VIDEO OLYMPICS™

ATARI® GAME PROGRAM™ INSTRUCTIONS



ATARI®

A Warner Communications Company

CX2621

COMPLETE GAME PLAY INSTRUCTIONS

ONE, TWO, AND FOUR PLAYER GAMES

50 GAME VARIATIONS

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 2

3. GAME VARIATIONS 2

- PONG® 2
- SOCCER 5
- FOOZPONG® 6
- HOCKEY 8
- QUADRAPONG® 10
- HANDBALL 11
- VOLLEYBALL 12
- BASKETBALL 14

4. GAME SELECT MATRIX 16

1. USING THE CONTROLLERS



Use your Paddle Controllers with this ATARI® Game Program™ cartridge. For one and two-player games, plug the controllers firmly into the LEFT CONTROLLER jack at the back of your ATARI Video Computer System™ game. For four-player games you will need an additional set of Paddle Controllers. Plug them into the RIGHT CONTROLLER jack at the back of your ATARI Video Computer System™ game.

Turn the knob to move the paddles. Press the red controller button to speed hit, WHAMMY™, CATCH™ the ball, or jump the paddle, depending on the game you play. Some games give you a particular game feature to use in competition. Activate these game features with the red controller button:

Speed - When you want to add some speed to the return ball, press the red controller button as the ball makes contact with your paddle.

WHAMMY™ - Put sharper angles on your return hits. Press the red controller button as the ball makes contact with the paddle. The angle will continue on your return hit as long as you press the red controller button, or until your opponent returns the hit.

CATCH™ - Press the red controller button as the ball hits the paddle, and the ball will stick to the paddle. Use this time to plan strategy, aim and hit, or pass to a team paddle. But move slowly and carefully. The ball will fly off the paddle if you make fast or sudden movements.

Jump - Make the paddle jump up to hit or spike the ball during certain games. Just press the red controller button and your paddle will jump from the bottom of the playfield to the playfield center. Be sure to activate the jump before the ball passes through the playfield center, or the ball will travel through the paddle instead of bouncing off the paddle.

NOTE: To see what game features each game offers, check the game matrix at the conclusion of each game description.

2. CONSOLE CONTROLS

GAME SELECT SWITCH

To select a VIDEO OLYMPICS™ game, press down the **game select** switch. *(See Section 4,* GAME SELECT MATRIX.*)* The game number and the number of players appear at the top of the screen. The game number is on the left; the number of players is on the right.

GAME RESET SWITCH

Once you have selected a game number, press down the switch to start the action. Each time **game reset** is pressed down, the game starts over. After the game starts, the scores appear at the top of the screen.

NOTE: To change game numbers quickly, hold down the **game select** switch.

DIFFICULTY SWITCHES

The VIDEO OLYMPICS game has two difficulty levels, **a** and **b**. The **b** level is normal game play for beginning players. The **a** level offers a bigger challenge, with paddles reduced to half size.

TV TYPE SWITCH

Set this switch to color if your television is color, to **b/w** if your television is black-and-white.

3. GAME VARIATIONS

PONG®

PONG® is played like tennis. Use your Paddle Controller to rally the ball, and attempt to hit the ball past your opponent. Paddles move only vertically on the playfield. When you control more than one paddle, your paddles move in unison. In team PONG® games (for four players), one teammate controls solid-colored paddles and the other controls striped paddles.

Scores appear at the top of the playfield and are color-coordinated with the paddles. The score for the player or team controlling paddles in the right PONG® court is at top right, and the score for the player or team controlling paddles in the left court is at top left.

In ROBOT PONG® , the computer serves the first ball to the player controlling the paddle in the right court, and serves all following balls to the player who loses the point. In all other PONG® games, the computer serves the first ball to the player or team controlling paddles in the left court. After that, the player or team who wins the point serves the ball. To serve,

wait at least one second after scoring the point, then press the red button on the Paddle Controller. In team games, either teammate can serve the ball.

ROBOT PONG™
(One-player Game)

One player controls the right paddle and competes against the left paddle, controlled by the computer.

