

TRAK-BALL™ CONTROLLER

OWNER'S MANUAL
MODEL NO. CX22



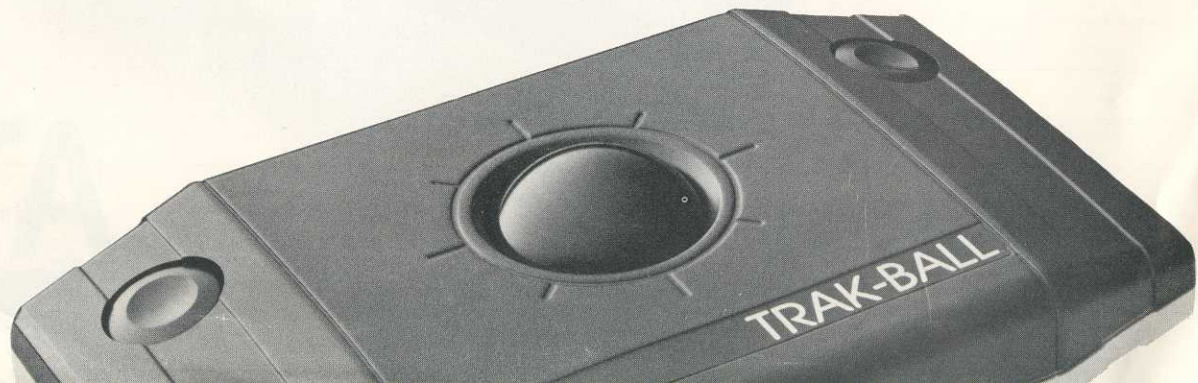
ATARI®

Congratulations on the purchase of your ATARI TRAK-BALL controller. Now you can have arcade action in your own living room. Simply connect the TRAK-BALL controller to your home computer or video game console, insert any Joystick-compatible game cartridge, and you're ready to roll. Your ATARI TRAK-BALL controller offers great game-playing features: true 360-degree movement, precise player control, and instant starts and stops. In addition, the TRAK-BALL has two fire buttons for right-handed and left-handed game play.

INSTALLING YOUR TRAK-BALL

ATARI HOME COMPUTERS: For one-player games, plug the ATARI TRAK-BALL controller into Controller Jack 1. For two-player games, plug a second ATARI TRAK-BALL into Controller Jack 2. Be sure both fire buttons face the television screen.

ATARI 2600™ VCS™ GAMES: For one-player games, plug the ATARI TRAK-BALL into the LEFT CONTROLLER jack. For two-player games, plug a second ATARI TRAK-BALL into the RIGHT CONTROLLER jack. Be sure the fire buttons face the television screen.



TRAK-BALL GAME PLAY

Your ATARI TRAK-BALL controller can be played in two different modes—T and J. The T mode provides true TRAK-BALL game play with 360-degree movement at a speed proportional to the rotating ball. The J mode allows you to use the TRAK-BALL like a Joystick with movement at a constant speed in eight different directions—up, down, right, left, and diagonally in four directions. The TRAK-BALL mode switch is located at the rear of the controller (labeled T and J).

NOTE: You will find that most TRAK-BALL-compatible games are designed to use the TRAK-BALL in the J mode. Those games which are playable in the T mode will provide instructions in the game manual.

To move the cursor or player on the screen, spin the ball rapidly in the desired direction. To stop the movement, just stop the TRAK-BALL.

Since your ATARI TRAK-BALL has two fire buttons—one on each side of the rotating ball—it can be used with the right or left hand.

TROUBLESHOOTING

Problem: Cursor or play piece does not move on the screen.

Solution: Mode selection switch not set to the correct mode; move the switch to the opposite selection.

Problem: In a true TRAK-BALL-compatible game (such as MISSILE COMMAND™ for ATARI Home Computers), you cannot control the cursor.

Solution: Mode selection switch not in the T setting or [CONTROL T] not typed on keyboard. Set the mode switch to T and type [CONTROL T] on the keyboard.

Problem: After checking the mode switch, you are not able to control the cursor.

Solution: Press GAME RESET or SYSTEM RESET and start again.

NOTE: To play the ATARI HOME COMPUTER game of MISSILE COMMAND™ with the ATARI TRAK-BALL, set the mode switch to T then type [CONTROL T] on your computer keyboard.

CARE AND MAINTENANCE

Your ATARI TRAK-BALL controller will bring you many years of enjoyment. To keep it in good working condition, please remember the following:


- Always play with clean hands to protect the precision-engineered design of your TRAK-BALL. Keep the ball clean by wiping it frequently with a soft dry cloth. Clean the exterior with a soft, slightly damp cloth.
- Do not spill liquids on the controller. Liquids can easily seep down around the ball, resulting in slow or poor game response.
- Do not lift the TRAK-BALL by its connecting cord. This could bend or crimp the wires and break the internal insulation.
- Be careful not to drop your TRAK-BALL or subject it to extreme temperatures.



Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because we are constantly improving and updating our computer software and hardware, Atari, Inc. is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions.

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