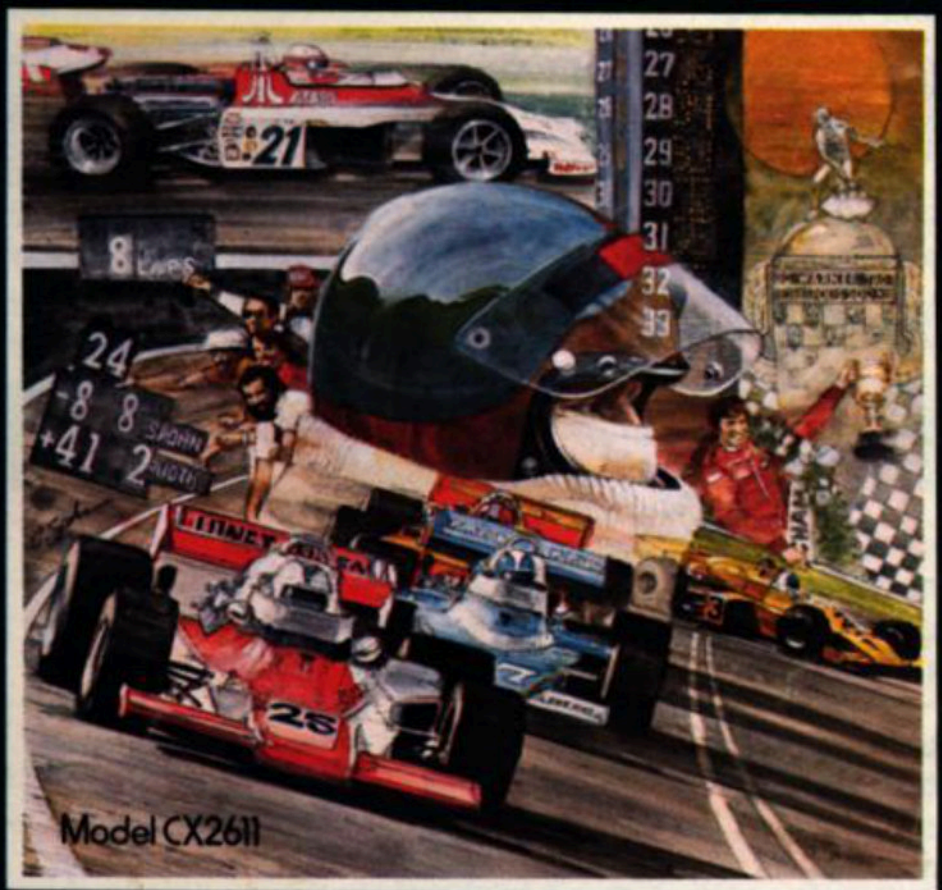
# INDY 500

## GAME PROGRAM™ INSTRUCTIONS



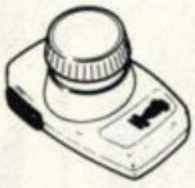

ATARI®

A Warner Communications Company

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

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Use your Driving 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.™



Use a Controller plugged into the LEFT CONTROLLER jack for one player games. See Owner's Manual for details.

**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.

# CONTROLLER ACTION

In all the racing games, use the knob on the top of your Controller to steer the race car on the playfield. The red button on the side of the Controller is your race car accelerator. Press it and VROOOM!!

# SCORING

In one-player time trial games, you race against the clock. See how many laps you can make around the track in 60 seconds.Race against another player in two-player racing games. The first player to complete 25 laps wins.

In games of **Crash n' Score®** , a player scores one point each time his race car crashes into the white square. In one-player games, a player has 60 seconds to make as many hits as possible. In two-player games, the first player to score 50 points wins.

During two-player Tag™ games, you score one point for each second you avoid being tagged by your opponent.

In all games you lose only time, not points,when you crash into any playfield boundary or barrier.

# DIFFICULTY

Slide the Difficulty Switch from "B" to "A" position and your race car travels at high speed--making it more difficult for you to control.