PONG®
(Two-Player Game)

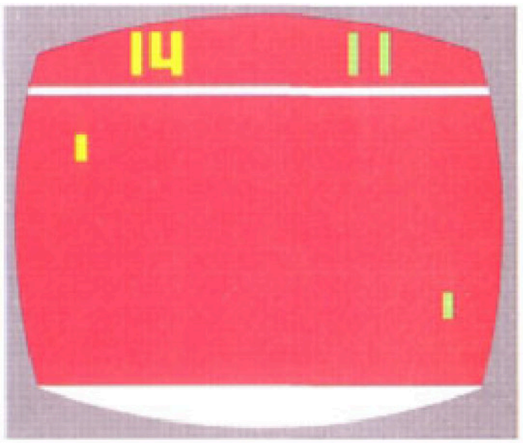
Two opposing players each control one paddle.

PONG® 4
(Four-Player Game)

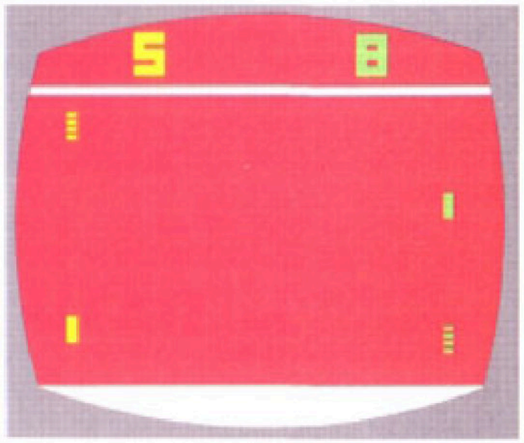
It's a doubles game of Pong with two players on each team! Each player controls one paddle. Try playing zones with your partner. You cover the upper half of the playfield while your partner covers the bottom half.

PONG® 4-I
(Four-Player Game)

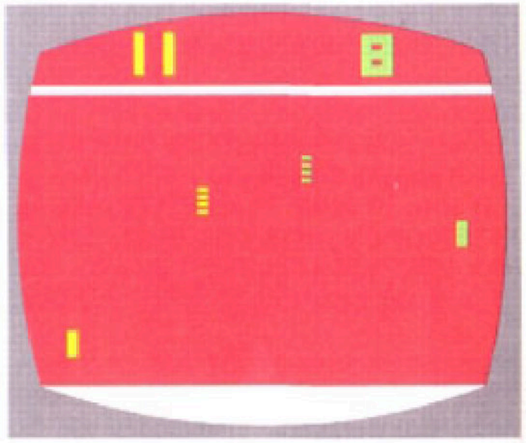
Four players can play this game. It's as simple as a doubles game of tennis. Two players are on each team. One team player controls the paddle at the net; the other team player covers the back court.



PONG® Playfield

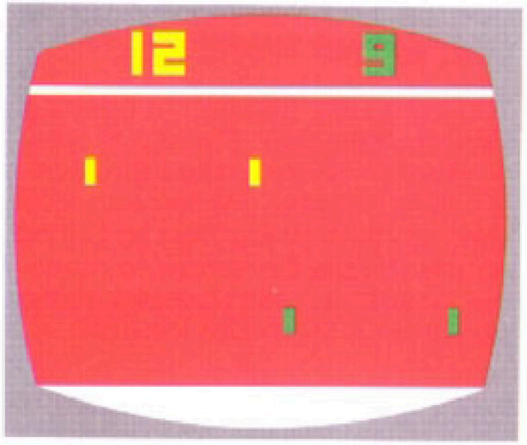


PONG® 4 Playfield



PONG® 4-I Playfield

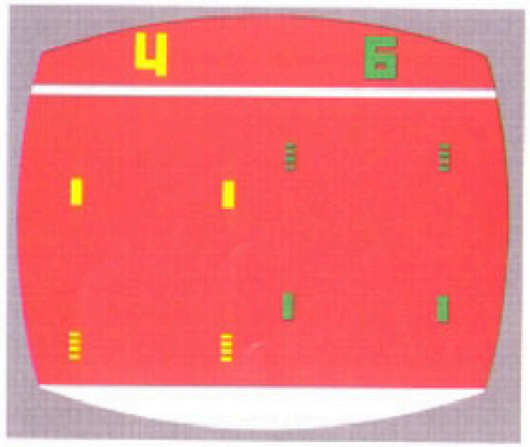
	PONG				PONG 4		PONG	
GAME NUMBER	1	2	3	4	5	6	7	8
NUMBER OF PLAYERS	1	1	2	2	4	4	4	4
SPEED	■		■		■		■	
WHAMMY		■		■		■		■



SUPER PONG™ Playfield

SUPER PONG™
(Two-Player Game)

Each player controls two paddles. Two opposing players rally to score.



