COMBAT

GAME PROGRAM™ INSTRUCTIONS



Model CX2601

ATARI®

A Warner Communications Company

ATARI, INC., Consumer Division
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C011402-01

CONTROLLER ACTION



Use the Joystick Controllers with this Game Program.
Hold the Controller with the red button to your upper left towards the TV screen.

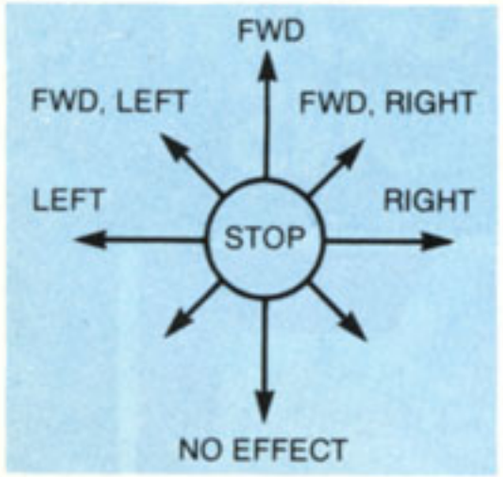


Fig. A — TANK® Games

For all TANK® games, move your Joystick as shown in Fig. A. To move forward, push the Joystick forward. To turn right, push the Joystick to the right. To move left, push the Joystick to the left. The back positions have no effect on your tank.

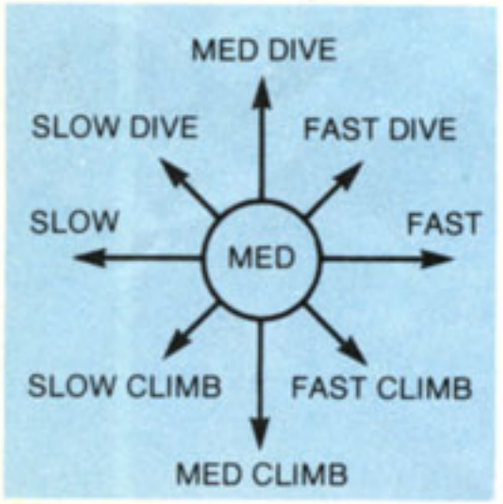


Fig. B — Biplane Games

To control your Biplane for those games, see Fig. B. Control the speed by moving your Joystick from the left (slowest) to right (fastest). To dive, move the Joystick forward, to climb, move it back.

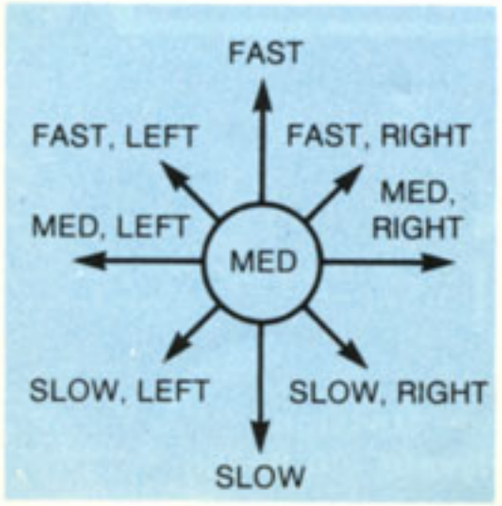


Fig. C — JET-FIGHTER Games

In JET-FIGHTER™ games, the speed of your Jet is controlled by moving your Joystick from the forward position (fastest) to the back position (slowest). Right and left turns are controlled by moving your Joystick from left to right.

As a rule of thumb, game action for TANK and JET-FIGHTER games is viewed from the top. Biplane game action is viewed from the side. All games end after 2 minutes, 16 seconds.

MISSILE ACTION

Fire your missile by pushing the red button on your Joystick Controller.

In those games where the Missile action is described as "Straight," the missile travels in a straight line (Fig. D). "Machine Gun" missiles are rapid fire "Straight Missiles."

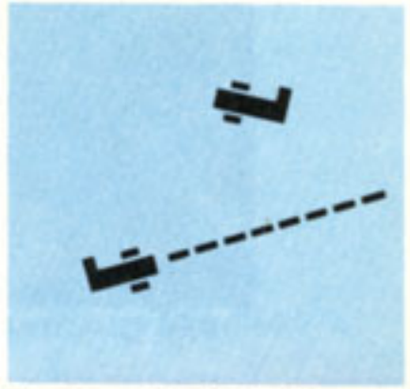


Fig. D — Straight Missiles

In "Guided" missiles games, the missile can be turned to follow your opponent by moving the Joystick to right or left after firing (Fig. E).



Fig. E — Guided Missiles

For TANK-PONG™ games only, the missile will bounce off the walls and barriers as shown in Fig. F.

