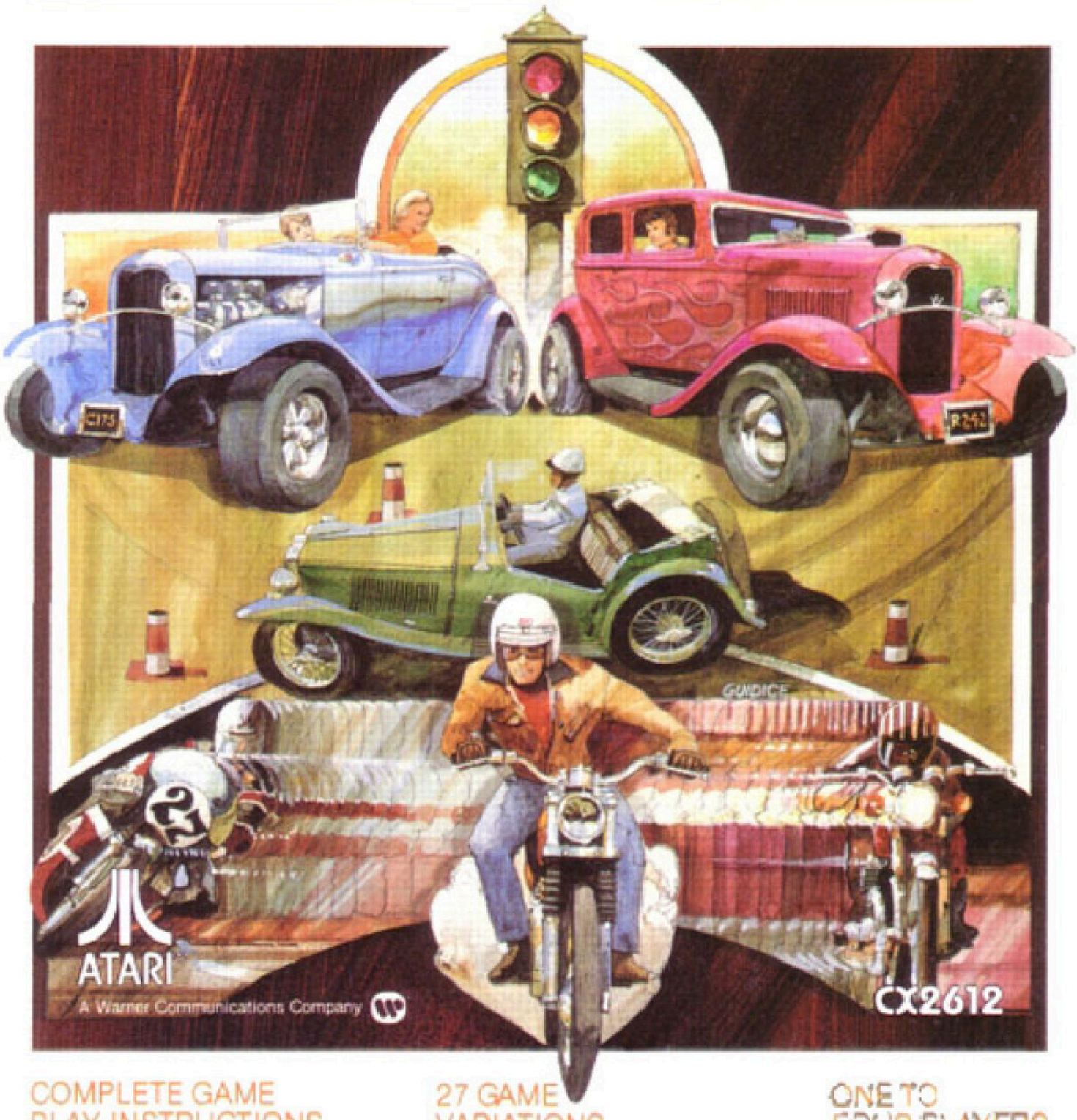
STREET RACER™

ATARI® GAME PROGRAM™ INSTRUCTIONS



COMPLETE GAME PLAY INSTRUCTIONS

27 GAME VARIATIONS

ONE TO FOUR PLAYERS

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.