SUPER PONG™ 4 Playfield

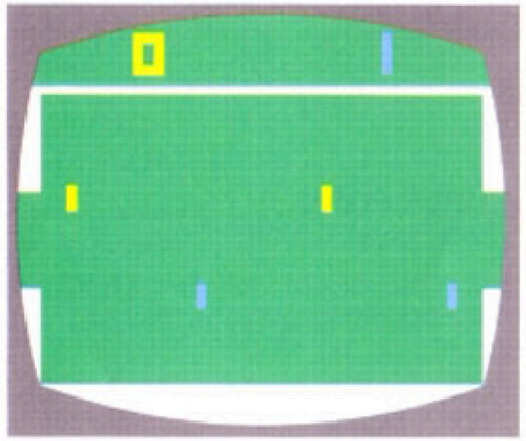
SUPER PONG™ 4
(Four-Player Game)

It's a doubles game of Super Pong! Each player controls two paddles.

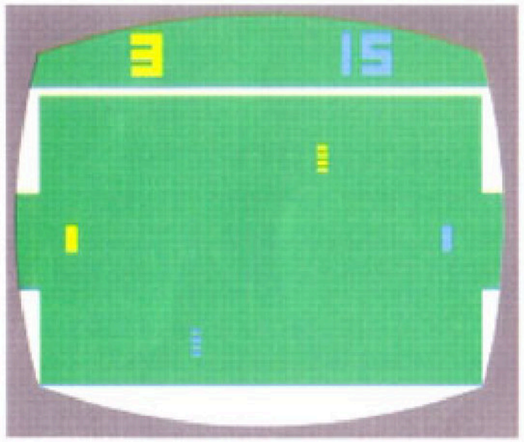
	SUPER PONG		SUPER PONG 4	
GAME NUMBER	9	10	11	12
NUMBER OF PLAYERS	2	2	4	4
SPEED	■		■	
WHAMMY		■		■

SOCCER

Get ready to kick that ball into the goal. Each player uses a hand-held controller to move the kickers on the playfield. When you turn the controller knob, your kickers move together in unison.



SOCCER Playfield



SOCCER 4-I Playfield

A player or team scores one point when the ball is kicked into the goal. The first player or team to score 21 points wins the game.

Scores appear at the top of the playfield and are color-coordinated with the kickers. The score for the players defending the left goal is at top left, and the score for the players defending the right goal is at top right. In team SOCCER (for four players), one teammate controls solid-colored kickers and the other controls striped kickers.

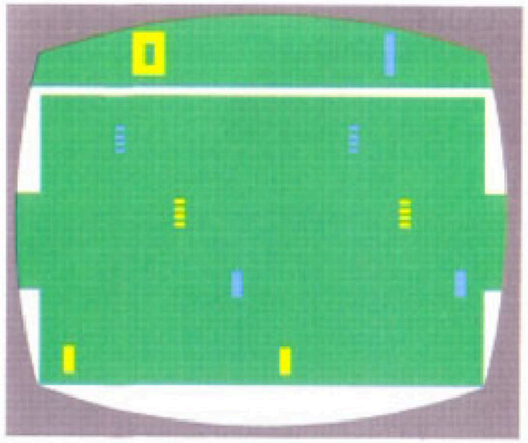
The computer makes the opening kickoff. After that, the last player or team to score makes the kickoff. Wait at least one second after scoring, then press the red button on the Paddle Controller to make the kickoff. In team games, either player on a team can kick off.

SOCCER
(Two-Player Game)

Two opposing players each control two kickers.

SOCCER 4-I
(Four-Player Game)

Double your soccer fun with a soccer doubles game. Two players are on each team; each player controls one kicker.



