICULTY

The Player using "A" Difficulty in all games will have a shorter range missile than the player using the "B" Difficulty position on the Video Computer System console. Additionally, in the Bi-Plane and Jet-Fighter games, the player in Position "A" will fly slower than Position "B."

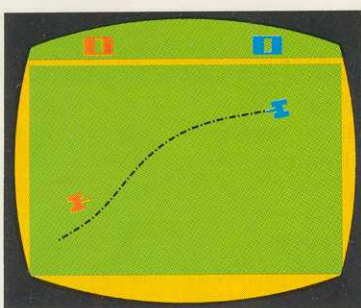


Fig. G — Tank Open Playfield

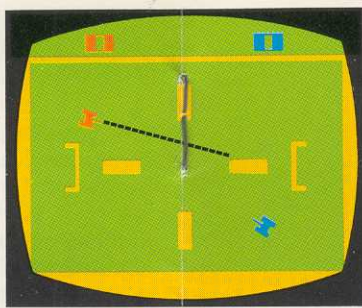


Fig. H — Tank Easy Maze Playfield

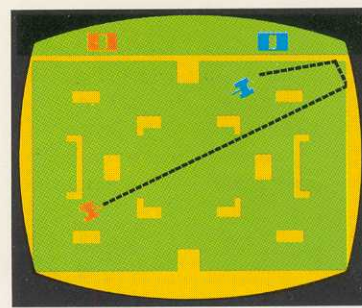


Fig. I — Tank Complex Maze Playfield

TANK GAMES

The object of TANK is to hit your opponent as many times as you can before the game ends. You score one point for each hit.

Game No.

- | | |
|--------------------------|---------------------------|
| 1. Open Field (Fig. G) | Guided Missile (Fig. E) |
| 2. Easy Maze (Fig. H) | Guided Missile (Fig. E) |
| 3. Easy Maze (Fig. H) | Straight Missile (Fig. D) |
| 4. Complex Maze (Fig. I) | Guided Missile (Fig. E) |
| 5. Complex Maze (Fig. I) | Straight Missile (Fig. D) |

TANK-PONG GAMES

TANK-PONG is a unique series of games from Atari. The missile will bounce off the walls and barriers of the playfield. In the "Direct Hit" games, you score by hitting your opponent either head on, or by bouncing your missile. In "Billiard Hit," your missile must bounce at least once before hitting your opponent to score. If, after firing, your own missile hits your tank, it will not score against you.

Game No.

- | | |
|--------------------------|---------------------------------|
| 6. Easy Maze (Fig. H) | Direct Hit or Billiard (Fig. F) |
| 7. Complex Maze (Fig. I) | Direct Hit or Billiard (Fig. F) |
| 8. Open Field (Fig. G) | Billiard Hit (Fig. F) |
| 9. Easy Maze (Fig. H) | Billiard Hit (Fig. F) |

INVISIBLE TANK GAMES

You and your opponent are invisible to each other, except when a missile is fired or when a hit is made. In addition, the tanks become visible whenever they bump into a wall or barrier.

Game No.

- | | |
|-------------------------|--------------------------|
| 10. Open Field (Fig. G) | Guided Missiles (Fig. E) |
| 11. Easy Maze (Fig. H) | Guided Missiles (Fig. E) |

INVISIBLE TANK-PONG GAMES

These games combine the invisible play feature with the missile action of TANK-PONG.

Game No.

- | | |
|-------------------------|-----------------------------|
| 12. Easy Maze (Fig. H) | Direct or Billiard (Fig. F) |
| 13. Open Field (Fig. G) | Billiard Hit (Fig. F) |
| 14. Easy Maze (Fig. H) | Billiard Hit (Fig. F) |

The Bi-Plane and Jet-Fighter games play on the two playfields shown at the right. In Figure K, the cloud formations can be used to "Hide" from your opponent. However, a hit can be scored when hiding in a cloud.

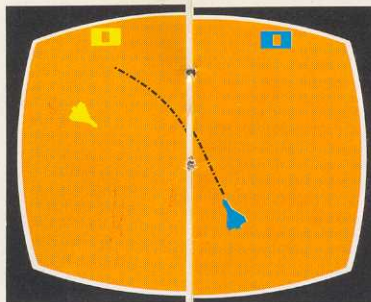


Fig. J — Open Sky

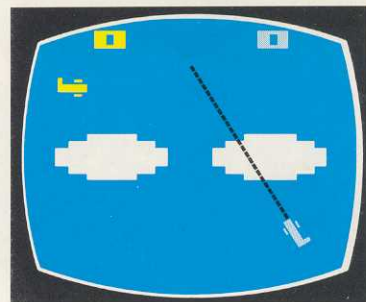


Fig. K — Clouds

BI-PLANE GAMES

Become the "Scourge of the Skies!" Defeat the Red Baron once and for all . . .

Game No.

- | | | |
|-----|---------------------|----------------------------|
| 15. | Clouds (Fig. K) | Guided Missiles (Fig. E) |
| 16. | Clouds (Fig. K) | Straight Missiles (Fig. D) |
| 17. | Clouds (Fig. K) | Machine Guns (Fig. D) |
| 18. | Open Skies (Fig. J) | Machine Guns (Fig. D) |

Feel you need help? Play 2 against 2 or 1 Bomber against 3 Bi-Planes. Your Bi-Planes always fly in formation, and each Bi-Plane in your group will shoot simultaneously when you push the firing button.

Game No.

- | | | | |
|-----|---------|---------------|-------------------|
| 19. | 2 vs. 2 | Open (Fig. J) | Guided (Fig. E) |
| 20. | 1 vs. 3 | Open (Fig. J) | Straight (Fig. D) |

JET-FIGHTER GAMES

Just how good a Jet Jockey are you? Here's a chance to find out.

Game No.

- | | | |
|-----|---------------------|----------------------------|
| 21. | Clouds (Fig. K) | Guided Missiles (Fig. E) |
| 22. | Clouds (Fig. K) | Straight Missiles (Fig. D) |
| 23. | Open Skies (Fig. J) | Guided Missiles (Fig. E) |
| 24. | Open Skies (Fig. J) | Straight Missiles (Fig. D) |

If you are super-good, here are some variations to try. The jets fly in formation and shoot at the same time when you push the firing button.


Game No.