TABLE OF CONTENTS

1. USING THE CONTROLLERS 1

2. CONSOLE CONTROLS 1

3. GAME VARIATIONS 2

4. SCORING 8

1. USING THE CONTROLLERS



Use your Paddle Controllers with this ATARI® Game Program™ cartridge. Be sure the Paddle Controller cable is firmly plugged into the **LEFT CONTROLLER** jack at the back of your ATARI Video Computer System™ game. For one-player games, use the left controller. If unsure about which controller to use, turn the knobs on the Paddle Controllers until one of them moves a car on the screen.

For three and four-player games, you will need an additional set of Paddle Controllers.

Hold the Paddle Controller with the red button to your upper left, toward the television screen. *See Section 3 of your owner's manual for further details.*

In all the racing games, use the knob on the top of the controller to steer the vehicle on the playfield. The red button on the side of the controller is your accelerator in STREET RACER™, SLALOM, SCOOP BALL™ and NUMBER CRUNCHER™. Use the red button as a forward thrust in DODGEM™ and to fire bullets in JET SHOOTER™.

2. CONSOLE CONTROLS

GAME SELECT SWITCH

To select a game press down the **game select** switch. There are 27 variations to this game. *See* **GAME VARIATIONS** *for game play differences and explanations.* The game number and number of players is shown in the upper middle of the screen with the game number to the left and the number of players to the right.

GAME RESET SWITCH

To begin a game press down the game reset switch.

DIFFICULTY SWITCHES

Slide the **difficulty switch** from **b** to **a** and lose one point for each collision that occurs during the game you are playing. The **difficulty switch** can affect game play in other ways, as noted in the GAME VARIATIONS section.

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.

3. GAME VARIATIONS

STREET RACER™

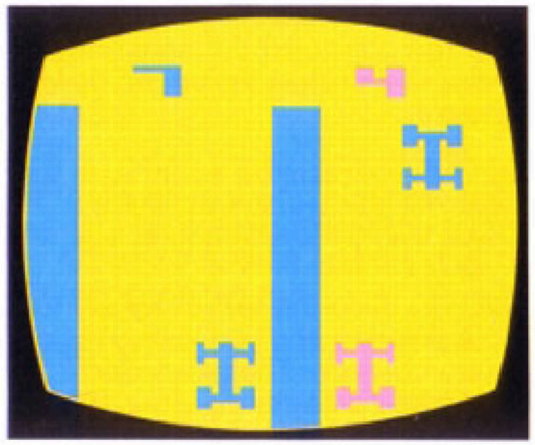


Figure 1 - STREET RACER Playfield, for two players

Avoid collisions and score points! One, two, three or four players each control one car on the track playfield. In one and two-player games, each player uses a separate vertical track. In three and four-player games, two players share one track.

Each player tests his skill against computer cars. Use the knob on the controller to steer your car around the oncoming cars heading straight for you! Press the red controller button to increase your speed.

Score one point for every car you pass. Your car is color coordinated with your score, which appears at the top of the playfield.

Each game is completed after 2 minutes and 16 seconds or when a player or team scores 99 points. Your score will flash on and off the scoreboard during the final 16 seconds of game time.

You'll hear the hum of the motors, crashes, and beeps when you score.

GAME 1

One player steers a car on a moving vertical track avoiding collisions and racing against the computer car.

GAME 2

Two players each steer a car on separate moving tracks avoiding collisions with computer cars that appear on the track one at a time.

GAME 3

Each of the three players controls one car and avoids collisions with computer cars that appear on the track, one at a time. Two players share the right track and compete against one player on the left track.

