# OUTLAW®

## ATARI® GAME PROGRAM™ INSTRUCTIONS




COMPLETE GAME PLAY INSTRUCTIONS

16 GAME VARIATIONS

ONE OR TWO-PLAYER GAMES

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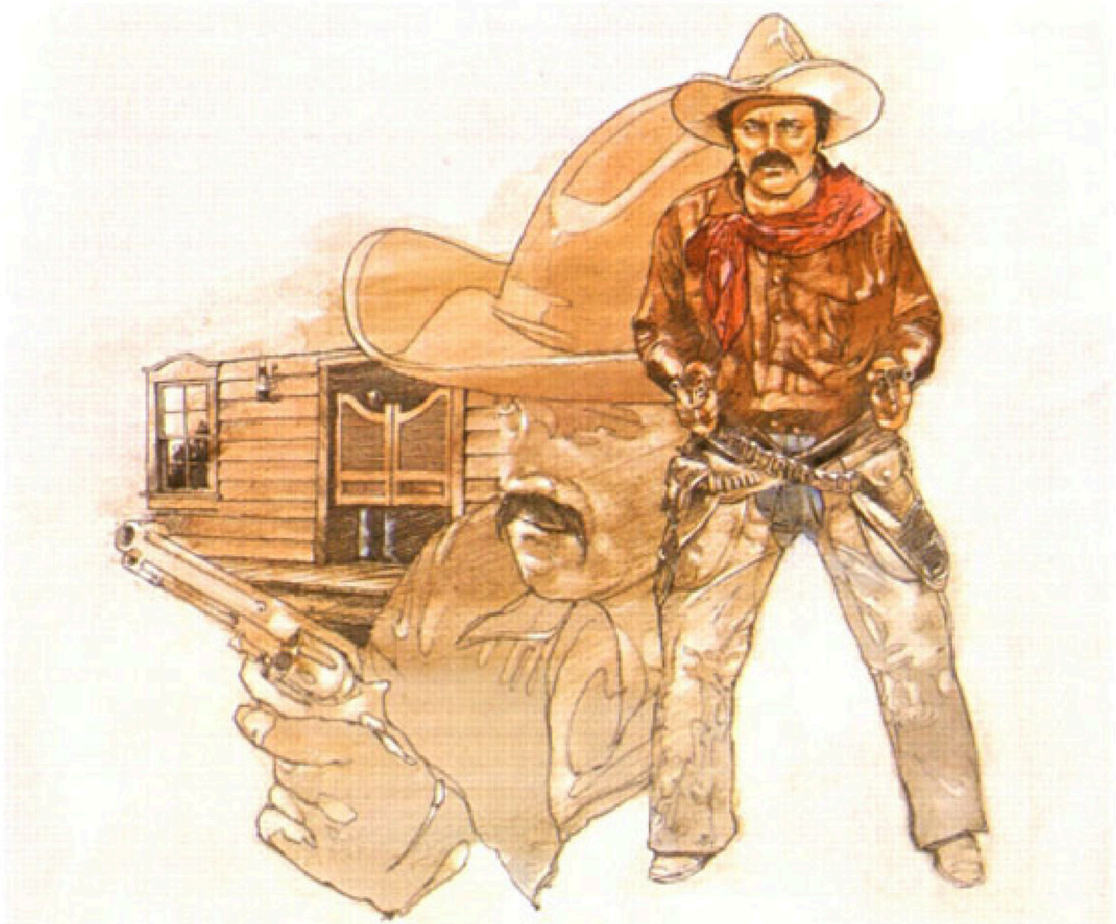
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NOTE: Always turn the console **power** switch **off** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

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# 1. GAME PLAY



One or two players can become expert gunslingers during these games:

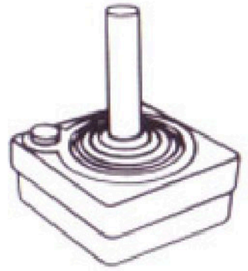
- In one-player games (TARGET SHOOT), you control the movement of a gunfighter with the left Joystick Controller. Practice target shooting with the moving target that appears on the screen.
- In two-player games (GUNSLINGER GAMES), each player controls the movement of a gunslinger with a Joystick Controller. You score points when your gunslinger shoots your opponent's gunslinger.

