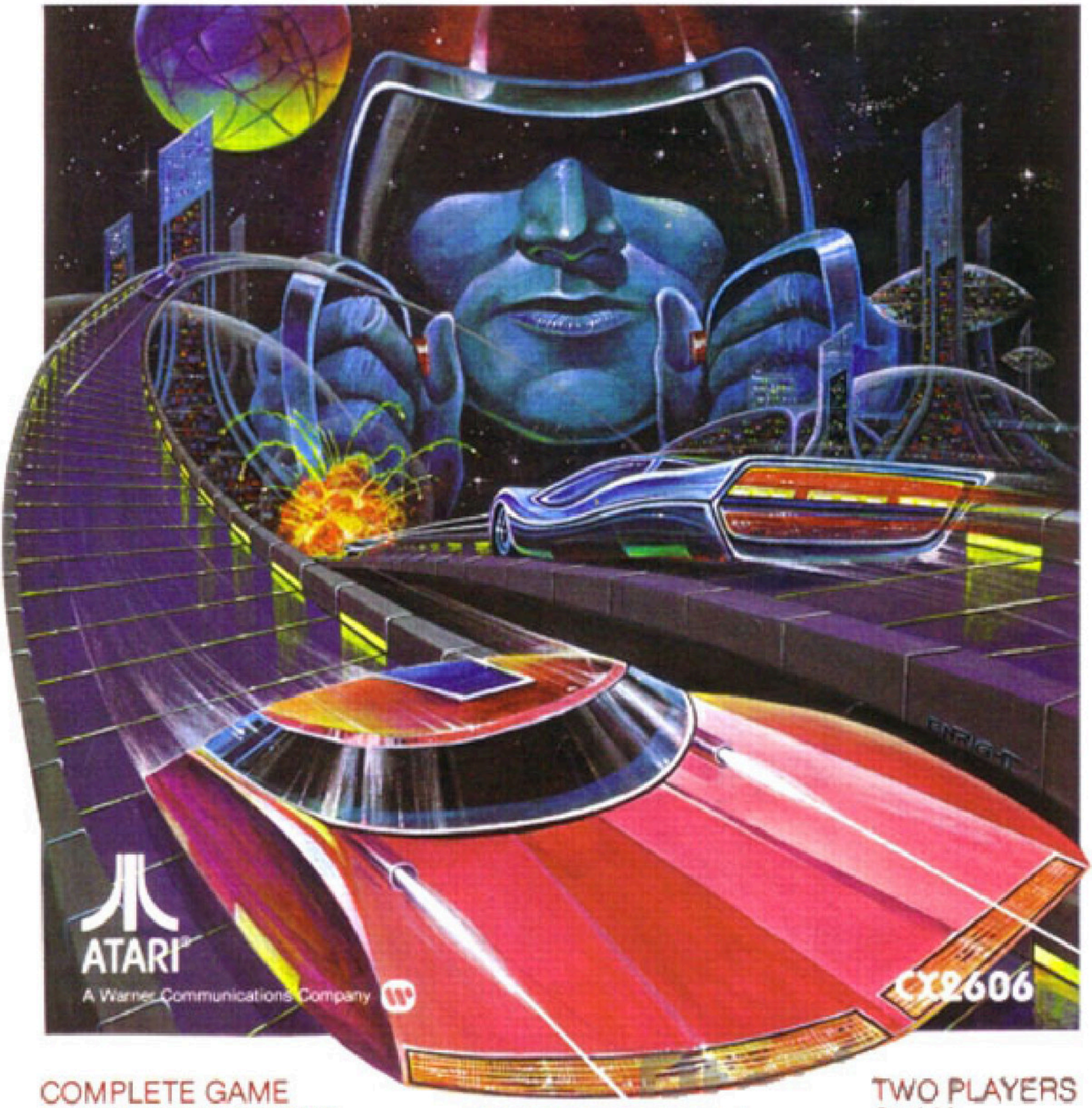
SLOT RACERS™

ATARI® GAME PROGRAM™ INSTRUCTIONS



COMPLETE GAME PLAY INSTRUCTIONS

SCORING *Section 4*

TWO PLAYERS ONLY

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.

Manual, Program, and Audiovisual © 1978, ATARI, INC.