GAME 4

Four players compete to avoid collisions with cars that appear one at a time. Two players are on each driving team and share one track.

GAME 5

Two players each steer a car down separate tracks while steering around computer cars that appear two at a time.

GAME 6

Four players compete to avoid collisions. Two computer cars head down the track at one time. There are two players on each driving team sharing one track.

SLALOM

Put on your skis and get ready for the treacherous slopes. One, two, three, or four players each control one set of skis. In one and two-player games, each player skis on his own private ski run. In three and four-player games, two players share a ski run.

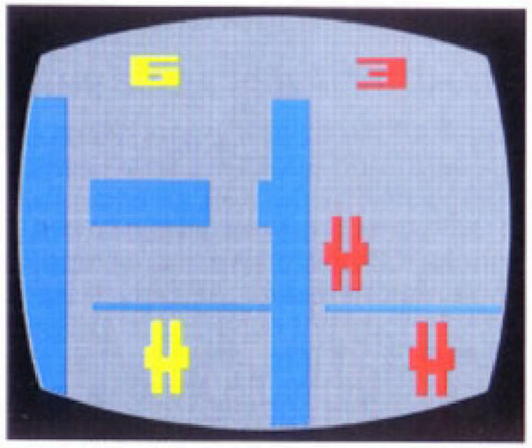


Figure 2 - SLALOM Playfield, for three players

Use the knob on the controller to steer your skis through gates. Press the red controller button when you want to increase the speed down the run.

Score one point for every gate you pass. When you crash with the gate, you've only lost time, not points.
NOTE: Slide the **difficulty switch** to a position and you lose one point upon collision. The gates also become narrower.

Your skis are color coordinated with the score, which appears at the top of the playfield. A game of SLALOM is completed when one player scores 99 points or after 2 minutes and 16 seconds. The scores will flash on and off during the last 16 game seconds.

You'll hear the swish and the beeps when you pass through a gate and score one point. You'll also hear the crashes.

GAME 7

One player skis down the right slope and passes through gates that appear one at a time on the ski run. The left skier is your computer opponent.

GAME 8

Two players each have separate but identical runs. Gates appear one at a time.

GAME 9

The ski gates appear one at a time for three players who compete for points. Two players share the right ski run and compete against one player on the left run.

GAME 10

Four players race down the slope and through the gates to make points. Gates appear on the ski run, one at a time. Two players are on each ski team and share a run.

GAME 11

Two players compete for points by passing through gates that appear two at a time on the ski run.

GAME 12

Four players compete for points by passing through gates that appear two at a time on the ski run. Two players are on each ski team and share a run.

DODGEM™

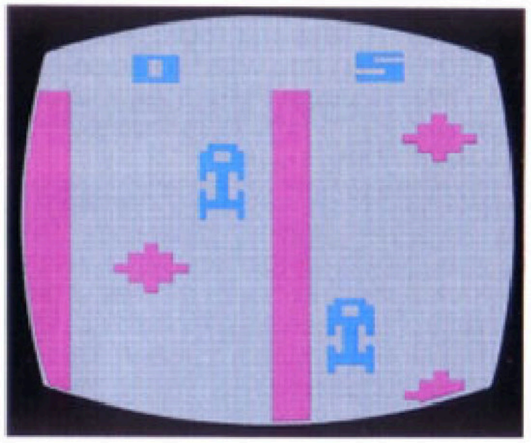


Figure 3 - DODGEM Playfield, for one or two players

Sharpen your driving reflexes and make points when you avoid oncoming obstacles. One or two players each control one car. In these one and two-player games, each player has a private vertical straightaway track.

Use the controller knob to steer your car. Press the red controller button when you want to accelerate the car; release the button and the car gradually falls backwards to the bottom of the track.

Your object is to move the car from the bottom of the track to the top while dodging oncoming obstacles. Score one point each time you complete the straightaway. Your car automatically returns to the bottom starting line when you complete the track.