SOCCER 4-II Playfield

SOCCER 4-II
(Four-Player Game)

Two players are on each team. Each player controls two kickers.

	SOCCER		SOCCER 4-I		SOCCER 4-II	
GAME NUMBER	13	14	15	16	17	18
NUMBER OF PLAYERS	2	2	4	4	4	4
SPEED	■		■		■	
WHAMMY		■		■		
CATCH						■

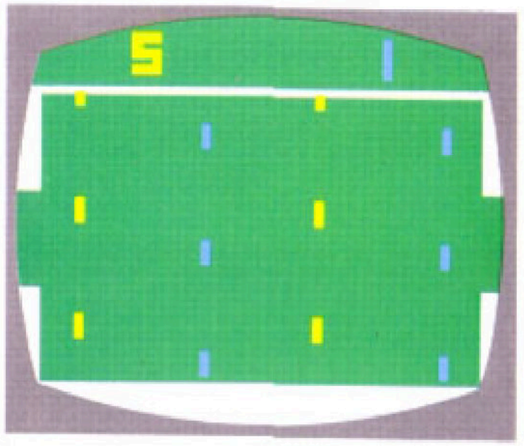
FOOZPONG®

Each player or team controls two vertical rows of paddles that move simultaneously. The object? To knock the ball into the goal. A player or team scores one point for every goal. The first player or team to score 21 points wins the game.

Scores are color-coordinated with the paddles and appear at the top of the playfield. The score for the players defending the left goal is at top left, and the score for those defending the right goal is at top right. In games for two teams (four players), one player on a team controls the solid-colored paddles and the other controls the striped paddles.

The computer serves the first ball. After that, the last player or team to score serves. Wait at least one second after scoring, then press the red button on the Paddle Controller to serve the ball. In team games, either player on a team can serve.

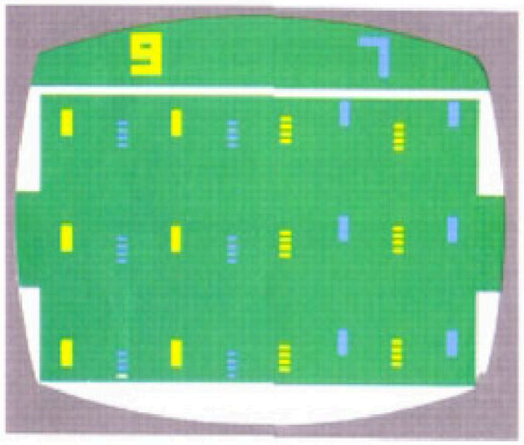
Note that the vertical movement of the paddles in each row is restricted, so that each paddle can only move half the width of the playfield. There are four paddles per row, but only three of them appear on the playfield at one time.



FOOZPONG® Playfield

FOOZPONG®
(Two-Player Game)

Two opposing players each control two rows of paddles.



FOOZPONG® 4 Playfield

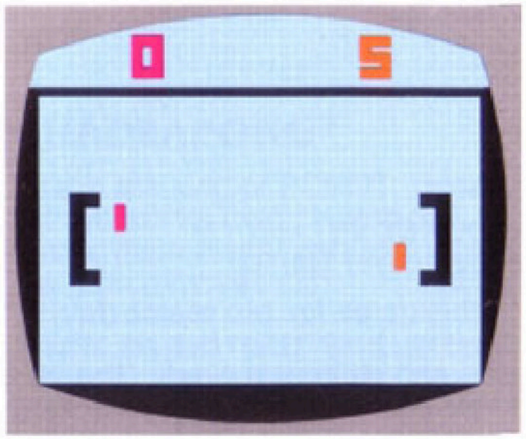
FOOZPONG® 4
(Four-Player Game)

A doubles game of FoozPong! Two players are on each team, and each player controls two rows of paddles.

