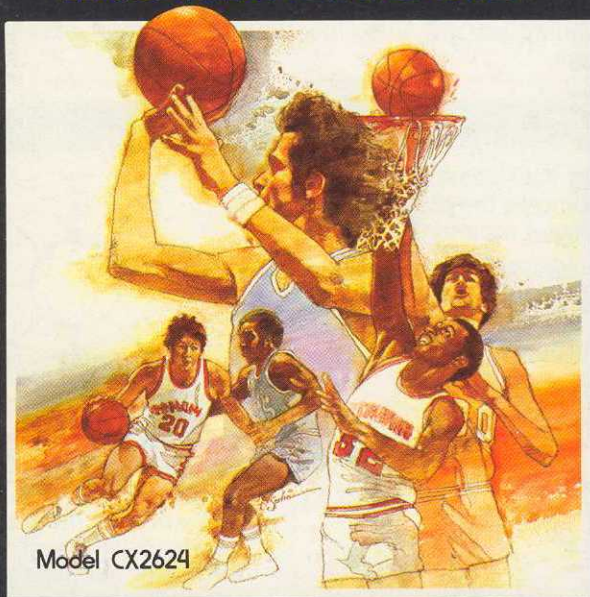


BASKETBALL

GAME PROGRAM™ INSTRUCTIONS



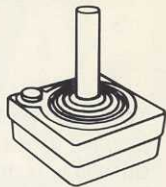
Model CX2624



A Warner Communications Company

ATARI, INC., Consumer Division
1195 Borregas Ave., Sunnyvale, CA 94086

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. To play against the computer, use the right hand controller.

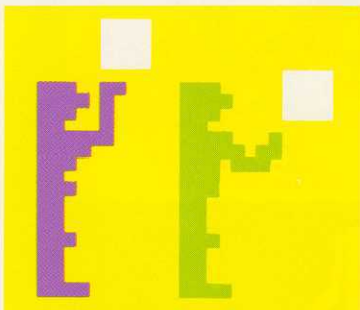
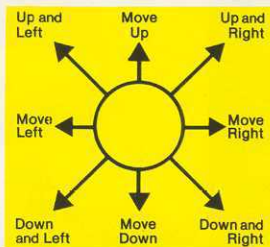


NOTE: To prolong the life of your Atari Video Computer System and protect the electronic components, the Console unit should be OFF when inserting or removing a Game Program.

CONTROLLER ACTION

Moving your Joystick Controller according to the diagram will move your player around the court.

The player with the ball will dribble automatically and will always face the goal. The defending player will always face the ball.



To shoot, depress the red controller button. Your player will stop dribbling and will hold the ball, waving it back and forth over his head (as shown in the diagram). When the controller button is released, the player will shoot. If the shot is made when the ball is

over the player's head, it will be a long, high arching shot. If the shot is made when the ball is held low in front, it will be a short easy shot. The shot will always go towards the goal.

To defend against your opponent's shot, place yourself between the ball and the goal. When the shooter releases the

ball, depress your red controller button. Your player will jump and you can block the shot and recover the ball. You can only block a shot when the ball is in its "upward" arc: there is no "goaltending" in this game.

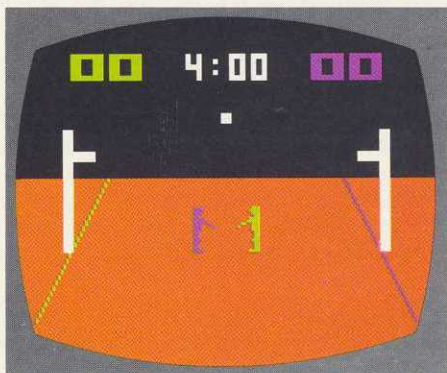
To steal the ball, put the player's feet even with your opponent's feet. When the ball leaves your opponent's hand during the dribble, take the ball and race towards your own basket. Stealing the ball comes much easier with practice and will become an integral part of your defense strategy.