# RACE CAR

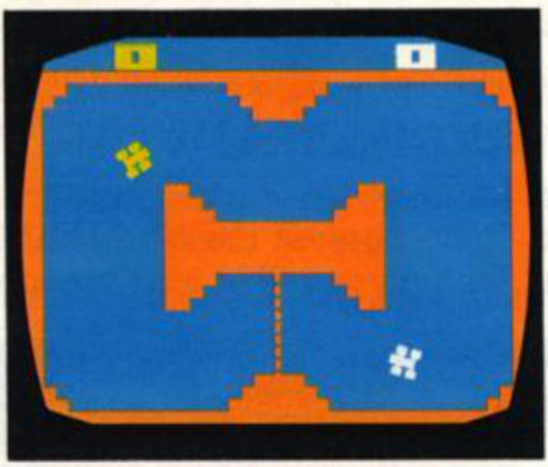
Whether you compete against the clock or another player, your race car tackles the curves of some dangerous tracks.

During one-player games, you race against the clock using your left Controller to move the car. The top left number on the playfield is the number of laps; the top right number is the time keeper.

In two-player games, players race against each other. The top two numbers represent the number of laps each player completes. The right score refers to the right Controller player; the left number shows the left Controller player's score.

You'll hear the engines when they accelerate, and the CRASH when your car crashes into the opponent's car or playfield boundaries.

Car races begin at the starting line. Then, get ready, get set...GO!



**Grand Prix Track**

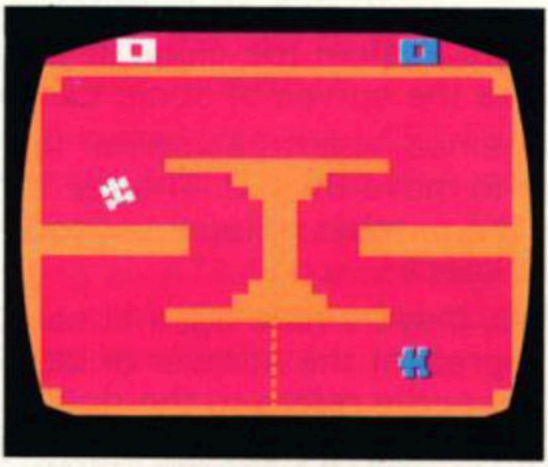
## GAME 1
### Grand Prix Track

Hang onto your hats as you round the turns on this track.You're racing against an opponent who's out to complete 25 laps first to be the winner. Give him a run for his money!

## GAME 2
### Grand Prix Race Track (Time Trial)

Race against the clock on the Grand Prix track. You have 60 seconds to complete as many laps as possible. Try to

beat your last record. Great practice for your races against opponents on this track.



**Devil's Elbow Race Track**

## GAME 3
### Devil's Elbow Track

You have some wicked turns to master before you conquer this track. At high speed, you race against an opponent. Faster and faster you steer your race car to be the first to complete 25 laps.

## GAME 4
### Devil's Elbow Track (Time Trial)

It's a race against the devil as you practice for those competitive races. Race against the clock and try to complete as many laps as possible in 60 seconds.

# CRASH n' SCORE®

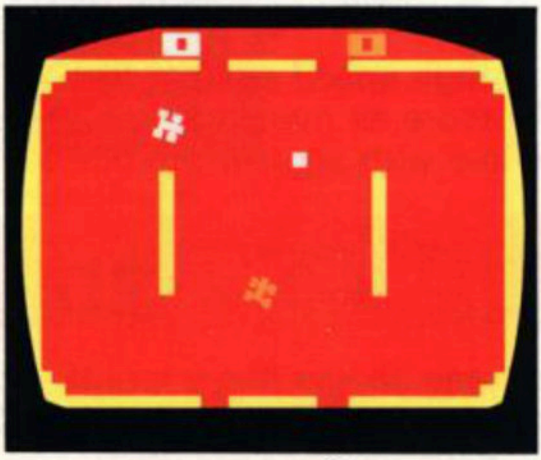
Score points by crashing! Each player controls one race car with a hand-held Controller. The white square is your target. When it appears on the playfield, race cars attempt to crash into it. When the crash occurs, the player scores one point and the square disappears.

