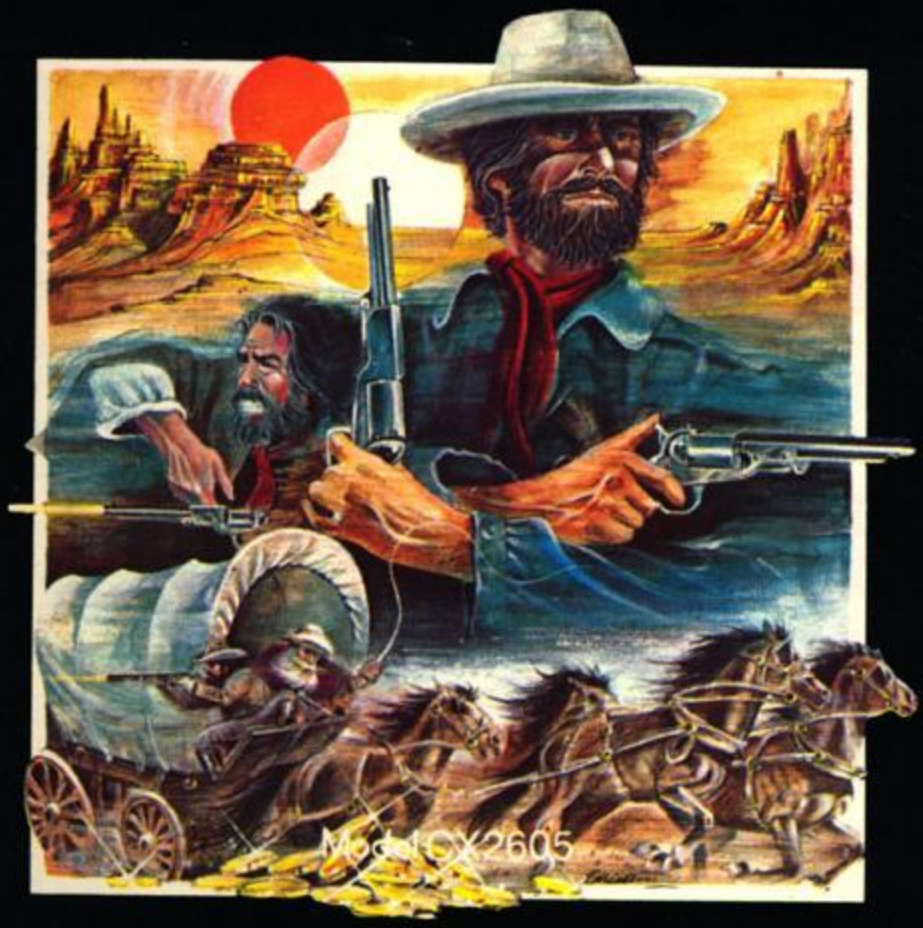
OUTLAW™

GAME PROGRAM™ INSTRUCTIONS



ATARI

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OUTLAW™

PRINTED IN USA

Use your Joystick Controllers with this Game Program™. Be sure the Controllers are firmly connected to your Video Computer System™. See your Owner's Manual for details. Hold the Controllers with the red button to your upper left towards the television screen.



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.

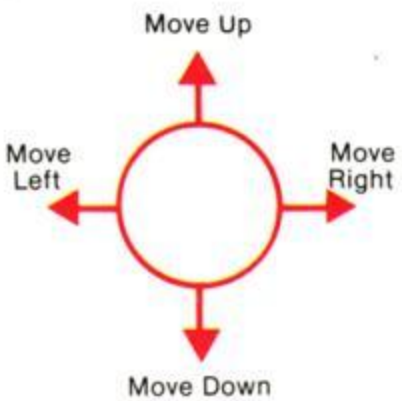
HOW TO PLAY OUTLAW

One or two players can become expert gunslingers during these games:

- In one-player games *(Target Shoot)*, you control the movement of a gunfighter with the left Joystick Controller. Practice target shooting with the moving target that appears on the screen.
- In two-player games *(Gunslinger Games)*, each player controls the movement of a gunslinger with a Joystick Controller. You score points when your gunslinger shoots your opponent's gunslinger.

  NOTE: In all one and two-player games, bullets will ricochet off the upper and lower playfield boundaries.