- | | | | |
|-----|---------|-----------------|-------------------|
| 25. | 2 vs. 2 | Clouds (Fig. K) | Guided (Fig. E) |
| 26. | 1 vs. 3 | Open (Fig. J) | Guided (Fig. E) |
| 27. | 2 vs. 2 | Open (Fig. J) | Straight (Fig. D) |

COMBAT

GAME PROGRAM™ INSTRUCTIONS



 A Warner Communications Company

ATARI, INC., Consumer Division
1195 Borregas Ave., Sunnyvale, CA 94086

CONTROLLER ACTION



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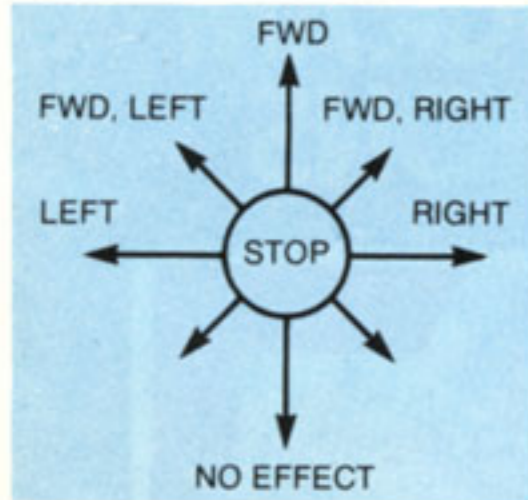


Fig. A — TANK® Games

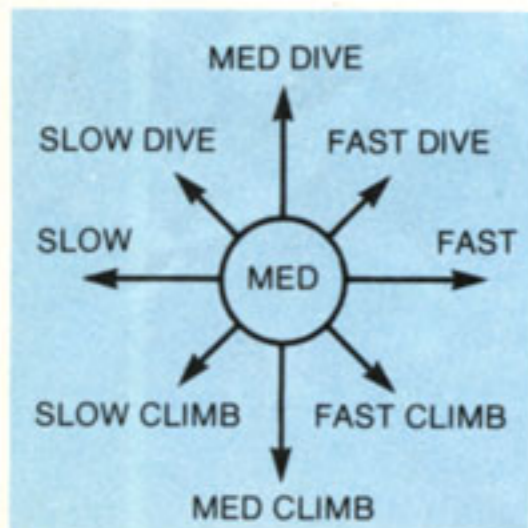


Fig. B — Biplane Games

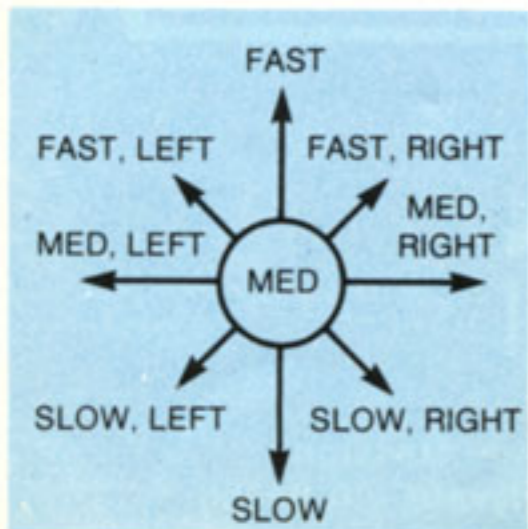


Fig. C — JET-FIGHTER Games

For all TANK® games, move your Joystick as shown in Fig. A. To move forward, push the Joystick forward. To turn right, push the Joystick to the right. To move left, push the Joystick to the left. The back positions have no effect on your tank.

To control your Biplane for those games, see Fig. B. Control the speed by moving your Joystick from the left (slowest) to right (fastest). To dive, move the Joystick forward, to climb, move it back.

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MISSILE ACTION

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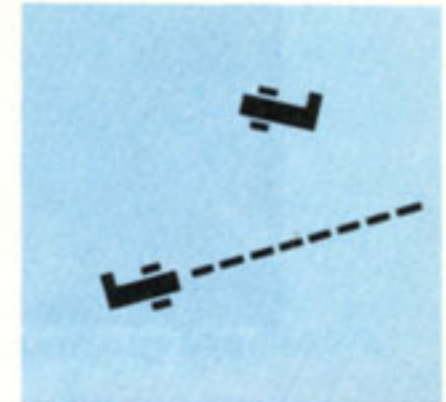


Fig. D — Straight Missiles

In "Guided" missiles games, the missile can be turned to follow your opponent by moving the Joystick to right or left after firing (Fig. E).



Fig. E — Guided Missiles

For TANK-PONG™ games only, the missile will bounce off the walls and barriers as shown in Fig. F.

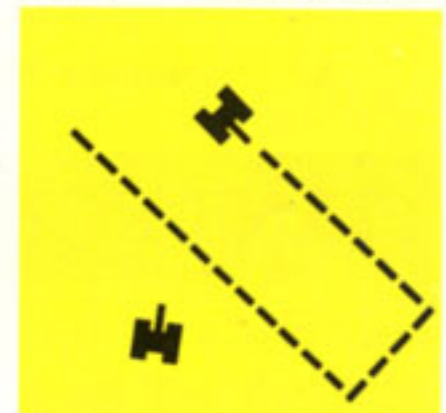


Fig. F — Billiard Hit

DIFFICULTY

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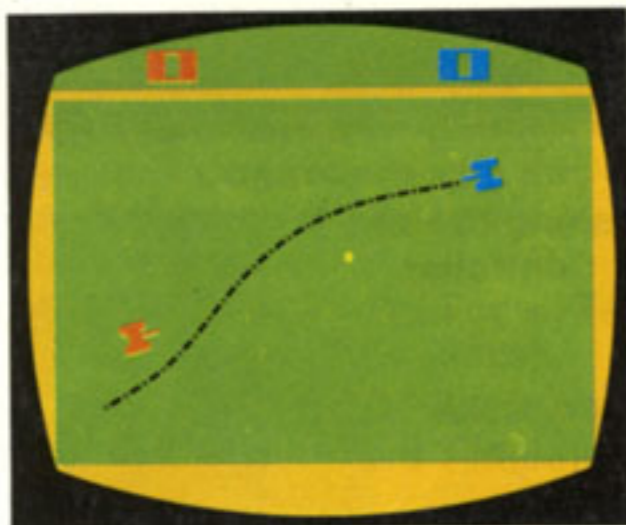


Fig. G — TANK® Open Playfield

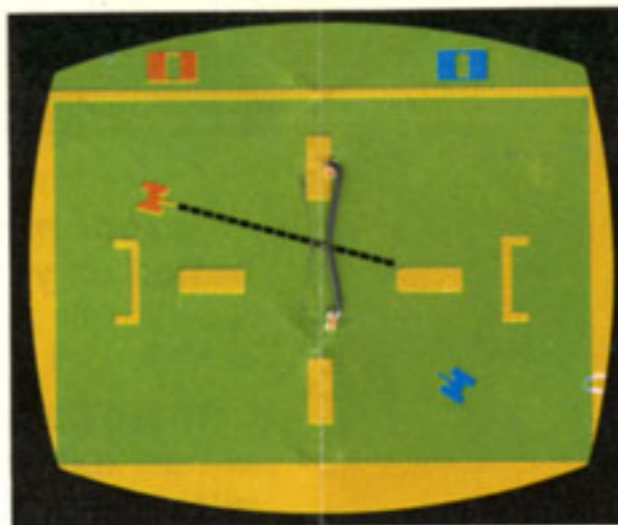


Fig. H — TANK® Easy Maze Playfield

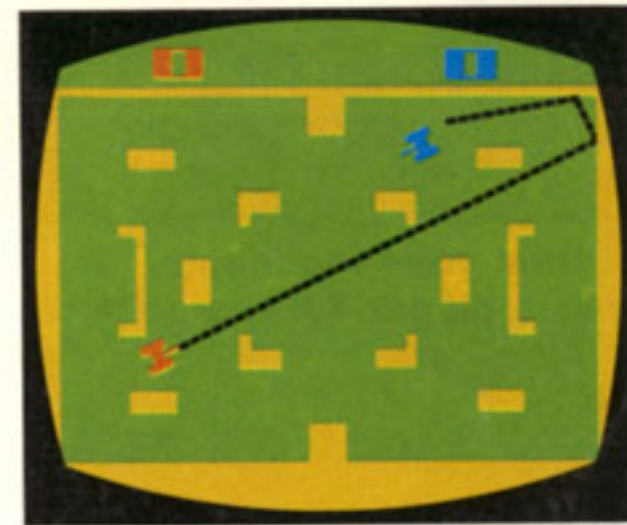


Fig. I — TANK® Complex Maze Playfield

TANK® GAMES

The object of TANK® is to hit your opponent as many times as you can before the game ends. You score one point for each hit.