The square reappears at random on another part of the playfield. Hear the engines roar, and the CRASH when your car collides with the opponent's car. A "BEEP" will tell you when you score one point.

Move your car off any side of the playfield and it will reappear on the opposite side. For example, steer the car off the top of the playfield and it will reappear at the

bottom of the playfield. This feature is one strategy to use to reach the square first!

Cars are color coordinated with the scores at the top of the field. The score at the right refers to the right Controller player; the left number shows the left Controller player's score.



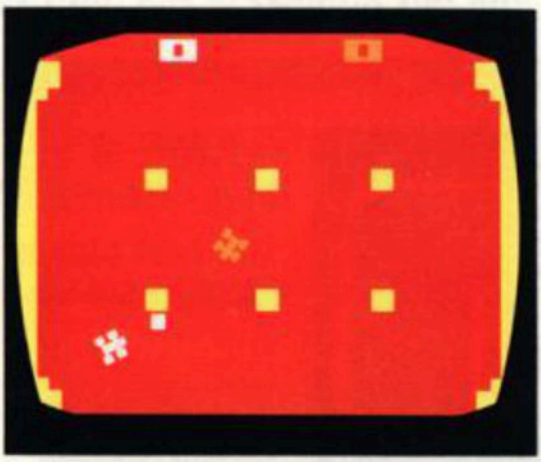
**Crash n' Score® I Track**

## GAME 5
### Crash n' Score® I Track

In two-player games, players compete for crashes with the box. The first player to score 50 hits win the game.

## GAME 6
### Crash n' Score® I Track (Time Trial)

The player races against the clock to score as many hits as possible in 60 seconds. The top left number is the number of hits; the top right number is the time keeper.



**Crash n' Score II Track**

## GAME 7
### Crash n' Score® II Track

Two players move at high speeds to be the first to score 50 hits. The playfield is more complex with six treacherous barriers.

## GAME 8
### Crash n' Score® II (Time Trial)

One player races at high speed against the clock. The player's object? To score as many hits as possible in 60 seconds on a playfield with six treacherous barriers.

# TAG™

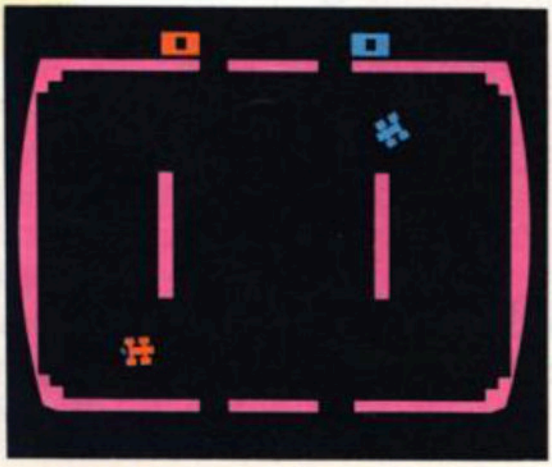
Two persons play these games like a regular game of tag. Each player controls one car. The car that is NOT blinking is "it."

When your car is blinking, you must avoid becoming tagged by your opponent's car. ("it") Score one point for every second you avoid the tag.

When the "it" car tags your race car, your car starts to blink. Now you are "it" and must tag the blinking car.

Move your car off any side of the playfield, and it will reappear on the opposite side. For example, steer your car off the top of the playfield and it will reappear at the bottom of the playfield.