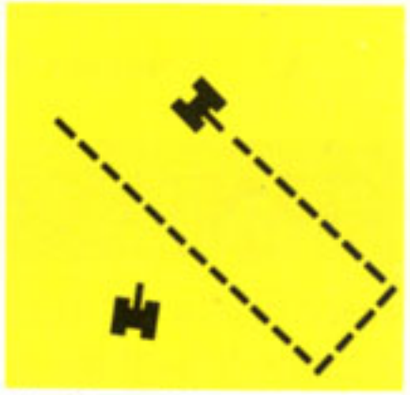


Fig. F — Billiard Hit

DIFFICULTY

The Player using "A" Difficulty in all games will have a shorter range missile than the player using the "B" Difficulty position on the Video Computer System console. Additionally, in the Biplane and JET-FIGHTER games, the player in Position "A" will fly slower than Postion "B."

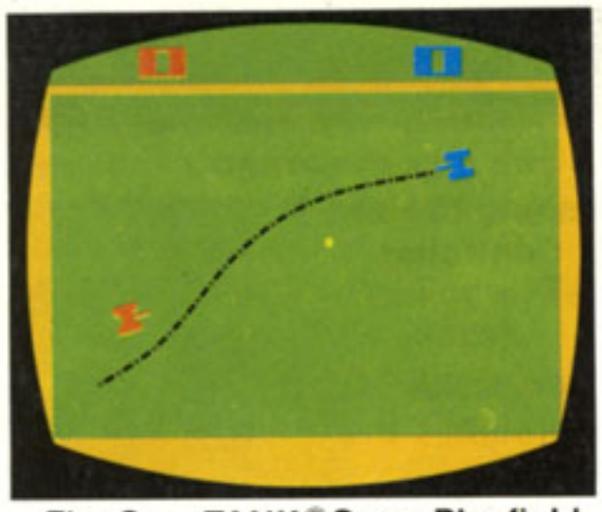


Fig. G — TANK® Open Playfield

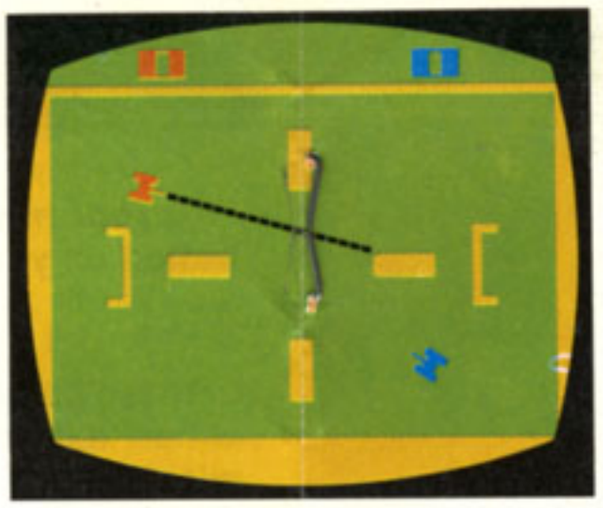


Fig. H — TANK® Easy Maze Playfield

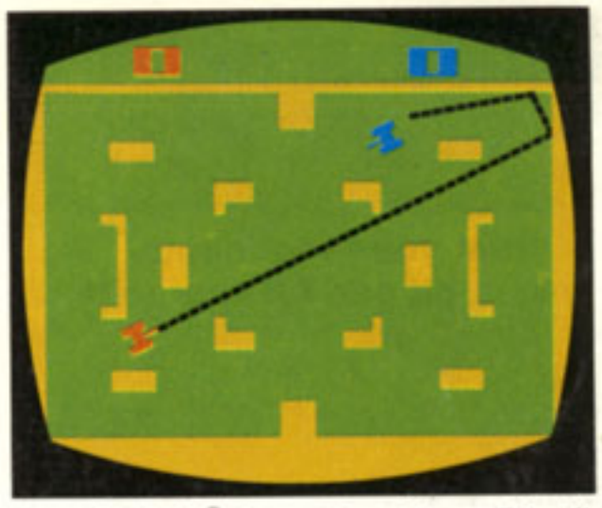


Fig. I — TANK® Complex Maze Playfield

TANK® GAMES

The object of TANK® is to hit your opponent as many times as you can before the game ends. You score one point for each hit.

Game No.		
1.	Open Field (Fig. G)	Guided Missile (Fig. E)
2.	Easy Maze (Fig. H)	Guided Missile (Fig. E)
3.	Easy Maze (Fig. H)	Straight Missile (Fig. D)
4.	Complex Maze (Fig. I)	Guided Missile (Fig. E)
5.	Complex Maze (Fig. I)	Straight Missile (Fig. D)

TANK-PONG™ GAMES

TANK-PONG™ is a unique series of games from Atari. The missile will bounce off the walls and barriers of the playfield. In the "Direct Hit" games, you score by hitting your opponent either head on, or by bouncing your missile. In "Billiard Hit," your missile must bounce at least once before hitting your opponent to score. If, after firing, your own missile hits your tank, it will not score against you.