Game No.

- | | |
|--------------------------|---------------------------|
| 1. Open Field (Fig. G) | Guided Missile (Fig. E) |
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TANK-PONG™ GAMES

TANK-PONG™ is a unique series of games from Atari. The missile will bounce off the walls and barriers of the playfield. In the "Direct Hit" games, you score by hitting your opponent either head on, or by bouncing your missile. In "Billiard Hit," your missile must bounce at least once before hitting your opponent to score. If, after firing, your own missile hits your tank, it will not score against you.

Game No.

- | | |
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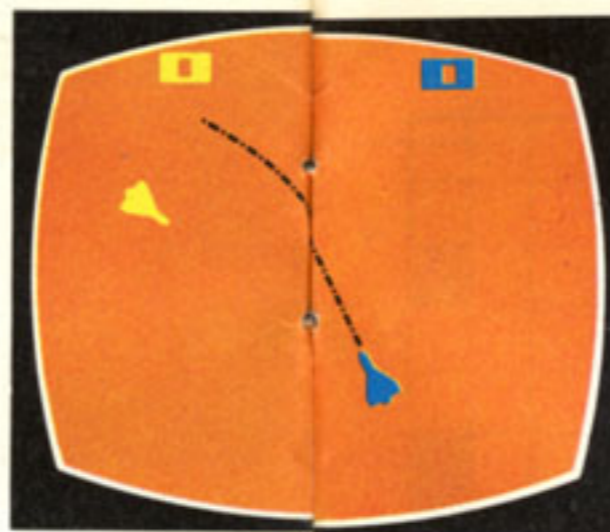


Fig. J — Open Sky

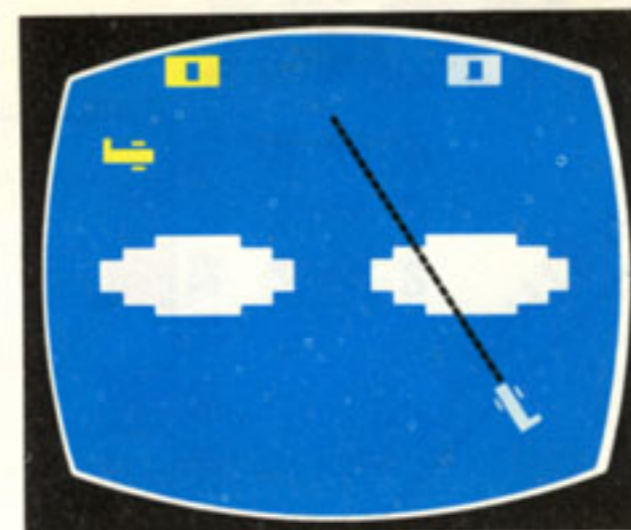


Fig. K — Clouds

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Game No.

- | | | |
|-----|---------------------|----------------------------|
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Feel you need help? Play 2 against 2 or 1 Bomber against 3 Biplanes. Your Biplanes always fly in formation, and each Biplane in your group will shoot simultaneously when you push the firing button.

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| 27. | 2 vs. 2 | Open (Fig. J) | Straight (Fig. D) |

combat

Game No.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Guided Missile	Orange	Orange		Orange						Orange	Orange				Orange				1 VS. 3	2 VS. 2	Orange		Orange				
Machine Guns						Dark Red	Dark Red										Dark Purple		1 VS. 3	2 VS. 2							
Direct Hit						Dark Red	Dark Red				Dark Red	Dark Red															
Billiard Hit						Dark Red	Dark Red	Green	Green			Green	Green														
Open Field	Red							Red		Red		Red	Red							1 VS. 3	2 VS. 2	Red	Red				
Easy Maze				Yellow		Yellow			Yellow		Yellow		Yellow														
Complex Maze				Green	Green		Green																				
Clouds																							Blue				

COMBAT

GAME PROGRAM™ INSTRUCTIONS



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ATARI, INC., Consumer Division
1195 Borregas Ave., Sunnyvale, CA 94086

CONTROLLER ACTION



Use your Joystick Controllers with this ATARI® Game Program.™ Be sure the Controllers are firmly plugged into the LEFT and RIGHT CONTROLLER jacks at the rear of your ATARI Video Computer System.™ Hold the Controller with the red button to your upper left toward the television screen.

Use a Controller plugged into the LEFT CONTROLLER jack for one player games.

Note: Always turn the console power switch OFF when inserting or removing an ATARI Game Program. This will protect the electronic components and prolong the life of your ATARI Video Computer System.