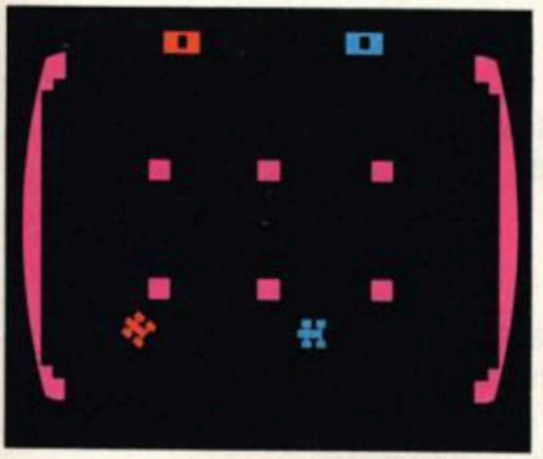
The two numbers at the top of the playfield represent each player's score. The top right score refers to the right Controller player; the left number is the left Controller player's score.



Tag - Barrier Chase Track

## GAME 9
### Tag - Barrier Chase Track

The first player to tally up 99 points wins the game.



## GAME 10
### Tag · Motor Hunt Track

The first player to tally up 99 points on this complicated playfield wins. The race cars move at high speed.

**Tag · Motor Hunt Track**

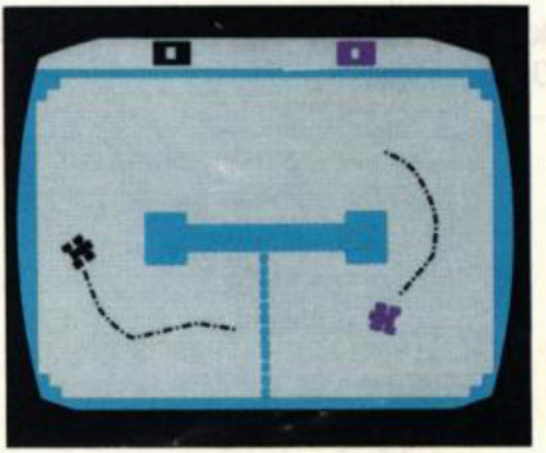
# ICE RACE

Cars race around the icy track and compete against each other or the clock. The ice makes steering on the track difficult.

In two-player games, players race against each other. The top two numbers represent the number of laps each player has completed. The right score refers to the right Controller player; the left number shows the left Controller player's score.

During one-player time trial games, the player uses the left Controller to race against the clock. The top left number is the number of laps; the top right number is the time keeper.

You'll hear the engines when they accelerate, and the CRASH when your car collides with the opponent's car or playfield boundaries.



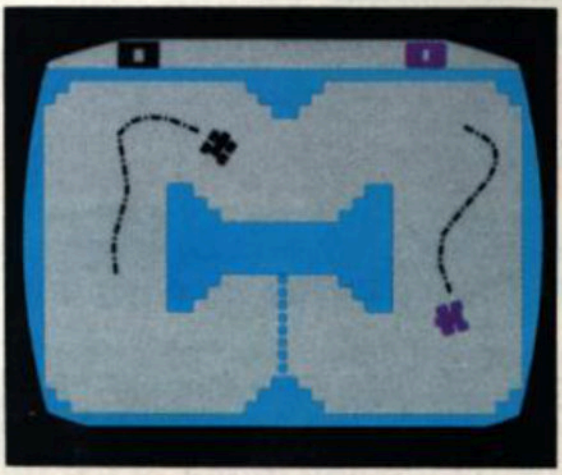
**Ice Sprint Track**

## GAME 11
### Ice Sprint Race Track

Punch the engines on the straightaway, and be cautious on the curves as you try to be the first to complete 25 laps.

## GAME 12
### Ice Sprint Track (Time Trial)

Get the feel of the track as you race against yourself and time. Your goal? To complete as many laps as possible in 60 seconds.



**Ice Rally Track**

## GAME 13
### Ice Rally Track

Your race car is moving at high speed as you maneuver those sharp turns to beat your opponent on ice. The first player to complete 25 laps claims victory.

## GAME 14
### Ice Rally Track (Time Trial)

The seconds tick away as you try to complete as many laps as possible in 60 seconds.

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