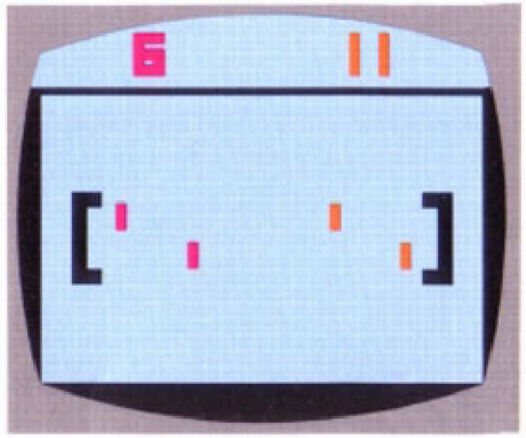
	FOOZ-PONG		FOOZ-PONG 4	
GAME NUMBER	19	20	21	22
NUMBER OF PLAYERS	2	2	4	4
SPEED	■		■	
CATCH		■		■

HOCKEY

You're scrambling to hit the hockey puck into the goal. Players or teams score one point for each goal. The first team or player to score 21 points wins the game.



HOCKEY I Playfield



HOCKEY II Playfield

Hockey sticks move only vertically on the playfield. When you control more than one stick, your sticks move in unison. In team games (for four players), one teammate controls solid-colored hockey sticks and the other controls striped sticks.

Scores at the top of the playfield are color-coordinated with the hockey sticks. The score for the player or team defending the right goal is at top right; the score for the player or team defending the left goal is at top left.

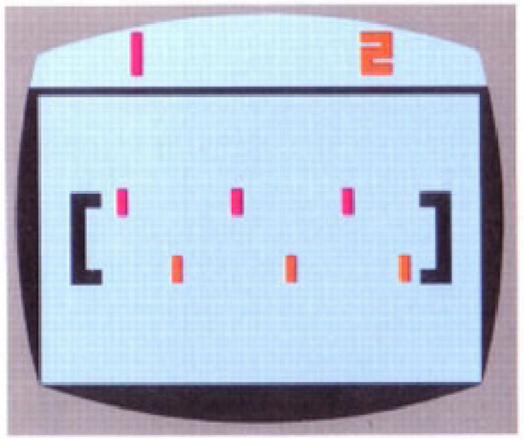
The computer puts the first hockey puck into play. After that, the last player or team to score puts the puck into play. Wait at least one second after scoring, then press the red button on the Paddle Controller. In team games, either teammate can put the puck back into play.

HOCKEY I
(Two-Player Game)

Each player controls one hockey stick.

HOCKEY II
(Two-Player Game)

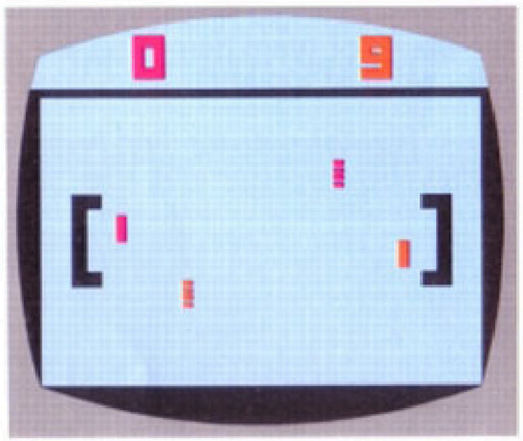
Each player controls two hockey sticks: one for offense and the other for defense. Drive the puck toward your opponent's goal with one stick and defend your goal with the other.



HOCKEY III Playfield

HOCKEY III
(Two-Player Game)

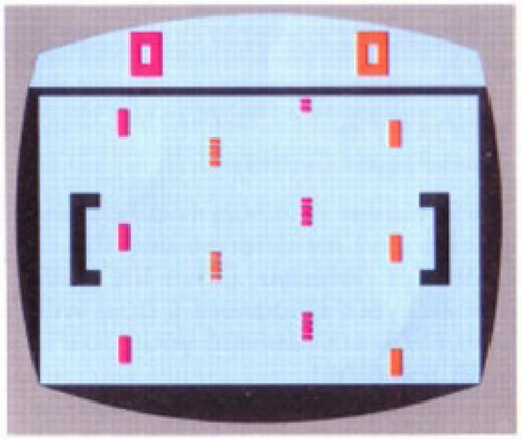
Each player controls three hockey sticks: two for offense and one for defense. Cover the playfield with the two offensive sticks and defend your goal with the defensive stick.