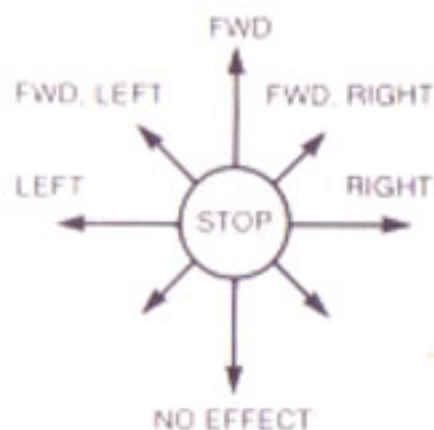


Fig. A

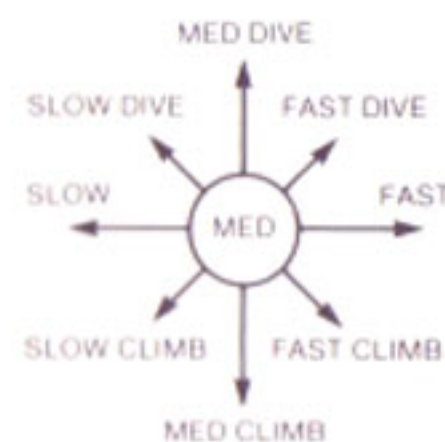


Fig. B

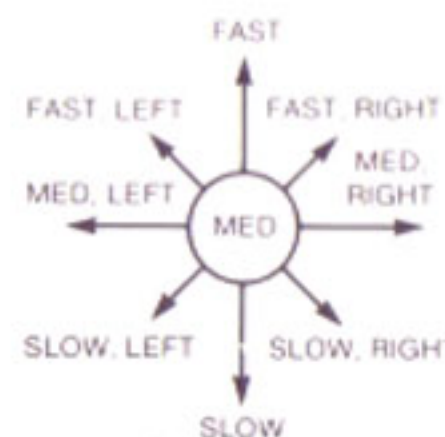


Fig. C

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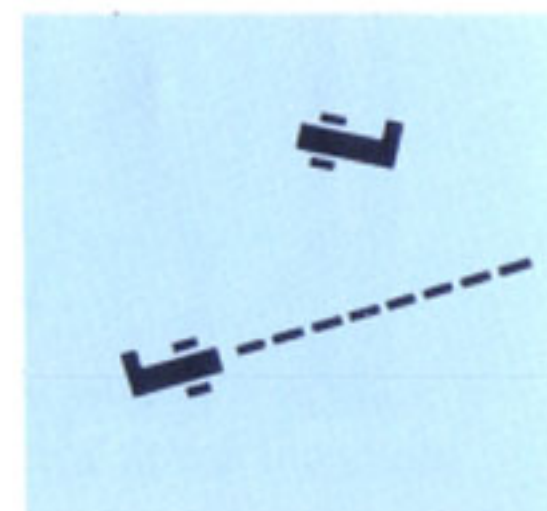


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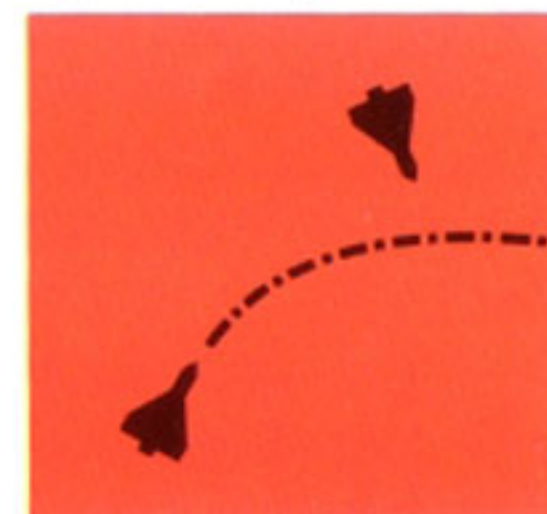


Fig. E — Guided Missiles

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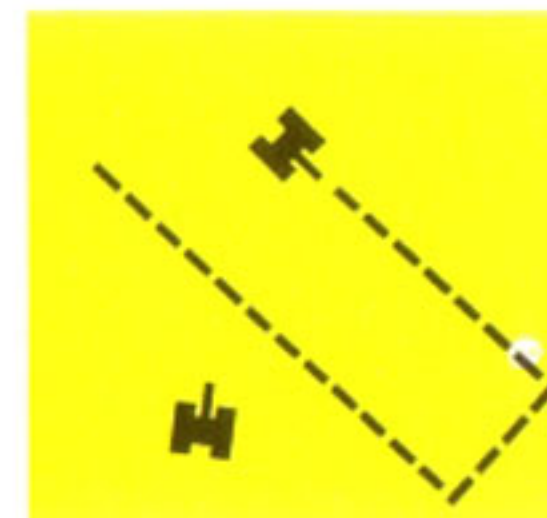


Fig. F — Billiard Hit

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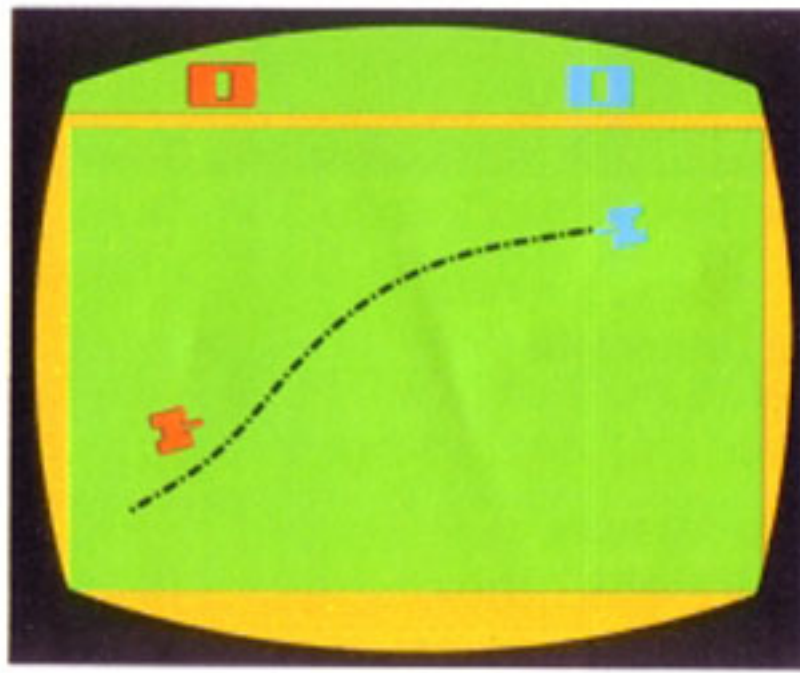


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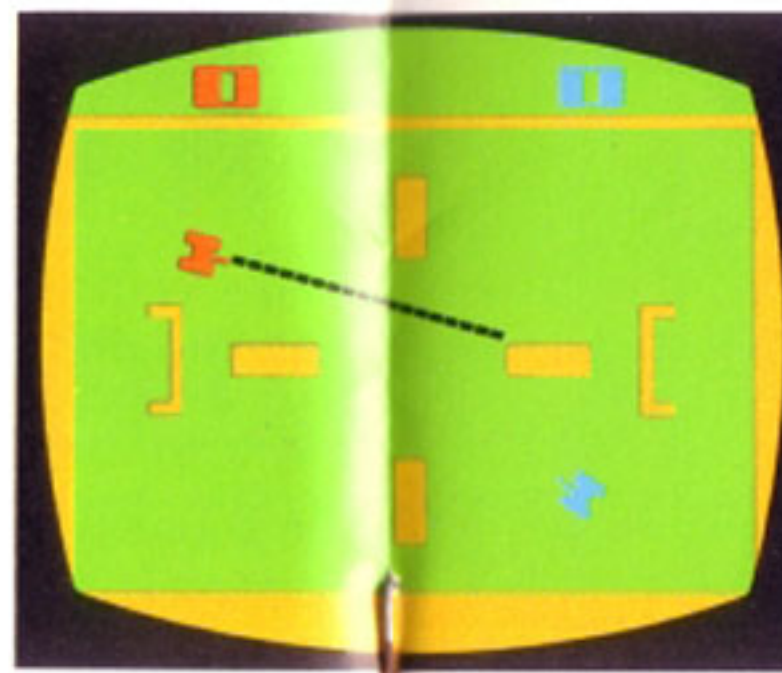