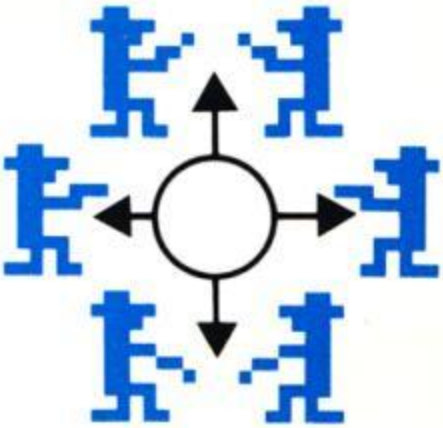
CONTROLLER ACTION



Use the Joystick Controller to:

- Move your gunslinger on the screen
- Aim and shoot bullets from the gunslinger's gun

Push the Joystick forward to move the gunslinger up the screen. Pull the Joystick towards you to move the gunslinger down the screen. To



move the gunslinger to the left, move the Joystick to the left; move the Joystick to the right to move the gunslinger to the right.

When you want to aim the gunslinger's gun, press the red Controller button. Hold the button down while you control the movement of the gunslinger's arm with your Joystick Controller.

- Push the Joystick forward to move UP the gunslinger's arm holding the gun
- Pull the Joystick towards you to move DOWN the gunslinger arm that is holding the gun.

After you have aimed the gunslinger's arm that holds the gun, release the button to fire bullets.

NOTE: The player using the left Joystick Controller controls the gunslinger on the left side on the screen; the right controller player controls the right gunslinger.

SCORING

- In one-player games, you score one point each time a bullet from your gunslinger's gun hits the moving target. You have 99 seconds to score a maximum of ten points. The timing clock appears in the upper right corner of the playfield; the gunslinger's score is in the upper left corner.
- In two-player games you score one point each time a bullet from your gunsiinger's gun hits the opposing gunslinger. When a gunslinger is hit, it will sit down and the point appears at the top of the screen. The score of the gunslinger from the left side of the playfield appears in the upper left corner; the right playfield gunslinger's score appears in the upper right corner. The first player to score ten points wins the game.

HANDICAP

In "A" position: Your bullets will disappear in flight if your gunslinger is shot before your bullets hit a target.

In "B" position; Your bullets will continue in flight even if your gunslinger is hit before your bullet hits a target.

GUNSLINGER'S CODE

There are 16 gunslinger and target shooting games in this Game Program. Each one presents different variations. For a description of each variation, refer to the following code:

Blowaway: Your bullets are more powerful during gunfights with Blowaway. You can shoot away pieces of the protective center object —— a Stage Coach, Wall or Cactus —— until it completely disappears.

Cactus: Some gunfights and target shooting games occur with a Cactus in the center of the playfield. Bullets cannot penetrate the Cactus. Use the Cactus as protection from your opponent's shots.

Stage Coach: A Stage Coach stands between the two gunslingers during some games. Bullets cannot pass through the Stage Coach, making it ideal for protection against opposing bullets. In some games, a series of Stage Coaches will MOVE up the screen between you and your opponent.

Wall: In some games, a wall is located between the two gunslingers. These games also feature Blowaway. Use your shots to make a hole in the wall and aim at your opponent.

Getaway: During a gunfight with Getaway, each gunslinger can move immediately after shooting the gun. Without Getaway, gunslingers must wait until their bullets disappears off the screen or hits a target.

Six Shooter: In these gunfights with Six Shooters, each player's gun only has six bullets in it. Receive another round of ammunition when BOTH players have used all six bullets.

Target Shoot: The Target Shoot is a feature of one-player games. The Target bounces up and down on the screen while you attempt to make a direct hit.

GUNSLINGER Two-Player Games



Playfield for Games 1, 2, 3, & 4

GAME 1

This gunfight between two players features a Cactus.

GAME 2

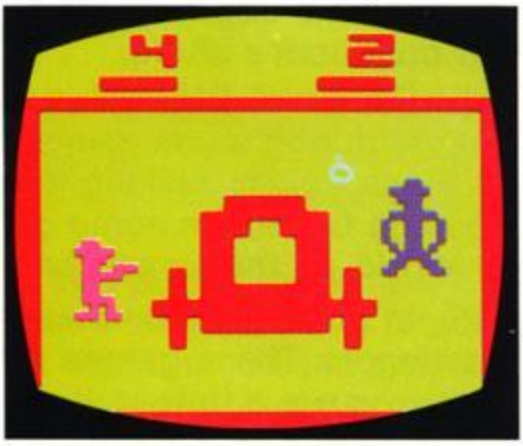
Two players use the Cactus and Getaway to plan their gunfight strategy.