HOCKEY 4-I Playfield

HOCKEY 4-I
(Four-Player Game)

In this game for two teams (four players), each team has an offensive and defensive player. The offensive player controls the forward stick and drives the puck toward the opponents' goal. The defensive player guards the goal.



HOCKEY 4-II Playfield

HOCKEY 4-II
(Four-Player Game)

Double your hockey fun with two players on each team. Each player controls a row of hockey sticks. Any one stick can move across half the playfield. There are four sticks per row, but only three appear on the playfield at one time.

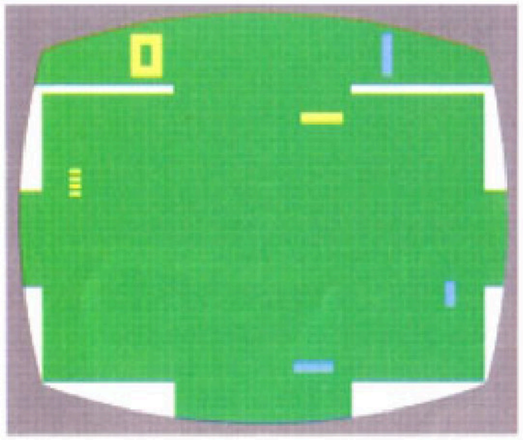
	HOCKEY I		HOCKEY II		HOCKEY III		HOCKEY 4-I		HOCKEY 4-II	
GAME NUMBER	23	24	25	26	27	28	29	30	31	32
NUMBER OF PLAYERS	2	2	2	2	2	2	4	4	4	4
SPEED	■		■		■		■		■	
WHAMMY		■		■				■		
CATCH						■				■

QUADRAPONG®

This is the king of PONG® games, for two teams (two players per team). Each player controls a paddle, which moves either vertically or horizontally along one side of the rectangular playfield (see the diagram). Each side of the playfield has a goal, defended by a player. To score a point, a player must hit the ball into one of the two goals defended by the opponents. (He must be careful not to hit the ball into the goal defended by his teammate!) The first team to score 21 points wins the game.

Scores appear at the top of the playfield and are color-coordinated with the paddles. The score for the team defending the top and left goals is at top left, and the score for the team guarding the bottom and right goals is at top right.

The computer serves the first ball. After that, the last team to score serves the ball. To serve, wait at least one second after scoring, then press the red button on the Paddle Controller. Either player on a team can serve the ball.

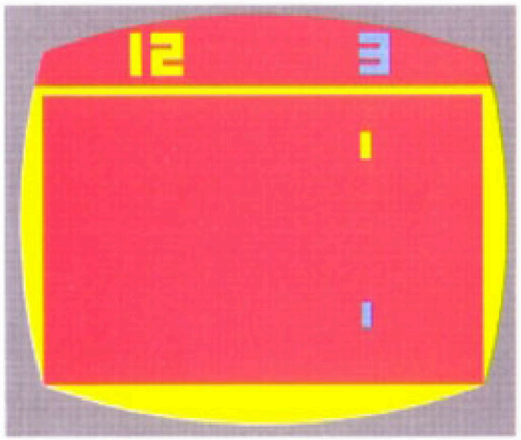


QUADRAPONG® Playfield

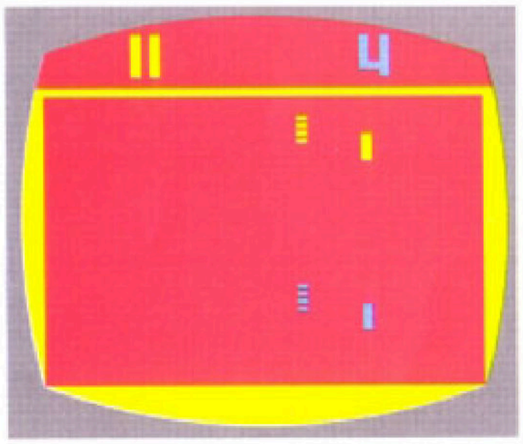
	QUADRA-PONG	
GAME NUMBER	33	34
NUMBER OF PLAYERS	4	4
SPEED	■	
CATCH		■

HANDBALL

There's a singles game for two players and a doubles game for four players. Either game plays like regulation handball. Each player controls one paddle. In doubles, one of the players on the team plays forward and controls a striped paddle.



