HUMAN CANNONBALL

ATARI® GAME PROGRAM™ INSTRUCTIONS



ATARI®
A Warner Communications Company

CX2627

COMPLETE GAME PLAY INSTRUCTIONS

ONE AND TWO-PLAYER GAMES

GAME SELECT MATRIX
Section 5

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. GAME PLAY

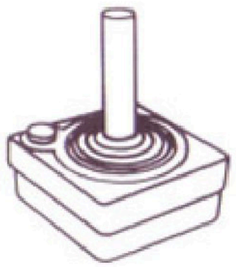
Careful now, the HUMAN CANNONBALL is counting on you to make your calculations accurately. Otherwise he'll end up flat as a pancake and you'll end up with **0** points or a miss to show for it!

The objective of this game is to shoot the man out of the cannon and into the water tower. To accomplish this, you must consider the following variables:

- The angle of the cannon (establishes the line or arc of trajectory the man follows after being shot from the cannon).
- The speed (MPH) at which the man travels after being shot from the cannon.
- The distance between the cannon and the water tower.

These variables are set by you and/or the computer, depending on the game you're playing. In some games, the cannon position remains fixed throughout the game. There are 8 game variations in all. Each game variation contains a one- and two-player version. *(See the* GAME SELECT MATRIX*.)*

2. USING THE CONTROLLERS

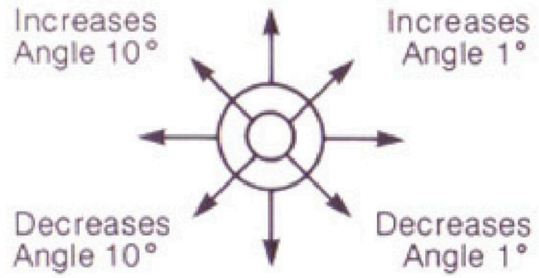


Use your Joystick Controllers with this ATARI® Game Program™ cartridge. Be sure the Joystick Controller cables are firmly plugged into the **CONTROLLER** jacks at the back of your ATARI Video Computer System™ game. For one-player games, use the Joystick Controller plugged into the **LEFT CONTROLLER** 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.*

SETTING GAME VARIABLES:

Use your Joystick Controller to adjust and set the game variables. Press the red button on your controller to shoot the man out of the cannon.

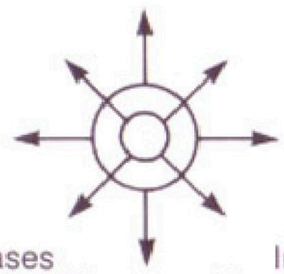
In games where the cannon angle can be adjusted, the Joystick works as follows:



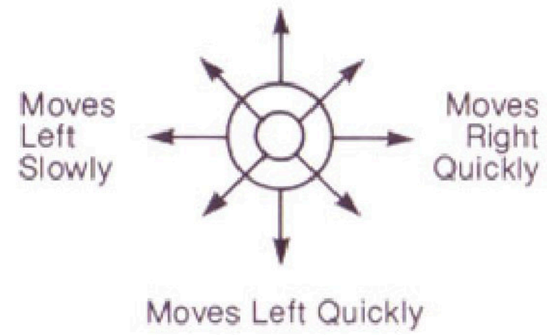
The minimum cannon angle for all games is **20** degrees. The maximum angle is **80** degrees. The cannon angle is shown near the top, middle of the screen. (Example: = 26.) The cannon itself only approximately shows the angle.

In games where the speed (MPH) can be adjusted, the Joystick works as follows:

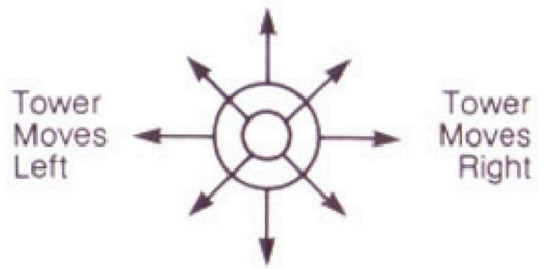
The maximum speed for all games is **45** MPH. It is possible, (but not practical for scoring) to adjust the speed down to **0** MPH. The speed is displayed near the top of the screen, just above the cannon angle. (Example: MPH = 38.)



In games where the cannon's position can be adjusted, the Joystick works as follows:



In **Games 1, 2, 3,** and **4** the water tower can be moved back and forth **after** the man is shot from the cannon. In these games, the Joystick works as follows:



Games 5, 6, 7, and **8** have a moving "window" which is positioned in front of the water tower on the screen. Time your shot so that the man travels through the window en route to the water tower.