HANDICAP Difficulty Switches

When the Difficulty Switch on your console unit is in the **B** position, your player can move from goal to goal much more quickly than the **A** position. Thus a beginning player, using the **B** position, will be able to defend more easily and will be able to "outrun" his opponent.

TO BEGIN PLAY

Visualize that you are sitting at center court about six rows back. The bottom of the playfield is the near side of the court. The goals are in the center of the two endlines. The top of the court is the side farthest from you.



As shown in the above diagram, the two players are standing at center court, waiting for the "jump ball" to begin the game.

The left or green player's score is shown at the top left of the playfield; the right or lavender player's score is shown at the top right. Between the two scores is a time clock. When the game begins, this clock will begin counting backwards from **4:00**. For any score to count, it must go through the basket before the game ends at **0:00**.

To start the game with a jump ball (after setting your Difficulty Switch), depress the Game Reset switch on your Console unit. When the switch is released the ball will be thrown straight up. When the ball comes down the game is underway.

When a basket is made, the player making the basket is reset to center court to defense. His opponent will be reset under the basket to receive the ball and make his offensive moves.

The line under each basket are the court endlines. A defensive player can cross over either endline. An offensive player cannot dribble the ball over the endline nearest to his offensive goal. This features stops any "stall" tactics.

Game 1 Two-player Game

In this version, you are against your opponent. To make your game more interesting, try playing two 4:00 halves, changing controllers at halftime.

Game 2 One-player Game

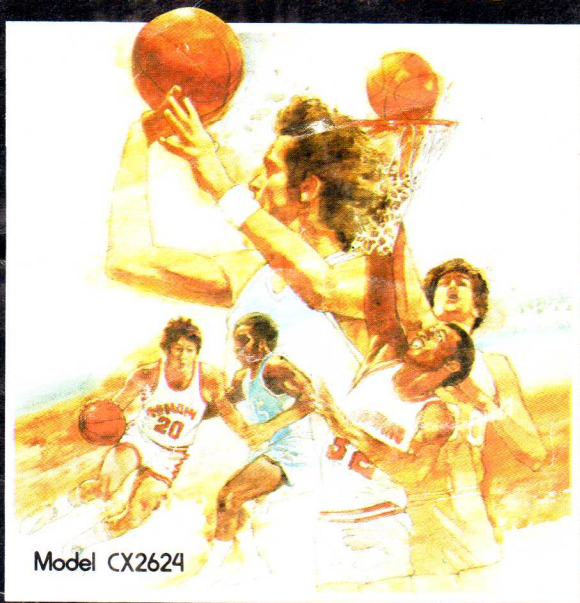
Using the right hand controller, it's you against the computer... and our computer is programmed to increase your playing skill. The closer the score, the better his defense and he will make more offensive moves. Try not to let the computer get more than an 8-point lead, because after he has let you close the score, his defense will tighten much sooner.

Suggestion: At first place the left Difficulty Switch in the **A** position and the right Difficulty Switch in the **B** position. If you can beat the computer 6 to 8-points, consider yourself a skillful player. Then move the left Difficulty Switch to the **B** position. If you can beat the computer by more than 4-points, you are a superior player.

BASKETBALL

GAME PROGRAM™

INSTRUCTIONS



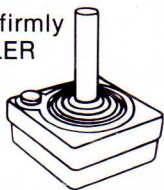
Model CX2624



A Warner Communications Company

ATARI, INC., Consumer Division
1195 Borregas Ave., Sunnyvale, CA 94086

Use your Joystick Controllers with this ATARI® Game Program.™ Be sure the Controllers are firmly plugged into the LEFT and RIGHT CONTROLLER jacks at the rear of your ATARI Video Computer System.™ Hold the Controller with the red button to your upper left toward the television screen.



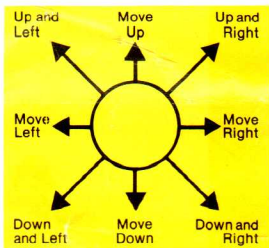
Use a Joystick plugged into the RIGHT CONTROLLER jack for one player games.