Game No.		
6.	Easy Maze (Fig. H)	Direct Hit or Billiard (Fig. F)
7.	Complex Maze (Fig. I)	Direct Hit or Billiard (Fig. F)
8.	Open Field (Fig. G)	Billiard Hit (Fig. F)
9.	Easy Maze (Fig. H)	Billiard Hit (Fig. F)

INVISIBLE TANK® GAMES

You and your opponent are invisible to each other, except when a missile is fired or when a hit is made. In addition, the tanks become visible whenever they bump into a wall or barrier.

Game No.		
10.	Open Field (Fig. G)	Guided Missiles (Fig. E)
11.	Easy Maze (Fig. H)	Guided Missiles (Fig. E)

INVISIBLE TANK-PONG™ GAMES

These games combine the invisible play feature with the missile action of TANK-PONG.™

Game No.		
12.	Easy Maze (Fig. H)	Direct Hit or Billiard (Fig. F)
13.	Open Field (Fig. G)	Billiard Hit (Fig. F)
14.	Easy Maze (Fig. H)	Billiard Hit (Fig. F)

The Biplane and JET-FIGHTER games play on the two playfields shown at the right. In Figure K, the cloud formations can be used to "Hide" from your opponent. However, a hit can be scored when hiding in a cloud.

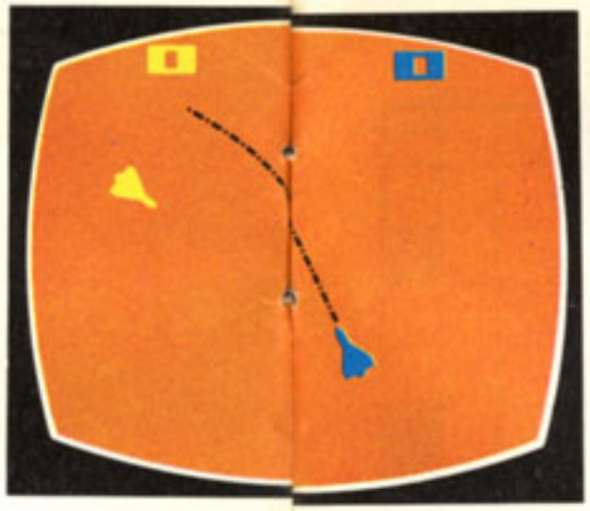


Fig. J — Open Sky

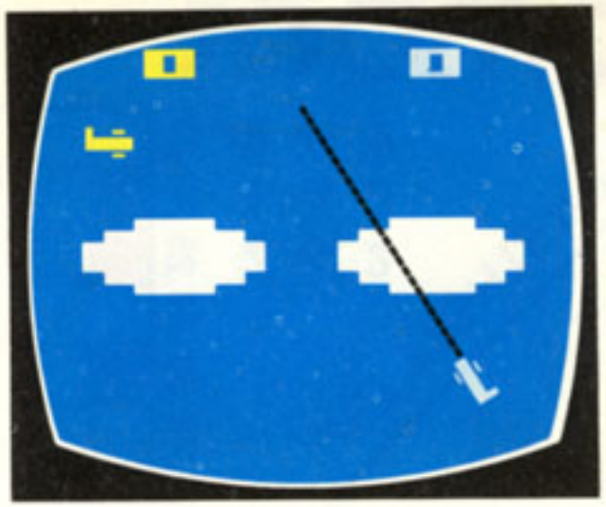


Fig. K — Clouds

Biplane GAMES

Become the "Scourge of the Skies!" Defeat the Red Baron once and for all . . .

Game No.

15.	Clouds (Fig. K)	Guided Missiles (Fig. E)
16.	Clouds (Fig. K)	Straight Missiles (Fig. D)
17.	Clouds (Fig. K)	Machine Guns (Fig. D)
18.	Open Skies (Fig. J)	Machine Guns (Fig. D)

Feel you need help? Play 2 against 2 or 1 Bomber against 3 Biplanes. Your Biplanes always fly in formation, and each Biplane in your group will shoot simultaneously when you push the firing button.

Game No.

19.	2 vs. 2	Open (Fig. J)	Guided (Fig. E)
20.	1 vs. 3	Open (Fig. J)	Straight (Fig. D)

JET-FIGHTER™ GAMES

Just how good a Jet Jockey are you? Here's a chance to find out.

Game No.

21.	Clouds (Fig. K)	Guided Missiles (Fig. E)
22.	Clouds (Fig. K)	Straight Missiles (Fig. D)
23.	Open Skies (Fig. J)	Guided Missiles (Fig. E)
24.	Open Skies (Fig. J)	Straight Missiles (Fig. D)

If you are super-good, here are some variations to try. The jets fly in formation and shoot at the same time when you push the firing button.

Game No.

25.	2 vs. 2	Clouds (Fig. K)	Guided (Fig. E)
26.	1 vs. 3	Open (Fig. J)	Guided (Fig. E)
27.	2 vs. 2	Open (Fig. J)	Straight (Fig. D)

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