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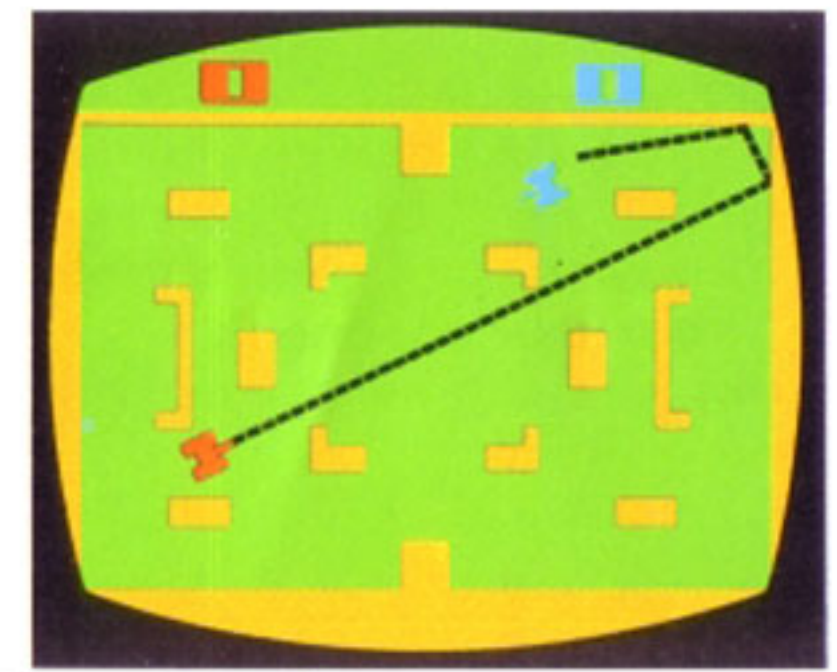


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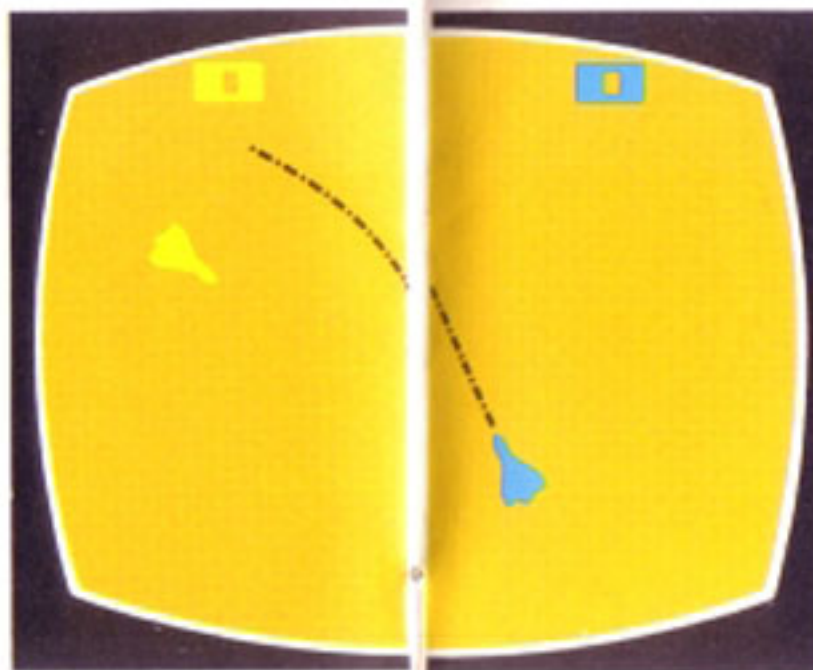


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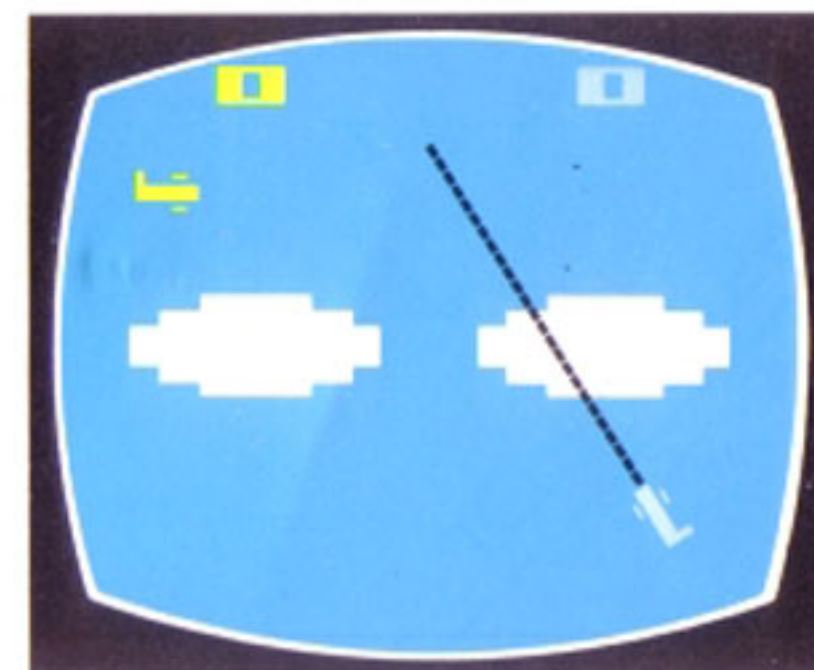


Fig. K — Clouds

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15.	Clouds (Fig. K)	Guided Missiles (Fig. E)
16.	Clouds (Fig. K)	Straight Missiles (Fig. D)
17.	Clouds (Fig. K)	Machine Guns (Fig. D)
18.	Open Skies (Fig. J)	Machine Guns (Fig. D)

Feel you need help? Play 2 against 2 or 1 Bomber against 3 Biplanes. Your Biplanes always fly in formation, and each Biplane in your group will shoot simultaneously when you push the firing button.

Game No.

19.	2 vs. 2	Open (Fig. J)	Guided (Fig. E)
20.	1 vs. 3	Open (Fig. J)	Straight (Fig. D)

JET-FIGHTER™ GAMES

Just how good a Jet Jockey are you? Here's a chance to find out.

Game No.

21.	Clouds (Fig. K)	Guided Missiles (Fig. E)
22.	Clouds (Fig. K)	Straight Missiles (Fig. D)
23.	Open Skies (Fig. J)	Guided Missiles (Fig. E)
24.	Open Skies (Fig. J)	Straight Missiles (Fig. D)

If you are super-good, here are some variations to try. The jets fly in formation and shoot at the same time when you push the firing button.

Game No.