**NOTE:** In all one and two-player games, bullets will ricochet off the upper and lower playfield boundaries.

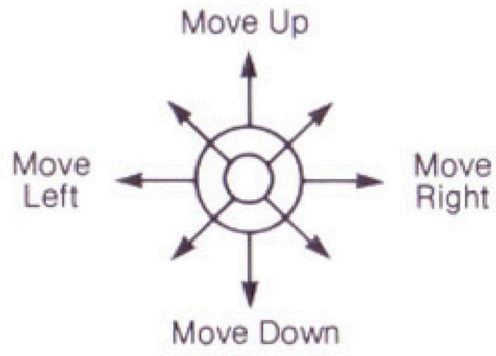




# 2. USING THE CONTROLLERS



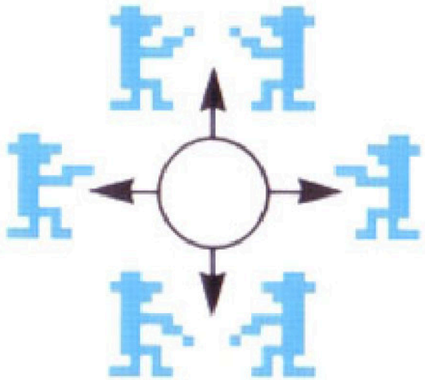
Use your Joystick Controllers with this ATARI® Game Program™ cartridge. Be sure the Joystick Controller cables are firmly plugged into the **CONTROLLER** jacks at the back of your ATARI Video Computer System™ game. For one-player games, use the Joystick Controller plugged into the **LEFT CONTROLLER**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




Use the Joystick Controller to:

- Move your gunslinger on the screen
- Aim and shoot bullets from the gunslinger's gun.

Push the Joystick forward to move the gunslinger up the screen. Pull the Joystick towards you to move the gunslinger down the screen. To move the gunslinger to the left, move the Joystick to the left; move the Joystick to the right to move the gunslinger to the right.



When you want to aim the gunslinger's gun, press the red controller button. Hold the button down while you control the movement of the gunslinger's arm with your Joystick Controller.

- Push the Joystick forward to raise the arm holding the gun
- Pull the Joystick towards you to lower the arm holding the gun.

After you have aimed the gun, release the button to fire bullets.

**NOTE:** The player using the left Joystick Controller controls the gunslinger on the left side of the screen. The player using the right joystick controls the right gunslinger.

# 3. CONSOLE CONTROLS

### GAME SELECT SWITCH

Use the **game select** switch to select the game number you wish to play. The game number changes at the top, left side of the screen as you press down the switch.

### GAME RESET SWITCH

When you have selected the game number you wish to play, press down the **game reset** switch to play the game.

### DIFFICULTY SWITCHES

In the **a** position, your bullets will disappear in flight if your gunslinger is shot before your bullets hit a target. In the **b** position, your bullets will continue in flight even if your gunslinger is hit before your bullet hits a target.

### TV TYPE SWITCH

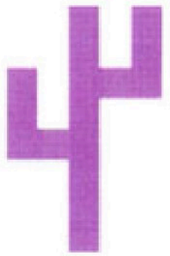
Set this switch to **color** if you have a color television set. Set it to **b-w** to play the game in black and white.

# 4. GAME VARIATIONS

There are 16 GUNSLINGER and TARGET SHOOTING games in this Game Program cartridge. Each one presents different variations. For a description of each variation, refer to the following code:

**Blowaway:** Your bullets are more powerful during gunfights with Blowaway. You can shoot away pieces of the protective center object —— a Stage Coach, Wall or Cactus —— until it completely disappears.

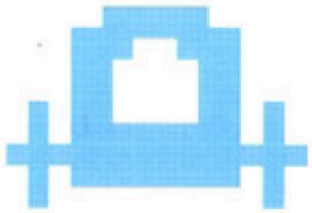
**Cactus:** Some gunfights and target shooting games occur with a Cactus in the center of the playfield. Bullets cannot penetrate the Cactus. Use the Cactus as protection from your opponent's shots.







