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

C016943-41 REV. 1
MANUAL, PROGRAM & AUDIOVISUAL © 1978, ATARI, INC.
Printed in U.S.A.

SURROUND™

ATARI® GAME PROGRAM™ INSTRUCTIONS



COMPLETE GAME PLAY INSTRUCTIONS

INTRODUCTION
Section 1

GAME SELECT MATRIX
Section 6

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. INTRODUCTION (GAME PLAY OBJECTIVE) 1

2. CONSOLE CONTROLS 1

3. USING THE CONTROLLERS 2

4. GAME VARIATIONS 2

5. SCORING 4

6. GAME SELECT MATRIX 4

1. INTRODUCTION (GAME PLAY OBJECTIVE)

Welcome to the exciting and competitive world of SURROUND™. Your basic objective is to surround your opponent, causing him to run out of space in which to move, and at the same time not running into anything yourself. You can set up a blockade, force him into a corner, or wander off by yourself and hope that he runs into something on his own.

Along with the basic SURROUND game, we've added four game features to make things more interesting. Be sure to read *Section 4* to learn more about these features.

Then there's VIDEO GRAFFITI™. It's just for fun without the competitive edge thrown in. VIDEO GRAFFITI actually allows you to draw on the screen. Again, read *Section 4* to find out more.

We'd like to invite you to read the remainder of these instructions so that you don't miss any important details. After that, you'll be ready to have at it! There are one and two-player games so that you may compete against the computer or another player. So good luck, we're sure you're going to enjoy the SURROUND Game Program™ cartridge.

2. CONSOLE CONTROLS

GAME SELECT SWITCH

Press down the **GAME SELECT** switch to choose the game you wish to play. There are 14 games in all. The game number changes at the top, left side of the screen as you press down the **GAME SELECT** switch. Reading *Section 4* and *Section 6* will help you decide which game or games to play.

GAME RESET SWITCH

Once you have decided which game to play, press down the **GAME RESET** switch to start the game. The **GAME RESET** switch may be used to start a new game, or to reset a game at any time.

DIFFICULTY SWITCHES

Beginning players should start with the **DIFFICULTY** switch in the B position. This position prevents the player from backing onto their previous track block. In two-player games, the right player uses the **RIGHT DIFFICULTY** switch, the left player uses the **LEFT DIFFICULTY** switch. (Right and left player meaning the player using the right and left controller, respectively.)

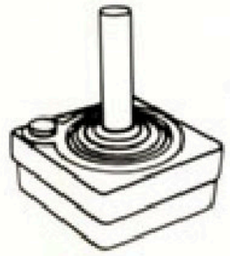
During one-player games against the computer, slide the **LEFT DIFFICULTY** switch to **B** if you want the computer to play like an amatuer; slide it to **A** if you want the computer to play like a pro.

There is no difficulty factor in VIDEO GRAFFITI games (Games 13 and 14).

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. USING THE CONTROLLERS



Use your Joystick Controllers with this ATARI® Game Program cartridge. Be sure to plug the controller cables firmly into the jacks at the back of your Video Computer System™ game. Hold the controller with the red button to your upper left toward the television screen. Use the **RIGHT CONTROLLER** jack for one-player games. *See Section 3 of your owners manual for further details.*

NOTE: In two-player games, the right player uses the Joystick plugged into the **RIGHT CONTROLLER** jack, the left player uses the Joystick plugged into the **LEFT CONTROLLER** jack.

When the game begins, your blocks automatically move across the screen toward your opponent. Use the Joystick to control the horizontal and vertical movement of the tracks, or in games with Diagonal Movement, the diagonal movement of the tracks.

Move your Joystick right, left, up or down to move your leader block in the same direction on the screen. *(See* **FIGURE 1**.*)*

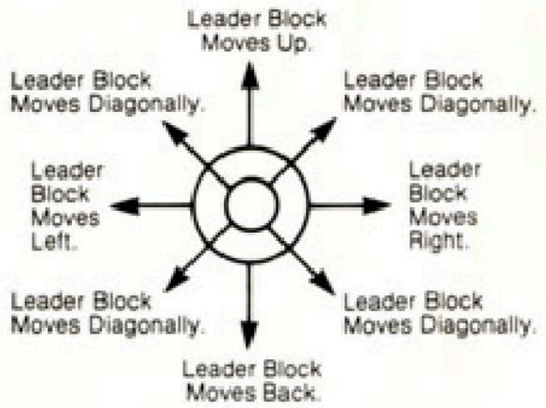


Figure 1

4. GAME VARIATIONS/FEATURES

Games 1-12 in this Game Program cartridge are all SURROUND games. Check the **GAME SELECT MATRIX**, *Section 6* to see which games are for one player, and which games are for two players.

The SURROUND games offer four different features. The **GAME SELECT MATRIX** will show you which features are offered in each game.