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1. GAME PLAY

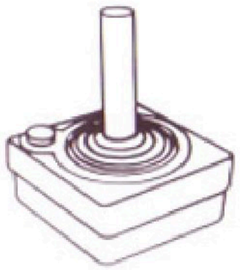
Screech! Pow! Smash! This is the super chase scene, and you're in it——behind the wheel of a Super Chasemobile car equipped with power and incredible gadgets.

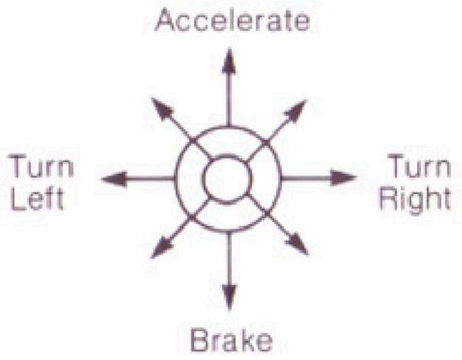
In all nine game variations, two players compete in one of four chase mazes. Each player steers one car through the maze. Chase your opponent and attempt to hit him with one of the secret missiles fired from your car's headlights. You score a point each time you hit your opponent with a missile.

The differences between the nine games are:

- The speed of the cars
- The speed of the missiles
- The direction of the missile path

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 **RIGHT** and **LEFT CONTROLLER** jacks at the back of your ATARI Video Computer System™ game. Hold the Joystick Controller with the red button to your upper left, toward the television screen. *See Section 3 of your owner's manual for further details.*

Use your Joystick Controller to steer the car and fire missiles.

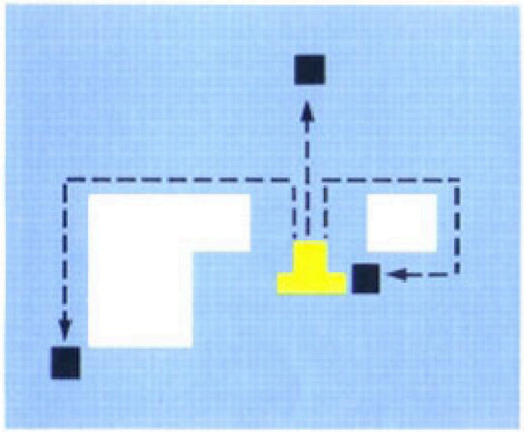
STEERING THE CAR

- Push the Joystick forward to accelerate the car
- Pull the Joystick towards you to brake the car
- Push the Joystick to the left to turn the car to the left
- Push the Joystick to the right to turn the car to the right

NOTE: You can turn the car only when the car is moving.

FIRING MISSILES

To fire a missile, press the red controller button. After you fire a missile, there are three ways the missile can travel. Control the path the missile travels with your Joystick Controller.



1. If you want the missile to turn left after firing, push the Joystick to the left as you press the red controller button.
2. To turn the missile to the right after firing, push the Joystick to the right as you press the red controller button.
3. The missile will automatically turn at every corner (except in Games 8 and 9) when you press the red controller button without pushing the Joystick.

DRIVING TIPS

- In steering the car, note that you cannot turn the car into the wall. The car will automatically take a corner to avoid crashing into a wall.
- After turning your car or missile onto a street, remember to return the Joystick to its center position. For example, if you push the Joystick to the left to turn the car to the left, push the Joystick back to its center position. Otherwise, the car will continue to make left turns.

3. CONSOLE CONTROLS

GAME SELECT SWITCH

Press **game select** to select the game number you wish to play. Continue pressing **game select** to choose the maze you wish to play. There are four mazes for each game number. The game number appears at the top, left side of the screen.

GAME RESET SWITCH

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

DIFFICULTY SWITCHES

When the **difficulty** switch is in the **b** position, you can shoot consecutive missiles. Note that if a previously fired missile is still on the screen when you fire a new missile, the old missile disappears.

When the **difficulty** switch is in the **a** position, you cannot fire another missile if you already have a missile on the screen. Before you can fire another missile:

- The missile on the screen must hit your opponent's car

OR

- You must retrieve the missile on the screen by steering your car into it.