HANDBALL Playfield



HANDBALL II Playfield

Scores appear at the top of the playfield and are color-coordinated with the paddles. If you have the right Paddle Controller(s), your score is at top right; if you're using the left controller(s), your score is at top left.

The computer serves the first ball. After that, the last player or team to score serves. When your paddle is blinking, it's your turn to serve. In doubles, either player on a team can serve. To serve the ball, wait at least one second after scoring a point, then press the red button on the Paddle Controller.

When your paddle is solid, it is your turn to hit the ball. After you successfully hit the ball, your paddle will start to blink. If you hit the ball out of turn (when your paddle is blinking), your opponent scores one point. You score one point when your opponent misses the ball or hits it out of turn. The first player or team to reach 21 points wins the game.

HANDBALL
(Two-Player Game)

Each player controls one paddle and competes for points.

HANDBALL II
(Four-Player Game)

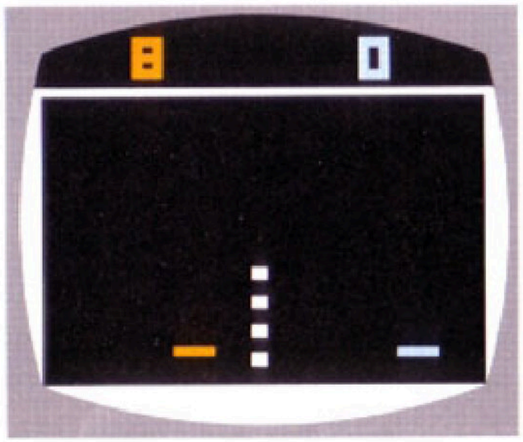
It's a doubles game of handball! Two players are on one team. Each player controls one paddle. Either player on a team can make the hit.

	HAND-BALL		HAND-BALL I	
GAME NUMBER	35	36	37	38
NUMBER OF PLAYERS	2	2	4	4
SPEED	■		■	
WHAMMY		■		■

VOLLEYBALL

Two or four players can play volleyball. The object? To successfully return the ball over the net in the center of the playfield.

Each player controls one paddle, which moves horizontally along the bottom of the playfield. In doubles (four players), one of the players on a team plays forward, close to the net, with a smaller paddle.



VOLLEYBALL Playfield

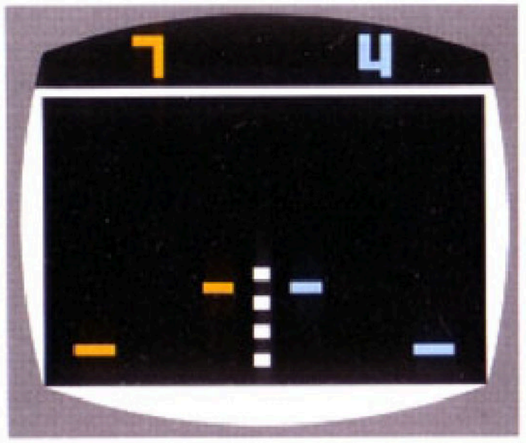
Scores appear at the top of the playfield and are color-coordinated with the paddles. The score for the paddle(s) in the left court is at top left, and the score for the paddle(s) in the right court is at top right.

The computer serves the first ball into the left court. After that, the last player or team to score serves. In doubles, either player on a team can serve. To serve, press the red button on the Paddle Controller.

A player or team scores one point when the opponent misses the ball or hits it into the net. The first player or team to score 21 points wins the game.

VOLLEYBALL
(Two-Player Game)

Two competing players each control a paddle and volley for points.



VOLLEYBALL 4 Playfield

VOLLEYBALL 4
(Four-Player Game)

With two players on each team, you can set up and spike the ball.