**Stage Coach:** A Stage Coach stands between the two gunslingers during some games. Bullets cannot pass through the Stage Coach, making it ideal for protection against opposing bullets. In some games, a series of Stage Coaches will move up the screen between you and your opponent.

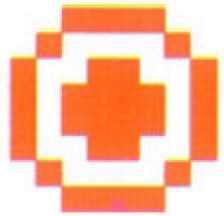


**Wall:** In some games, a wall is located between the two gunslingers. These games also feature Blowaway. Use your shots to make a hole in the wall and aim at your opponent.

**Getaway:** During a gunfight with Getaway, each gunslinger can move immediately after shooting the gun. Without Getaway, gunslingers must wait until their bullet disappears off the screen or hits a target.

**Six Shooter:** In these gunfights with Six Shooters, each player's gun only has six bullets in it. Receive another round of ammunition when BOTH players have used all six bullets.

**Target Shoot:** The Target Shoot is a feature of one-player games. The Target bounces up and down on the screen while you attempt to make a direct hit.



## GUNSLINGER
## Two-Player Games

### GAME 1

This gunfight between two players features a Cactus.

### GAME 2

Two players use the Cactus and Getaway to plan their gunfight strategy.

### GAME 3

A Cactus and Blowaway characterize this two-player gunfight.

### GAME 4

Two gunslingers use Six Shooters during this gunfight, which features a center Cactus and Blowaway.

### GAME 5

A center Stage Coach stands between the two gunslingers during this game.

### GAME 6

Players must take special aim as a series of Stage Coaches move between the two gunslingers.

### GAME 7

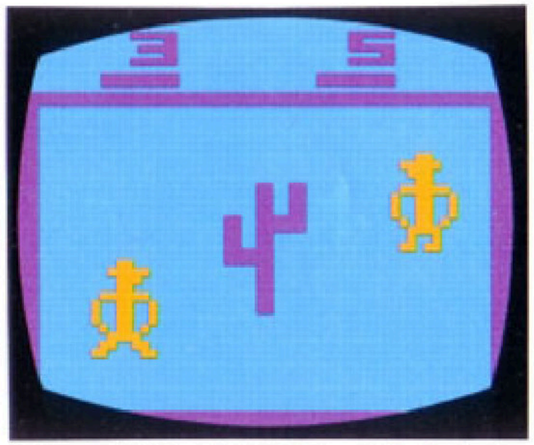
This gunfight features a Stage Coach and Blowaway.

### GAME 8

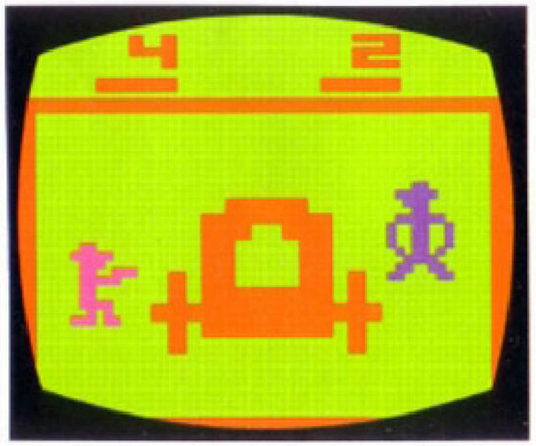
A series of Stage Coaches move between the two gunslingers as they use Blowaway in their playing strategy.

### GAME 9

Two gunslingers play with Six Shooters, Blowaway and a series of moving Stage Coaches between them.




*Playfield for GAMES 1, 2, 3, & 4*




*Playfield for GAMES 5, 6, 7, 8 & 9*





### GAME 10

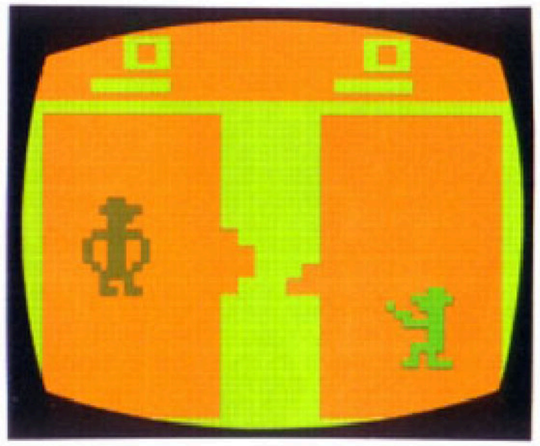
The two gunslingers use Six Shooters during this gunfight, which features Blowaway and a center Wall.