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

You score one point each time you hit your opponent's car with a missile. The first player to score 25 points wins the game. The score of the player using the left Joystick Controller appears at the upper, left side of the screen. The score of the player using the right Joystick Controller appears at the upper, right side.

5. GAME VARIATIONS

GAMES 1-4

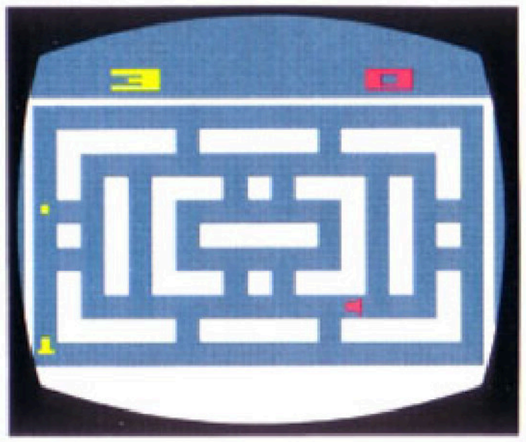
Select your favorite maze pattern. These games feature missiles that travel faster than the cars. Note that the speed of both the missiles and cars increases with each game number. For example, **Game 1** has the slowest moving missiles and cars; **Game 4** features the fastest moving missiles and cars.

GAMES 5-7

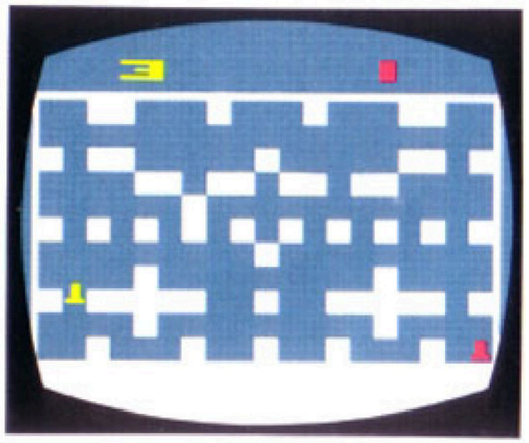
Drive your car fast on these mazes. This time, the cars travel faster than the missiles. Note that the speed of the cars increases with each game number. For example, **Game 5** features the slowest moving cars; **Game 7** offers plenty of speed.

GAMES 8 AND 9

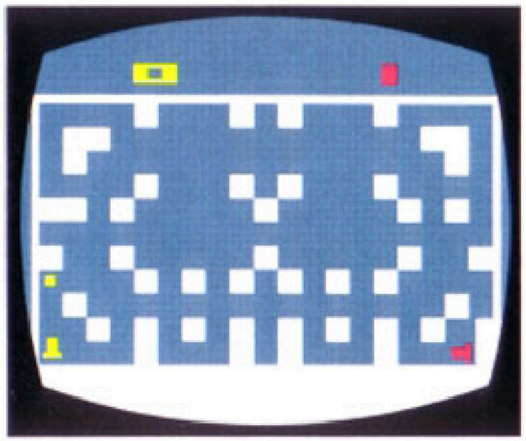
Missiles do not automatically turn corners during these games. That's why some of your missiles may become trapped in front of a wall. In **Game 9** you're driving race cars; **Game 8** features slower cars.



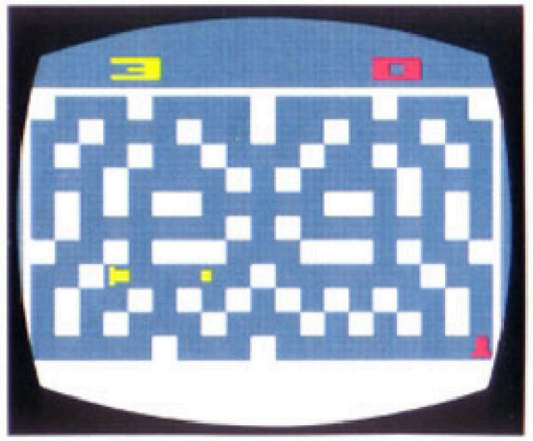
Maze 1



Maze 2



Maze 3



Maze 4

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:

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1312 Crossman Ave.
Sunnyvale, CA 94086

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

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

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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