

VIDEO OLYMPICS^{T.M.} GAME PROGRAM^{T.M.} INSTRUCTIONS

MODE - CX2621



ATARI[®]



A Warner Communications Company

ATARI, INC., Consumer Division
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Use your Standard Paddle Controllers with this game program. Be sure to plug the Controller cable firmly into the VIDEO COMPUTER SYSTEM™ jacks. See your Owner's Manual for details. During four-player games, you will need another set of Controllers to play. Controllers are available from your local Atari dealer. For two-player games plug the Standard Controllers into the left side of the Console.



NOTE: To prolong the life of your Atari Video Computer System and protect the electronic components, the Console unit should be OFF when inserting a Game Program.

CONTROLLER ACTION

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 sticks to the paddle. Use this time to plan strategy, aim a 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.

DIFFICULTY

Slide the Difficulty switch from "B" to "A" position and your paddle is reduced to half size.

PONG™

Pong™ is played much like tennis. Using a Controller, each player rallies the ball by moving the paddles on the playfield.

Paddles move only vertically on the playfield. When one player controls more than one paddle, all the paddles move together in unison. If there are two players on one team, the second player's paddle will be striped. Each team's paddles are color coordinated with the scores at the top of the playfield. The right hand score refers to the right Controller player or team; the left number shows the left Controller player or team score.

A player or team scores one point when the opponent hits the ball out of bounds or misses a hit. The first player or team to score 21 points wins the game.

The last player or team to score always serves the ball. Serve by pressing the red Controller button after waiting at least one second after the point is made. If there are two players on one team, either player can serve. In Robot Pong, the computer always serves the ball to the player...who lost the point.

NOTE: In two-player games, plug your standard paddle Controllers into the left side of the Console. Each player will have a solid paddle on the playfield.



PONG™ Playfield



PONG™ 4 Playfield



PONG™ 4-1 Playfield

Robot Pong™.

(One-player Gamer)

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 plays the bottom playfield half.

Pong™ 4-1

(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				Pong 4		Pong 4-1	
Game No.	1	2	3	4	5	6	7	8
Number of Players	1	1	2	2	4	4	4	4
Speed	Blue	White	Blue	White	Blue	White	Blue	White
Whammy	White	Red	White	Red	White	Red	White	Red



SUPER PONG™ Playfield



SUPER PONG™ 4 Playfield

Super Pong™ (Two-Player Game)

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

Super Pong™ 4 (Four-Player Game)

It's a doubles game of Super Pong! With two players on each team, each player controls two paddles.

	Super Pong		Super Pong 4	
Game No.	9	10	11	12
Number of Players	2	2	4	4
Speed	Blue	White	Blue	White
Whammy	White	Red	White	Red

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.

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.

Each team's soccer kickers are color coordinated with the score at the top of the playfield. The right hand score refers to the right Controller team or player; the left score shows the left Controller player or team score. If there are two players on one team, the second player's kicker will be striped.

The last team to score puts the ball into play. Put the ball into play by pressing the red Controller button after waiting at least one second after the point is made. If there are two players on one team, either player can put the ball into play.

NOTE: In two-player games, use the left set of Controllers.



SOCCER Playfield



SOCCER 4-1 Playfield



SOCCER 4-II Playfield

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

(Four-Player Game)

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

	Soccer		Soccer 4-I		Soccer 4-II	
Game No.	13	14	15	16	17	18
Number of Players	2	2	4	4	4	4
Speed	Blue		Blue		Blue	
Whammy		Red		Red		
Catch						Purple

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.

If there are two players on one team, the second player's paddle is striped. Each team's paddles are color coordinated with the score that appears at the top of the playfield. The right hand score refers to the right Controller player; the left number shows the left Controller player's score.

The last player or team to score serves the ball. Serve by pressing the red button after waiting at least one second after the last point is made.

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

NOTE: In two-player games, use the left set of Controllers.



FOOZPONG™ Playfield



FOOZPONG™ 4 Playfield

Foozpong™.

(Two-Player Game)

Two opposing players each control two rows of paddles.

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	Fooz: Pong 4	Fooz: Pong 4
Game No.	19	20	21	22
Number of Players	2	2	4	4
Speed	Blue	White	Blue	White
Catch	White	Pink	White	Pink

OLYMPICS^{T.M.}



ONG[™]

SOCCER

FOOZPONG[™]

	13	14	15	16	17	18	19	20	21	22
2										
4	2	2	4	4	4	4	2	2	4	4
	Blue		Blue		Blue		Blue		Blue	
	Red		Red		Red					
						Purple		Purple		Purple

ADRAPONG[™]

HANDBALL

VOLLEYBALL

BASKETBALL

	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
4																
4	2	2	4	4	2	2	4	4	2	2	2	2	4	4	4	4
	Blue		Blue													
		Red		Red					Red					Red		
	Purple										Purple					Purple
					Green		Green				Green				Green	

HOCKEY

You're scrambling to hit the hockey puck into the goal. Hockey games include variations on the number of hockey sticks you control, the playfield and the game features such as Speed, Whammy, or Catch.

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

Hockey sticks move only vertically on the playfield. When one player controls more than one stick, all the sticks move together in unison. Each player or team's hockey sticks are color coordinated with the score at the top of the playfield. The right hand score refers to the right Controller player; the left score shows the left Controller player's score.