GAME 3

A Cactus and Blowaway characterize this two-player gunfight.

GAME 4

Two gunslingers use six Shooters during this gunfight which features a center Cactus and Blowaway.



Playfield for Games 5, 6, 7, 8 & 9

GAME 5

A center Stage Coach stands between the two gunslingers during this game.

GAME 6

Players must take special aim as a series of Stage Coaches MOVE between the two gunslingers.

GAME 7

This gunfight features a Stage Coach and Blowaway.

GAME 8

A series of Stage Coaches MOVE between the two gunslingers as they use Blowaway in their playing strategy.

GAME 9

Two gunslingers play with Six Shooters, Blowaway and a series of MOVING Stage Coaches between them.

GAME 10

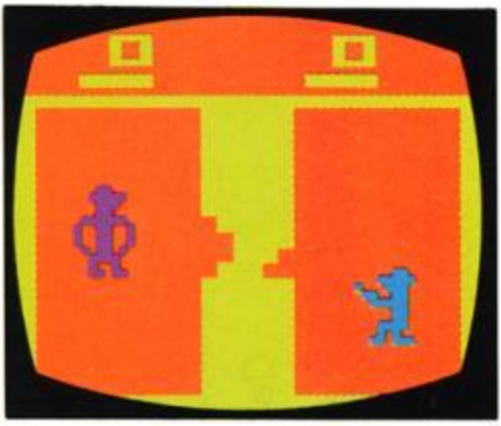
The two gunslingers use Six Shooters during this gunfight which features Blowaway and a center Wall.

GAME 11

Players use Getaway, Blow-away and a center Wall in their gun fighting strategy.

GAME 12

The center wall MOVES between the two gunslingers as they play with Getaway and Blowaway.



Playfield for Games 10, 11 & 12

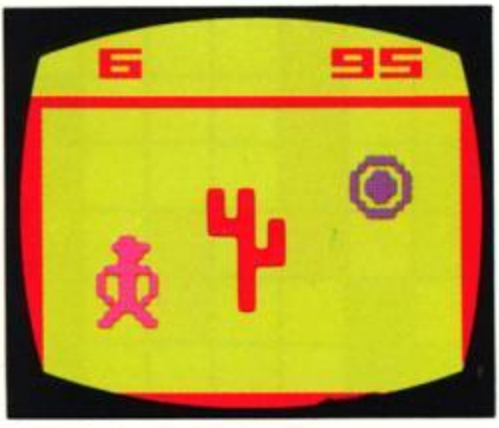
TARGET SHOOT
One-Player Games

GAME 13

You control one gunslinger on the screen which scores points by hitting the TARGET Shoot. A center Cactus is between you and the Target Shoot.

GAME 14

This target shooting game features a Target Shoot, a center Cactus and Blowaway.



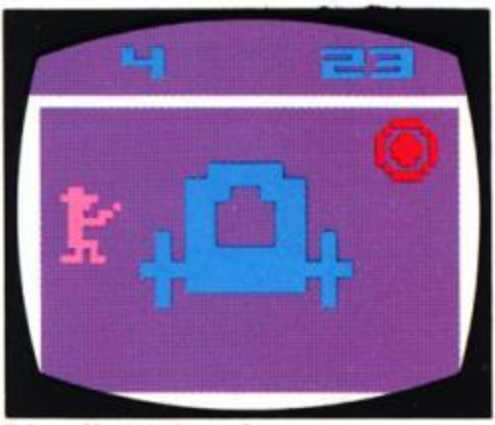
Playfield for Games 13 & 14

GAME 15

This game features the Target Shoot and a center Stage Coach.

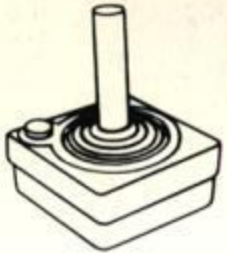
GAME 16

A series of Stage Coaches MOVE between the gunslinger and the Target Shoot. This game also features Blowaway.



Playfield for Games 15 & 16

OUTLAW™



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

	GUNSLINGER 2-Player												TARGET SHOOT 1-Player			
Game Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Blowaway			■	■			■	■	■	■	■	■		■		■
Getaway		■														
Six Shooter				■					■	■						
Cactus	■	■	■	■									■	■		
Stage Coach					■	■	■	■	■						■	■
Wall										■	■	■				
Moving Barrier						■		■	■		■	■			■	■