Note: Always turn the console power switch OFF when inserting or removing an ATARI Game Program. This will protect the electronic components and prolong the life of your ATARI Video Computer System.

CONTROLLER ACTION

Moving your Joystick Controller according to the diagram will move your player around the court.

The player with the ball will dribble automatically and will always face the goal. The defending player will always face the ball.



To shoot, depress the red controller button. Your player will stop dribbling and will hold the ball, waving it back and forth over his head (as shown in the diagram). When the controller button is released, the player will shoot. If the shot is made when the ball is

made when the ball is over the player's head, it will be a long, high arching shot. If the shot is made when the ball is held low in front, it will be a short easy shot. The shot will always go towards the goal.

To defend against your opponent's shot, place yourself between the ball and the goal. When the shooter releases the

ball, depress your red controller button. Your player will jump and you can block the shot and recover the ball. You can only block a shot when the ball is in its "upward" arc: there is no "goaltending" in this game.

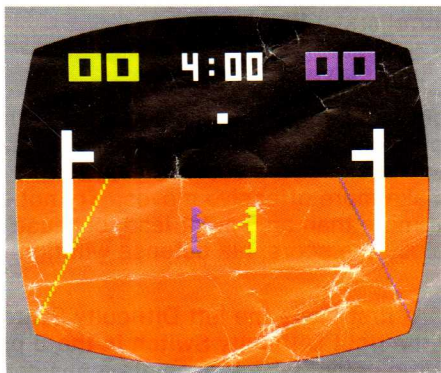
To steal the ball, put the player's feet even with your opponent's feet. When the ball leaves your opponent's hand during the dribble, take the ball and race towards your own basket. Stealing the ball comes much easier with practice and will become an integral part of your defense strategy.

HANDICAP Difficulty Switches

When the Difficulty Switch on your console unit is in the **B** position, your player can move from goal to goal much more quickly than the **A** position. Thus a beginning player, using the **B** position, will be able to defend more easily and will be able to "outrun" his opponent.

TO BEGIN PLAY

Visualize that you are sitting at center court about six rows back. The bottom of the playfield is the near side of the court. The goals are in the center of the two endlines. The top of the court is the side farthest from you.



As shown in the above diagram, the two players are standing at center court, waiting for the "jump ball" to begin the game.

The left or green player's score is shown at the top left of the play field; the right or lavender player's score is shown at the top right. Between the two scores is a time clock. When the game begins, this clock will begin counting backwards from 4:00. For any score to count, it must go through the basket before the game ends at 0:00.

To start the game with a jump ball (after setting your Difficulty Switch), depress the Game Reset switch on your Console unit. When the switch is released the ball will be thrown straight up. When the ball comes down the game is underway.

When a basket is made, the player making the basket is reset to center court to defense. His opponent will be reset under the basket to receive the ball and make his offensive moves.

The line under each basket are the court endlines. A defensive player can cross over either endline. An offensive player cannot dribble the ball over the endline nearest to his offensive goal. This features stops any "stall" tactics.

Game 1 Two-player Game

In this version, you are against your opponent. To make your game more interesting, try playing two 4:00 halves, changing controllers at halftime.

Game 2 One-player Game

Using the right hand controller, it's you against the computer... and our computer is programmed to increase your playing skill. The closer the score, the better his defense and he will make more offensive moves. Try not to let the computer get more than an 8-point lead, because after he has let you close the score, his defense will tighten much sooner.

Suggestion: At first place the left Difficulty Switch in the **A** position and the right Difficulty Switch in the **B** position. If you can beat the computer 6 to 8-points, consider yourself a skillful player. Then move the left Difficulty Switch to the **B** position. If you can beat the computer by more than 4-points, you are a superior player.

BASKETBALL

ATARI® GAME PROGRAM™ INSTRUCTIONS



A Warner Communications Company



CX2624

COMPLETE
GAME PLAY
INSTRUCTIONS

ONE OR TWO-
PLAYER GAMES

HELPFUL HINTS

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.