	VOLLEY-BALL		VOLLEY-BALL 4	
GAME NUMBER	39	40	41	42
NUMBER OF PLAYERS	2	2	4	4
JUMP				

BASKETBALL

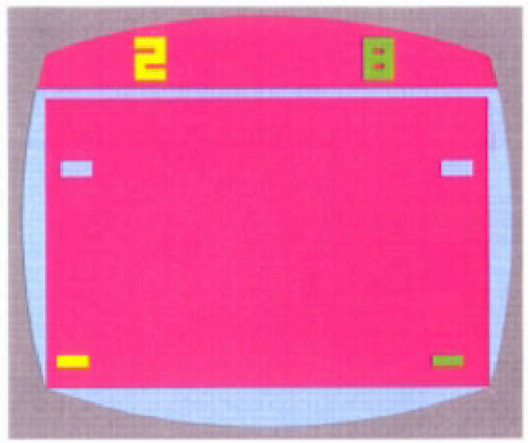
Get ready to shoot baskets! Two or four players can play basketball. Each player controls a paddle that covers half the length of the basketball court at the bottom of the playfield. In team games for four players, one member of each team controls a smaller paddle positioned closer to the baskets. The player or team in the left court must shoot the ball into the basket on the right, and the player or team in the right court must shoot for the basket on the left. Players or teams score one point for each basket. The first player or team to score 21 points wins the game.

Scores appear at the top of the playfield and are color-coordinated with the paddles. The score for the player or team controlling paddles in the left court is at top left, and the score for the player or team controlling paddles in the right court is at top right.

The computer sets the first ball in play. After that, the last player or team to score initiates the play. To start the ball in motion, wait one second after scoring, then press the red button on the Paddle Controller. In team games, either player on a team can put the ball in play.

Where you dribble the ball on your paddle determines the direction the ball will travel. For example, dribble the ball off the right side of your paddle and the ball will shoot to the right.

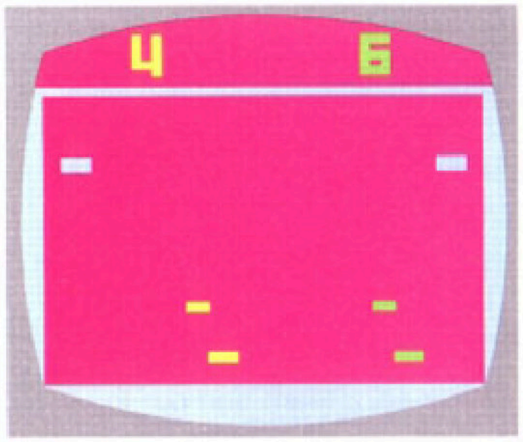
NOTE: Be careful not to shoot the ball into your opponent's basket on your side of the court.



BASKETBALL Playfield

BASKETBALL
(Two-Player Game)

Using the paddles, each player tries to make shots and score. The first player to score 21 points wins the game.



BASKETBALL 4 Playfield

BASKETBALL 4
(Four-Player Game)

Two players are on each team. Each team tries to make shots and score. The first team to reach 21 points wins the game.

	BASKETBALL				BASKETBALL 4			
GAME NUMBER	43	44	45	46	47	48	49	50
NUMBER OF PLAYERS	2	2	2	2	4	4	4	4
WHAMMY								
CATCH								
JUMP								

4. GAME SELECT MATRIX

	PONG										SUPER PONG										FOOZPONG										SOCCER									
GAME NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
NUMBER OF PLAYERS	1	1	2	2	4	4	4	4	2	2	4	4	2	2	4	4	4	4	2	2	4	4	2	2	4	4	4	4	4	4	2	2	4	4	2	2	4	4	4	4
SPEED																																								
WHAMMY																																								
CATCH																																								
JUMP																																								

	BASKETBALL								VOLLEYBALL								HANDBALL								QUADRAPONG								HOCKEY							
GAME NUMBER	43	44	45	46	47	48	49	50	39	40	41	42	43	44	45	46	47	48	49	50	35	36	37	38	33	34	31	32	29	30	27	28	25	26	23	24	21	22	19	20
NUMBER OF PLAYERS	2	2	2	2	4	4	4	4	2	2	4	4	2	2	2	2	4	4	4	4	2	2	4	4	4	4	4	4	4	4	2	2	2	2	2	2	4	4	2	2
SPEED																																								
WHAMMY																																								
CATCH																																								
JUMP																																								

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

CO16943-21 REV. 2 MANUAL PROGRAM & AUDIOVISUAL © 1981 ATARI, INC. Printed in U.S.A.