If there are two players on one team, the second player's stick will be striped.

The last player or team to score always puts the puck into play again by pressing the red Controller button after waiting at least one second after the last point is made. If two players are on one team, either player can serve.

NOTE: In two-player games, use the left set of Controllers.



HOCKEY I Playfield



HOCKEY II Playfield



HOCKEY III Playfield



HOCKEY 4-I Playfield



HOCKEY 4-II Playfield

Hockey I

(Two-Player Game)

Each player controls one stick and tries to hit the puck into the goal.

Hockey II

(Two-Player Game)

Two opposing players each control two hockey sticks; shoot with the forward stick and defend the goal with the second hockey stick.

Hockey III

(Two-Player Game)

Each player controls three paddles in this hockey games. Two opposing player attempt to score with one paddle that guards the goal and two paddles that cover the playfield.

Hockey 4-I

(Four-Player Game)

Four players scramble on the icy playfield to make goals. Each player controls one paddle, and there are two players on each team: one forward and one goalie.

	Hockey I		Hockey II		Hockey III		Hockey 4-I		Hockey 4-II	
Game No.	23	24	25	26	27	28	29	30	31	32
Number of Players	2	2	2	2	2	2	4	4	4	4
Speed	Blue		Blue		Blue		Blue		Blue	
Whammy		Red		Red				Red		
Catch						Purple				Purple

Hockey 4-II

(Four-Player Game)

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

QUADRAPONG™

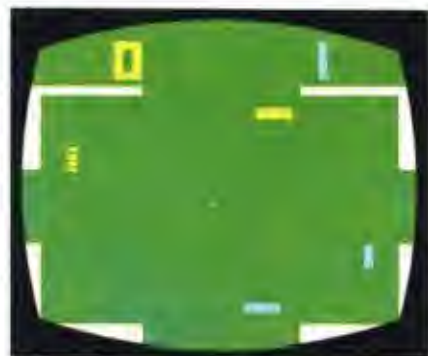
The king of Pong games! Four players play this Pong game. Two players are on each team, and each player controls one paddle.

Team paddles are color coordinated with the score at the top of the playfield. The right hand score refers to the right Controller player; the left score shows the left Controller player's score.

The movement of each player's paddle is restricted to one side of a rectangle playfield. Each side of the rectangle has a goal. Each paddle guards a goal.

To score one point, a player must hit the ball into either goal guarded by the opposing players. (Be careful not to score against your teammate!) The first team to score 21 points wins the game.

The last team to score serves the ball by pressing the red Controller button after waiting at least one second after the last point is made. Either player can serve on a two-player team.



QUADRAPONG™ Playfield

Quadrapong™

(Four-Player Game)

Each player controls his paddle with a Controller and attempts to make goals. The first team to make 21 goals wins the game.

	Quadrapong	
Game No.	32	33
Number of Players	4	4
Speed	Blue	White
Catch	White	Pink

HANDBALL

Play Handball just as you would a regular game of handball. Two or four players each control one Paddle. Paddles are located on the same side of the playfield and are color coordinated with the score at the top of the playfield. The right hand scores refer to the right Controller player or team; the left number shows the left Controller player or team score.

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 to reach 21 points wins the game.

The last player or team to score serves the ball after waiting at least one second after the score is made. Either player can serve on a two-player team. Serve by pressing the red Controller button.

The second player on a two-player team will have a striped paddle and will play forward.

NOTE: In two-player games, use the left set of Controllers.



HANDBALL Playfield



HANDBALL II Playfield

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 one team can make the hit.

	Handball	Handball I		
Game No.	35	36	37	38
Number of Players	2	2	4	4
Speed	Blue	White	Blue	White
Whammy	White	Red	White	Red

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 in a horizontal line at the bottom of the playfield. Paddles are color coordinated with the score at the top of the playfield. The right hand score refers to the right Controller player or team; the left number shows the left Controller player or team score.

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.

During doubles games, the second player on each team will cover the upper portion of the playfield with a smaller paddle.

The last team to score serves the ball after waiting at least one second after the point is made. Either player can serve on a two-player team. Serve by pressing the red Controller button.

Volleyball

(Two-Player Game)

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

Volleyball 4

(Four-Player Game)

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



VOLLEYBALL Playfield



VOLLEYBALL 4 Playfield

	Volleyball		Volleyball 4	
Game No.	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 one paddle that moves in a horizontal line across one half of the bottom playfield. Each player or team has a basket. The player on the left side of the playfield must shoot the balls at the basket on the right side of the playfield. The right side player shoots at the left basket.

Paddles are color coordinated with the score at the top of the playfield.

A player or team scores one point when the ball goes through the basket. The first player to score 21 points wins the game.

The team who scores the last point inbounds the ball onto the field by pressing the red Controller button after waiting at least one second after the last point is made. Either player on a two-player team can put the ball into 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.



BASKETBALL Playfield



BASKETBALL 4 Playfield

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

The second player on a two-player team will control a small paddle located higher on the playfield.

The paddles are color coordinated with the scores at the top of the playfield. The right hand score refers to the right Controller player or team; the left number shows the left Controller player or team score.

NOTE: In two-player games, use the left set of Controllers.

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

(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 No.	43	44	45	46	47	48	49	50
Number of Players	2	2	2	2	4	4	4	4
Whammy		Red				Red		
Catch				Purple				Purple
Jump			Green				Green	