### GAME 11

Players use Getaway, Blowaway and a center Wall in their gunfighting strategy.

### GAME 12

The center Wall moves between the two gunslingers as they play with Getaway and Blowaway.




*Playfield for GAMES 10, 11 & 12*

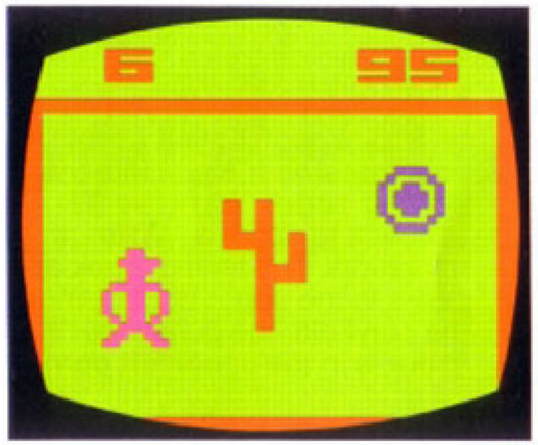
## TARGET SHOOT
## One-Player Games

### GAME 13

You control one gunslinger on the screen and score points by hitting the Target Shoot. A center Cactus is between you and the Target Shoot.

### GAME 14

This target shooting game features a Target Shoot, a center Cactus and Blowaway.



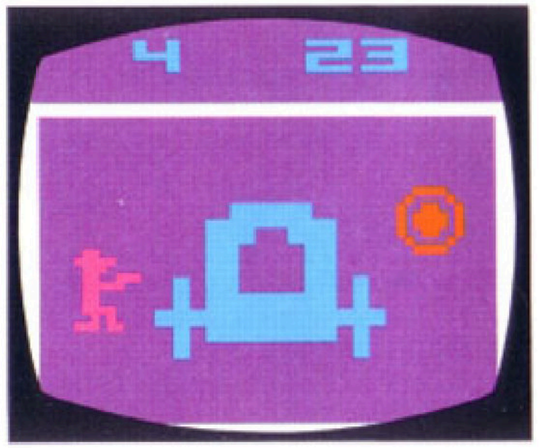

*Playfield for GAMES 13 & 14*

GAME 15

This game features the Target Shoot and a center Stage Coach.

GAME 16

A series of Stage Coaches move between the gunslinger and the Target Shoot. This game also features Blowaway.




*Playfield for GAMES 15 & 16*

## 5. SCORING

- In one-player games, you score one point each time a bullet from your gunslinger's gun hits the moving target. You have 99 seconds to score a maximum of ten points. The timing clock appears in the upper right corner of the playfield; the gunslinger's score is in the upper left corner.
- In two-player games, you score one point each time a bullet from your gunslinger's gun hits the opposing gunslinger. When a gunslinger is hit, he will sit down and a point will appear at the top of the screen. The score of the gunslinger on the left side of the playfield appears in the upper left corner; the right gunslinger's score appears in the upper right corner. The first player to score ten points wins the game.



## 6. GAME SELECT MATRIX

| | GUNSLINGER 2-Player | | | | | | | | | | | | | | | TARGET SHOOT 1-Player | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Game Number | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| Blowaway | | | | | | | | | | | | | | | | |
| Getaway | | | | | | | | | | | | | | | | |
| Six Shooter | | | | | | | | | | | | | | | | |
| Cactus | | | | | | | | | | | | | | | | |
| Stage Coach | | | | | | | | | | | | | | | | |
| Wall | | | | | | | | | | | | | | | | |
| Moving Barrier | | | | | | | | | | | | | | | | |

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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:

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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

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