25.	2 vs. 2	Clouds (Fig. K)	Guided (Fig. E)
26.	1 vs. 3	Open (Fig. J)	Guided (Fig. E)
27.	2 vs. 2	Open (Fig. J)	Straight (Fig. D)

Combat

Game No.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Guided Missile	Orange	Orange		Orange						Orange	Orange				Orange					Orange	Orange		Orange		Orange		Orange
Machine Guns																	Purple	Purple									
Direct Hit						Purple	Purple					Purple															
Billiard Hit						Green	Green	Green	Green			Green	Green														
Open Field	Red							Red	Red	Red		Red		Red						Red	Red		Red		Red		Red
Easy Maze				Yellow		Yellow		Yellow	Yellow		Yellow		Yellow														
Complex Maze					Green	Green																					
Clouds																	Purple	Purple			Purple	Purple		Purple		Purple	

JET FIGHTER™

2 VS. 2
1 VS. 3
2 VS. 2

Biplane

1 VS. 3
2 VS. 2

TANK-PONG™

INVISIBLE TANK™

TANK-PONG™

TANK™

COMBAT

ATARI® GAME PROGRAM™ INSTRUCTIONS



COMPLETE
GAME PLAY
INSTRUCTIONS

27 GAME
VARIATIONS

ONE AND TWO-
PLAYER GAMES

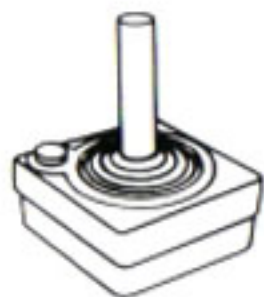
TABLE OF CONTENTS

1. USING THE CONTROLLERS	1
2. CONSOLE CONTROLS	3
3. GAME VARIATIONS	3
4. GAME SELECT MATRIX	8

NOTE: Always turn the console power switch off when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

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1. USING THE CONTROLLERS



Use your Joystick Controllers with this ATARI Game Program™ cartridge. Be sure the Joystick Controller cables are firmly plugged into the **CONTROLLER** jacks at the back of your ATARI Video Computer System™ game. For one-player games, use the Joystick Controller plugged into the **LEFT CONTROLLER** jack. Hold the Joystick with the red button to your upper left, toward the television screen. See Section 3 of your owner's manual for further details.

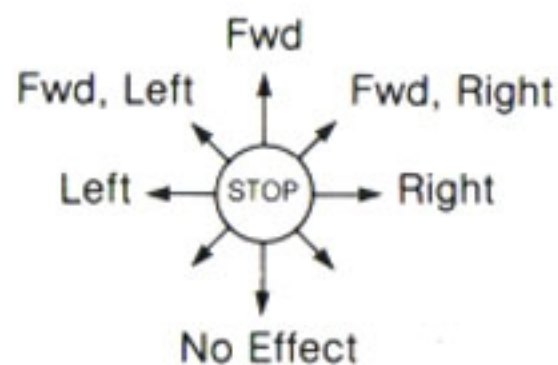


Figure 1

For all TANK® games, move your Joystick as shown in Figure 1. To move forward, push the Joystick forward. To turn right, push the Joystick to the right. To turn left, push the Joystick to the left. The back positions have no effect on your tank.

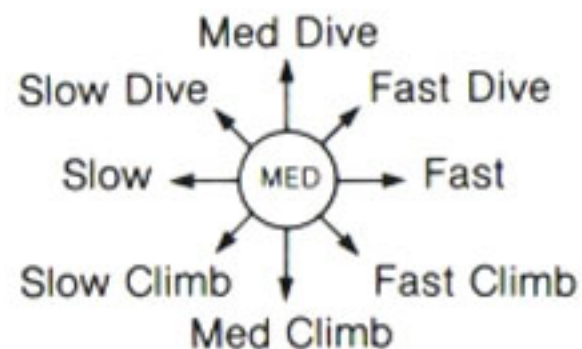


Figure 2

To control your BIPLANE for those games, see Figure 2. Control the speed by moving your Joystick from the left (slowest) to the right (fastest). To dive, move the Joystick forward. To climb, move it back.

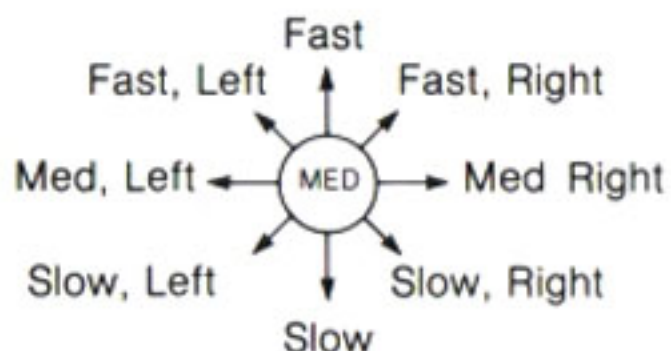


Figure 3

In JET-FIGHTER™ games, the speed of your Jet is controlled by moving your Joystick from the forward position (fastest) to the back position (slowest), see Figure 3. Right and left turns are controlled by moving your Joystick from left to right.

As a rule of thumb, game action for TANK and JET-FIGHTER games is viewed from the top. Biplane game action is viewed from the side. All games end after 2 minutes, 16 seconds.

MISSILE ACTION

Fire your missile by pushing the red button on your Joystick Controller.

In those games where the missile action is described as "Straight," the missile travels in a straight line (Figure 4). "Machine Gun" missiles are rapid-fire "Straight Missiles."

In "Guided Missiles" games, the missile can be turned to follow your opponent by moving the Joystick right or left after firing (Figure 5).

For TANK-PONG® games only, the missile will bounce off the walls and barriers as shown in Figure 6.

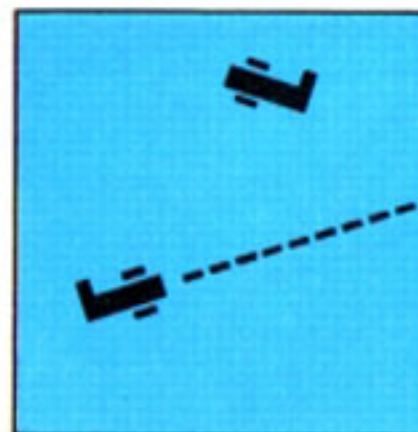


Figure 4
Straight Missiles



Figure 5
Guided Missiles

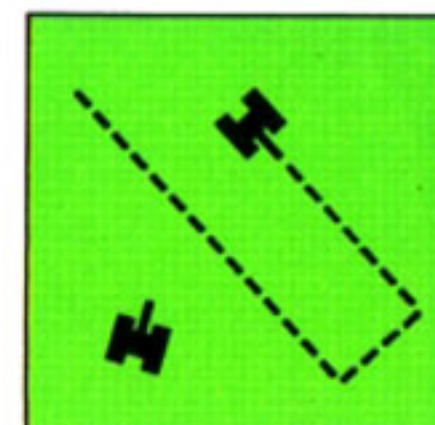


Figure 6
Billiard Hit

2. CONSOLE CONTROLS

GAME SELECT AND GAME RESET

To choose the game you wish to play, press **game select**. The number for each game is displayed at the upper left corner of the screen.

To start a game, press **game reset**.

DIFFICULTY SWITCHES

The normal position for your difficulty switch is **b**. When your switch is in the **a** position, all missiles have shorter ranges, and jets and biplanes fly slower.

TV TYPE SWITCH

Set this switch to **color** if you have a color television set. Set it to **b-w** if you are playing the game in black and white.