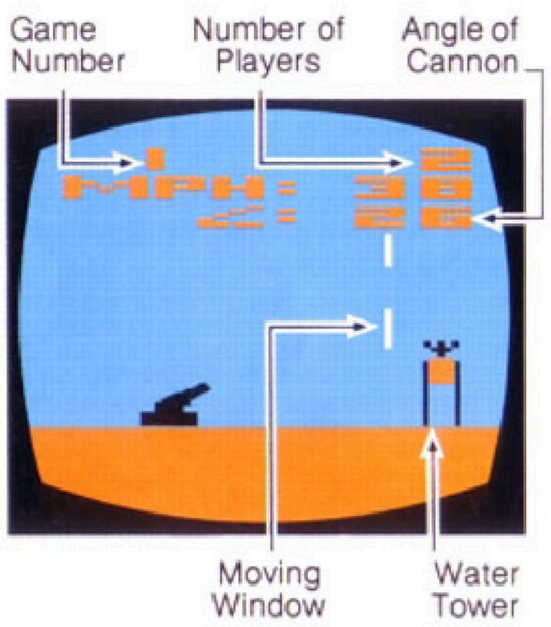
The water tower cannot be moved in **Games 5, 6, 7,** and **8.**

3. CONSOLE CONTROLS

GAME SELECT AND GAME RESET

To select a game, press the **game select** switch. The game number appears at the upper left corner of the screen. A **1** is displayed at the upper right corner of the screen for a one-player game. A **2** is displayed (upper right corner) for a two-player game.

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



DIFFICULTY SWITCHES

It is easier for the beginning player to start with the difficulty switch in the **b** position. In the **b** position, the water tower is twice as wide as it is when the switch is in the **a** position.

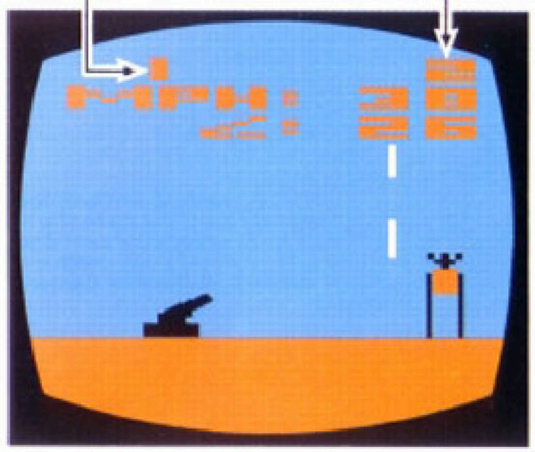
Use the **left difficulty** switch for one-player games.

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.

4. SCORING

In one-player games, you score one point for each successful shot. The computer records 1 point against you for each miss. Your score is shown at the top, left side of the screen. The number of misses is displayed at the top, right side of the screen.



The game ends after 7 successful "shots" or 7 misses.

In two-player games, each player scores 1 point for a successful "shot." Misses have no effect on scoring. The first player to score 7 points is the winner.

Note: After a player scores **7** points, the second player gets one more turn before the game ends.

The left player's score is shown at the top, left side of the screen; the right player's score is shown at the top right side of the screen.

5. GAME SELECT MATRIX

Game Number	1	2	3	4	5	6	7	8
Cannon Position								
Speed (MPH)								
Cannon Angle								
Movable Tower								
Moving Window								

Chosen at Random by Computer

Fixed

Chosen by Player

GAME PROGRAM™ CARTRIDGE
LIMITED NINETY DAY WARRANTY

ATARI, INC. ("Atari") warrants to the original consumer purchaser that your ATARI® Game Program cartridge is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Atari's sole obligation will be to replace the cartridge free of charge on receipt of the cartridge (charges prepaid, if mailed or shipped) with proof of date of purchase at either the retail store where the cartridge was purchased or at one of the ATARI Regional Service Centers listed below:

Atari, Inc.
1312 Crossman Ave.
Sunnyvale, CA 94086

Atari, Inc.
5400 Newport Dr.
Suite 1
Rolling Meadows, IL 60008

Atari, Inc.
43 Belmont Dr.
Somerset, NJ 08873

Atari, Inc.
2109 East Division St.
Arlington, TX 76001

This warranty shall not apply if the cartridge (i) has been misused or shows signs of excessive wear; (ii) has been damaged by being used with any products not supplied by ATARI, or (iii) has been damaged by being serviced or modified by anyone other than an ATARI Regional Service Center.

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