The score at the top of the playfield is color coordinated with your car. A game of DODGEM is complete when one player scores 99 points or after 2 minutes and 16 seconds. The score will flash on and off during the last 16 seconds of the game. You'll hear the motors hum, cars crash, and scores beep.

GAME 13

One player races against the clock and tries to complete the track as many times as possible within 2 minutes and 16 seconds.

GAME 14

Two opposing players compete for points on separate vertical tracks while oncoming obstacles appear on the track one at a time.

GAME 15

One player races against the clock and tries to complete the track as many times as possible. Oncoming obstacles appear on the track two at a time.

GAME 16

Two opposing players compete for points on separate vertical tracks while oncoming obstacles appear on the track two at a time.

JET SHOOTER™

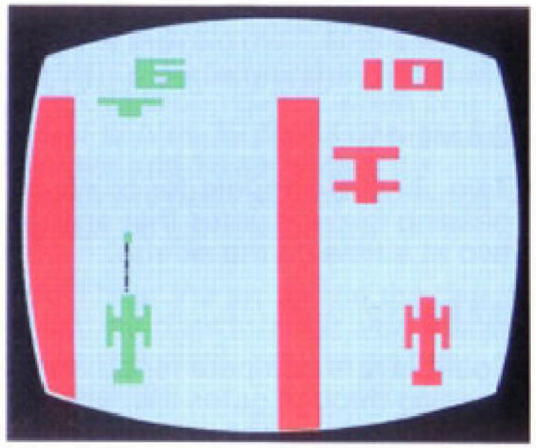


Figure 4 - JET SHOOTER Playfield, for one or two players

You're a fighter pilot in this game. One or two players each control one fighter jet equipped with missiles. In these games, each player has a separate air space.

Use the controller knob to steer your jet through the sky. Press the red controller button when you want to fire missiles and destroy enemy aircraft approaching you from the opposite direction.

Score one point for each enemy aircraft you destroy. Put the **difficulty switch** in the **b** position and you lose only time, not points, when an enemy jet collides with you. With the **difficulty switch** in **a** position you lose one point for each collision.

A game is completed when one pilot scores 99 points or after 2 minutes and 16 seconds. The scores will flash on and off during the final 16 seconds of game time. You'll hear the missiles fire, crashes and the hum of the engines.

GAME 17

One player guides the right jet through the skies and attempts to shoot down enemy jets that appear one at a time. The left jet is your computer opponent.

GAME 18

Two Players each steer a jet in a private sky. Oncoming enemy jets appear one at a time.

GAME 19

One player steers the jet through the sky as enemy jets appear two at a time.

GAME 20

Two players each steer a jet as enemy jets appear in the sky two at a time.

NUMBER CRUNCHER™

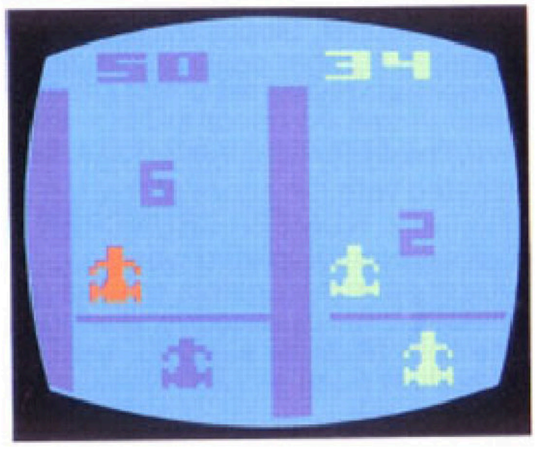


Figure 5 - NUMBER CRUNCHER Playfield, for four-players

Got an appetite for numbers? One, two, three and four players each control one Motorcycle that CRUNCHES numbers on the track.

In one and two-player games, each player drives up a private vertical track. In three and four-player games, two players make up a motorcycle team and share the right track. Two players use one track in four-player games.