3. GAME VARIATIONS

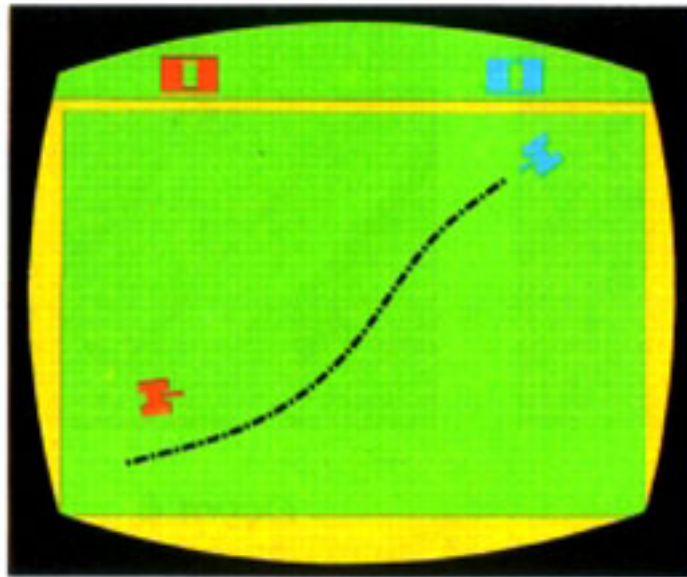


Figure 7
TANK® Open Playfield

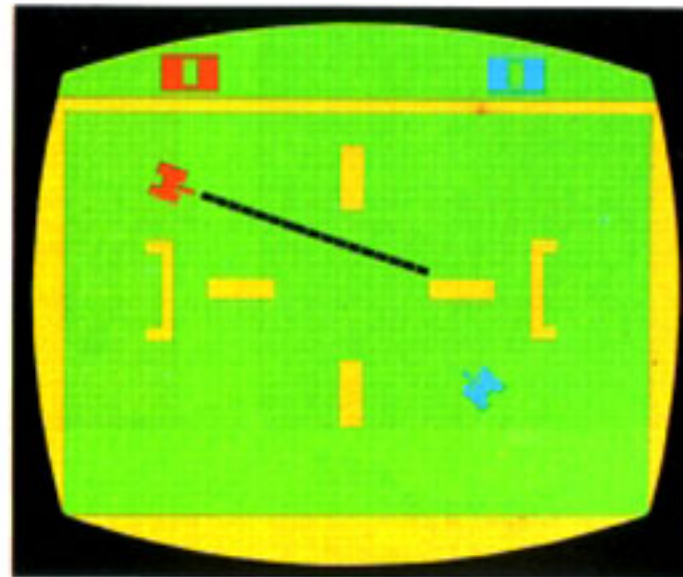


Figure 8
TANK® Easy Maze Playfield

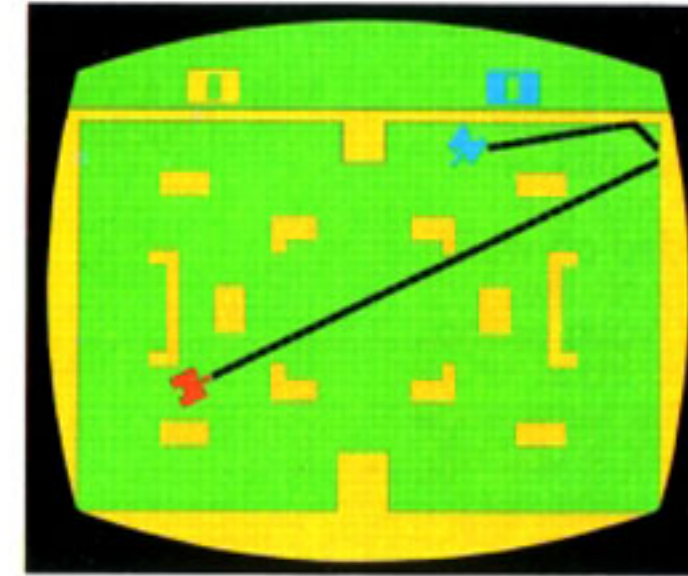


Figure 9
TANK® Complex Maze Playfield

TANK® GAMES

The object of TANK® is to hit your opponent as many times as you can before the game ends. You score one point for each hit.

GAME NUMBERS

1. Open Field (Figure 7)	Guided Missiles (Figure 5)
2. Easy Maze (Figure 8)	Guided Missiles (Figure 5)
3. Easy Maze (Figure 8)	Straight Missiles (Figure 4)
4. Complex Maze (Figure 9)	Guided Missiles (Figure 5)
5. Complex Maze (Figure 9)	Straight Missiles (Figure 4)

TANK-PONG® GAMES

In "Direct Hit" TANK-PONG® games, you can score points with either direct hits or "billiard" hits. Billiard hits are ricocheted or rebounded off walls or barriers before they hit the target. In "Billiard Hit" games, no direct hits are allowed. Your missile must rebound at least once before hitting the target. If you hit your own tank with your missile, you will not be penalized.

GAME NUMBERS

6. Easy Maze (Figure 8)	Direct Hit or Billiard (Figure 6)
7. Complex Maze (Figure 9)	Direct Hit or Billiard (Figure 6)
8. Open Field (Figure 7)	Billiard Hit (Figure 6)
9. Easy Maze (Figure 8)	Billiard Hit (Figure 6)

INVISIBLE TANK® GAMES

You and your opponent are invisible to each other, except when a missile is fired or when a hit is made. In addition, the tanks become visible whenever they bump into a wall or barrier.

GAME NUMBERS

10. Open Field (Figure 7)	Guided Missiles (Figure 5)
11. Easy Maze (Figure 8)	Guided Missiles (Figure 5)

INVISIBLE TANK-PONG® GAMES

These games combine the invisible play feature with the missile action of TANK-PONG®.

GAME NUMBERS

12. Easy Maze (Figure 8)	Direct Hit or Billiard (Figure 6)
13. Open Field (Figure 7)	Billiard Hit (Figure 6)
14. Easy Maze (Figure 8)	Billiard Hit (Figure 6)

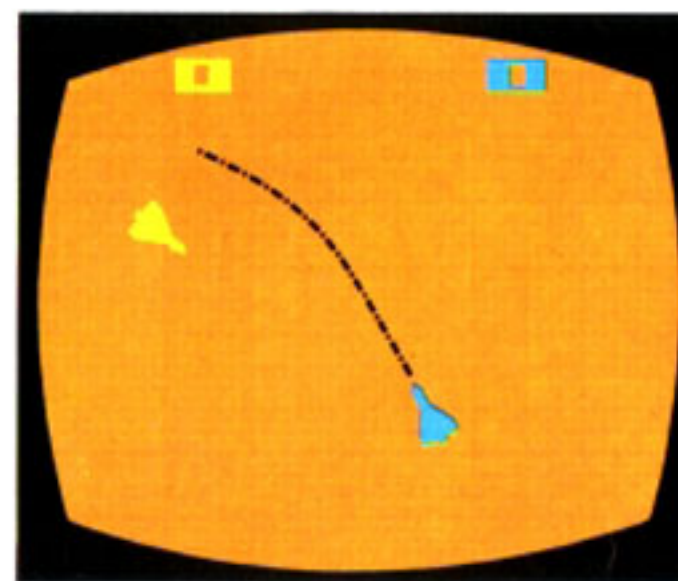


Figure 10
Open Sky

The BIPLANE and JET-FIGHTER games play on the two playfields shown above. In Figure 11,

BIPLANE GAMES

Become the "Scourge of the Skies!" Defeat the Red Baron once and for all.