SPEED UP

As the leader block moves on the screen, it will speed up automatically at different intervals. There are five speeds in all, and you have no control over them. They will happen automatically during each turn, so be prepared.

DIAGONAL MOVEMENT

In games with Diagonal Movement, you can move the leader block diagonally on the playfield. (In all other games, you can only move the blocks vertically or horizontally.) Move your Joystick in a diagonal direction to move your leader block in the same diagonal direction on the screen. For example, if the leader block of your track is in the center of the playfield and you want to move it diagonally to the upper right corner, move the Joystick to the right and slightly away from you. *(See* **Figure 1.***)*

Figure 2 *shows you an example of what Diagonal Movement looks like on the screen.*

ERASE

When you don't want to leave a track, press the red controller button and no blocks will appear on the screen. Release the button and a track of blocks will appear as you continue to steer with your Joystick Controller. Use Erase for super strategy moves.

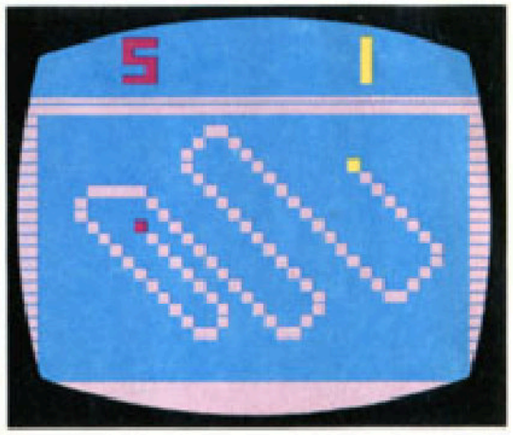


Figure 2

WRAPAROUND

In games featuring Wraparound, when you move your leader block off the playfield, it will reappear at the opposite side *(See* **FIGURE 3***)*. For example, move it off the top of the screen and it will reappear at the bottom of the screen.

VIDEO GRAFFITI™

Games 13 and 14 are appropriately called VIDEO GRAFFITI. You can write a word, draw a picture, or get as abstract as you like. One or two players can use their Joysticks to control the movement and the direction of the track or tracks.

Move your Joystick in any direction to move the track block in the same direction on the screen. VIDEO GRAFFITI uses Diagonal Movement, Erase, and Wraparound. *(See the* **GAME SELECT MATRIX***)*

ATARI® GAME PROGRAM™ INSTRUCTIONS

5. SCORING

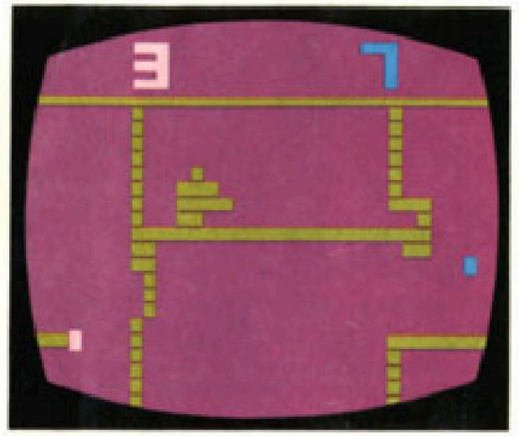


Figure 3

You score one point when your opponent steers his leader block into another part of his track or your track. In games which do not feature Wraparound, you also score a point when your opponent steers into one of the playfield boundaries.

NOTE: The most effective strategy is to surround your opponent's tracks with your own tracks.

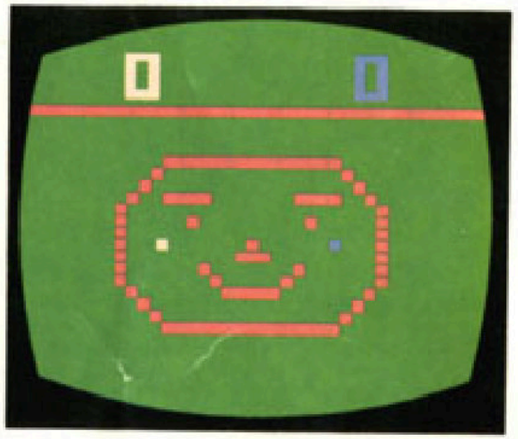


Figure 4

THE FIRST PLAYER TO SCORE 10 POINTS WINS THE GAME. The leader block of your track is color coordinated with the score at the top of the playfield.

In one-player games, your score is displayed at the upper right corner of the screen. In two-player games, the right player's score is on the right, the left player's score is on the left.

6. GAME SELECT MATRIX

	Surround™												Video Graffiti™	
Game Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Number of Players	2	1	2	1	2	2	2	2	2	2	2	2	1 or 2	1 or 2
Speed Up			■	■		■	■		■	■	■	■		
Diagonal Movement					■	■	■			■	■	■		■
Erase							■					■	■	■
Wraparound								■	■	■	■	■	■	■