Use the controller knob to steer your chopper down the track. Press the red controller button when you want to accelerate the speed.

Your object is to run over the numbers on the track (2,4,6). You score the face value of each number you squash. For example, score six points when you CRUNCH a number 6. Be sure to directly run over the numbers with the nose of your chopper. Sloppy aims can result in number collisions instead of number points.

Your motorcycle is color coordinated with the score at the top of the track. NUMBER CRUNCHER games are completed when a player scores 99 points or after 2 minutes and 16 seconds. During the final 16 game seconds, your score will flash on and off the scoreboard.

You'll hear the whine of the chopper engines and the crunch and crash of the numbers.

GAME 21

One player steers his motorcycle to CRUNCH numbers that appear on the track two at a time.

GAME 22

Two players rumble down the tracks looking for numbers that appear two at a time.

GAME 23

Three players take a thrilling ride up the track as numbers appear two at a time. Two players are on one motorcycle team and oppose one player.

GAME 24

Four players become a NUMBER CRUNCHER Motorcycle Gang looking for numbers to squash on the track. Two players are on each motorcycle team and share one track. Numbers appear two at a time.

SCOOP BALL™

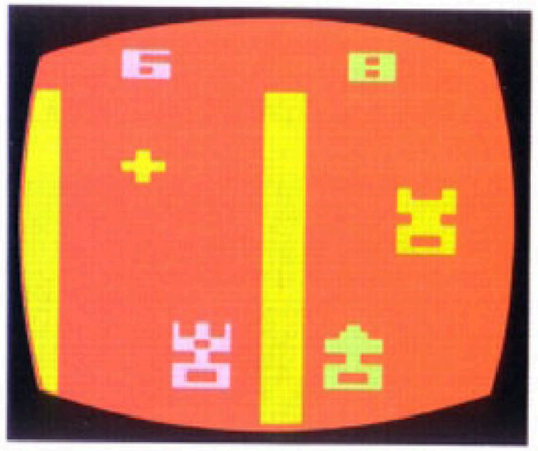


Figure 6 - SCOOP BALL Playfield, for two players

Your object? To catch balls and deposit them into a Computer Scooper. To catch the balls you have a giant moving Scooper. Two, three or four players each control one Scooper. In two-player games, each player moves along a private track. Two players share the right track in three-player games; during four-player games, two players are on each track.

Use the controller knob to steer the Scooper up the track. Press the red controller button to accelerate the Scooper.

You score one point each time you catch a ball. (+) Continue to catch balls until a Computer Scooper appears on the screen. When you steer your Scooper into the Computer Scooper, you score three points and deposit the ball or balls you've collected. If you CRASH before depositing, you lose your chance to deposit the balls and score.
NOTE: Your Scooper changes shape after you catch the first ball. After you deposit the balls, your Scooper returns to its original shape.

Your Scooper is color coordinated with the score at the top of the track. Games are completed when a player scores 99 points or after 2 minutes and 16 seconds. During the final 16 game seconds, your score flashes on and off the scoreboard.

You'll hear crashes, the Scooper motors, the scoop and deposit.

GAME 25

Two opposing players compete for balls and Computer Scoopers that appear on the track two at a time.

GAME 26

Three players compete for points. Two players are on one Scooper team and share the right track.

GAME 27

Four players compete for points. Two players are on each Scooper team as balls and Computer Scoopers appear two at a time.

4. SCORING

In one-player games you race against the clock as you try to make points within 2 minutes and 16 seconds. During two, three and four-player games, you compete against opponents to score the most points within 2 minutes and 16 seconds. Your score will flash on and off the screen during the final 16 seconds of game time.

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.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE. CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESS OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitations of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

ATARI®

A Warner Communications Company

ATARI, INC., Consumer Division
P.O. Box 427, Sunnyvale, CA 94086

CO16943-12 REV. 1 MANUAL PROGRAM & AUDIOVISUAL