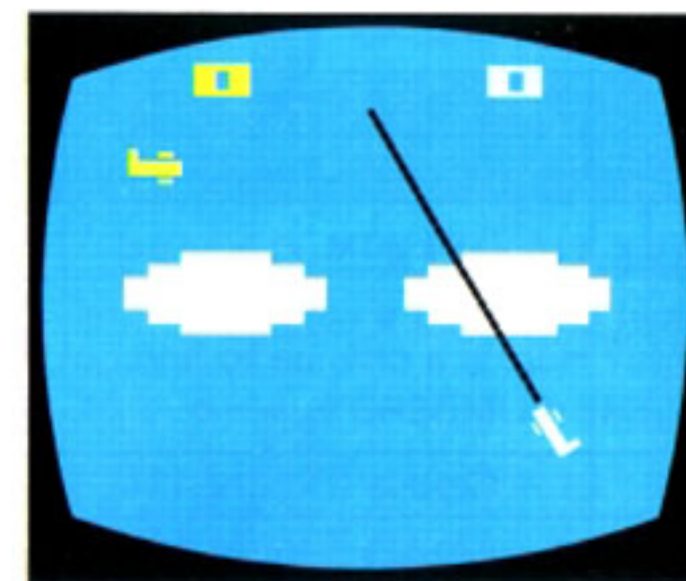


Figure 11
Clouds

the cloud formations can be used to "hide" from your opponent. However, a hit can be scored when hiding in a cloud.

ATARI® GAME PROGRAM™ INSTRUCTIONS

GAME NUMBERS

15.	Clouds (Figure 11)	Guided Missiles (Figure 5)
16.	Clouds (Figure 11)	Straight Missiles (Figure 4)
17.	Clouds (Figure 11)	Machine Guns (Figure 4)
18.	Open Skies (Figure 10)	Machine Guns (Figure 4)

Need help? Play 2 versus 2 (two biplanes against two other biplanes) or 1 versus 3 (one bomber against three biplanes). Your biplanes always fly in formation and shoot simultaneously when you press the fire button.

GAME NUMBERS

19.	2 vs. 2 Open Skies (Figure 10)	Guided Missiles (Figure 5)
20.	1 vs. 3 Open Skies (Figure 10)	Straight Missiles (Figure 4)

JET-FIGHTER™ GAMES

Just how good a Jet Jockey are you? Here's a chance to find out.

GAME NUMBERS

21.	Clouds (Figure 11)	Guided Missiles (Figure 5)
22.	Clouds (Figure 11)	Straight Missiles (Figure 4)
23.	Open Skies (Figure 10)	Guided Missiles (Figure 5)
24.	Open Skies (Figure 10)	Straight Missiles (Figure 4)

If you are super-good, here are some variations to try. The jets fly in formation and shoot at the same time when you push the firing button.

GAME NUMBERS

25.	2 vs. 2 Clouds (Figure 11)	Guided Missiles (Figure 5)
26.	1 vs. 3 Open Skies (Figure 10)	Guided Missiles (Figure 5)
27.	2 vs. 2 Open Skies (Figure 10)	Straight Missiles (Figure 4)

4. GAME SELECT MATRIX

Game Number	TANK®			TANK-PONG®			INVISIBLE TANK®			INVISIBLE TANK-PONG®			BIPLANE 2 vs. 2 1 vs. 3			JET FIGHTER™ 2 vs. 2 1 vs. 3 2 vs 2													
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27		
Guided Missiles																													
Straight Missiles																													
Machine Guns																													
Direct Hit																													
Billiard Hit																													
Open Field/Sky																													
Easy Maze																													
Complex Maze																													
Clouds																													

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Figure 2

To control your BIPLANE for those games, see Figure 2. Control the speed by moving your Joystick from the left (slowest) to the right (fastest). To dive, move the Joystick forward. To climb, move it back.

Use your Joystick Controllers with this ATARI Game Program™ cartridge. Be sure the Joystick Controller cables are firmly plugged into the CONTROLLER jacks at the back of your ATARI Video Computer System™ game. For one-player games, use the Joystick Controller plugged into the LEFT CONTROLLER jack. Hold the Joystick with the red button to your upper left, toward the television screen. See Section 3 of your owner's manual for further details.

COMBAT

TANK-PONG® GAMES

In "Direct Hit" TANK-PONG® games, you can score points with either direct hits or "billiard" hits. Billiard hits are ricocheted or rebounded off walls or barriers before they hit the target. In "Billiard Hit" games, no direct hits are allowed. Your missile must rebound at least once before hitting the target. If you hit your own tank with your missile, you will not be penalized.

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Figure 1

For all TANK® games, move your Joystick as shown in Figure 1. To move forward, push the Joystick forward. To turn right, push the Joystick to the right. To turn left, push the Joystick to the left. The back positions have no effect on your tank.



Figure 3

In JET-FIGHTER™ games, the speed of your Jet is controlled by moving your Joystick from the forward position (fastest) to the back position (slowest), see Figure 3. Right and left turns are controlled by moving your Joystick from left to right.

As a rule of thumb, game action for TANK and JET-FIGHTER games is viewed from the top. Biplane game action is viewed from the side. All games end after 2 minutes, 16 seconds.

MISSILE ACTION

Fire your missile by pushing the red button on your Joystick Controller.

In those games where the missile action is described as "Straight," the missile travels in a straight line.

In "Guided Missiles" games, the missile can be turned to follow your opponent by moving the Joystick right or left after firing.

GAME SELECT MATRIX

	TANK					TANK PONG				INVISIBLE TANK		INVISIBLE TANK-PONG		
Game Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Guided Missiles	X	X		X						X	X			
Straight Missiles			X		X									
Machine Guns														
Direct Hit						X	X					X		
Billiard Hit						X	X	X	X			X	X	X
Open Field/Sky	X							X		X			X	
Easy Maze		X	X			X			X		X	X		X
Complex Maze				X	X		X							
Clouds														

	BIPLANE					JET FIGHTER							
			2vs.2		1 vs. 3			2vs. 2		1 vs. 3	2vs.2		
Game Number	15	16	17	18	19	20	21	22	23	24	25	26	27
Guided Missiles	X				X		X	X			X	X	
Straight Missiles		X				X		X	X				X
Machine Guns			X	X									
Direct Hit													
Billiard Hit													
Open Field/Sky				X	X	X			X	X		X	X
Easy Maze													
Complex Maze													
Clouds	X	X	X				X	X			X		

GAME SELECT AND GAME RESET

To choose the game you wish to play, press game select. The number for each game is displayed at the upper left corner of the screen.

To start a game, press game reset.