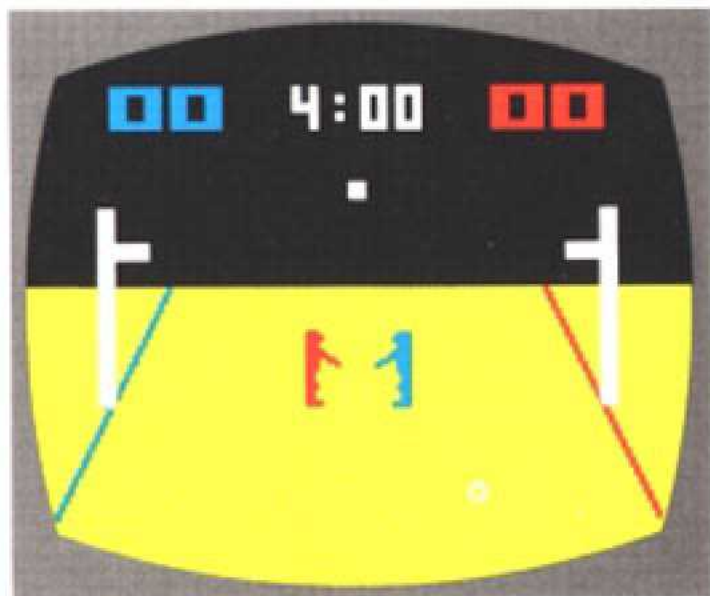
Manual, Program and Audiovisual © 1978, ATARI, INC.

TABLE OF CONTENTS

1. GAME PLAY	1
2. USING THE CONTROLLERS	2
3. CONSOLE CONTROLS	3
4. GAME VARIATIONS	4
5. HELPFUL HINTS	4

1. GAME PLAY

Visualize that you are sitting at center court about six rows back. The bottom of the playfield is the near side of the court. The goals are in the center of the two endlines. The top of the court is the side farthest from you.



As shown in the above diagram, the two players are standing at center court, waiting for the "jump ball" to begin the game.

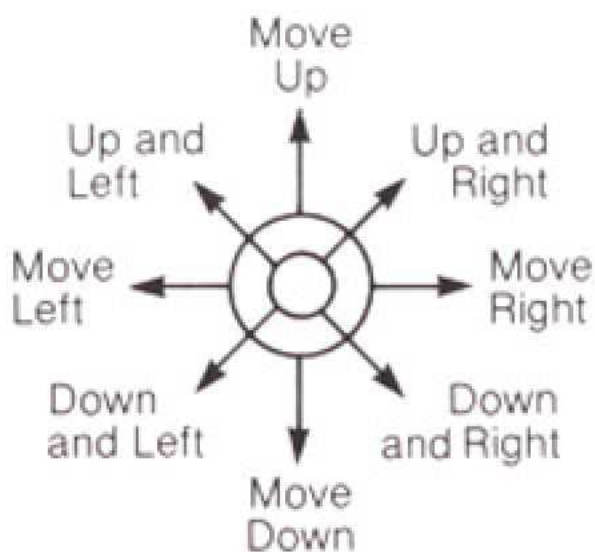
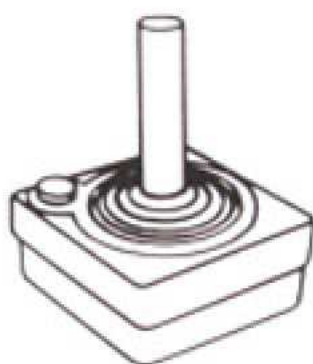
The left or green player's score is shown at the top left of the playfield; the right or lavender player's score is shown at the top right. Between the two scores is a time clock. When the game begins, this clock will begin counting down from 4:00. For any score to count, it must go through the basket before the game ends at 0:00.

To start the game with a jump ball, press the **game reset** switch on your console unit.

When a basket is made, the player making the basket is reset to center court for defense. His opponent will be reset under the basket to receive the ball and make his offensive moves.

The lines under each basket are the court endlines. A defensive player can cross over either endline. An offensive player cannot dribble the ball over the endline nearest to his offensive goal. This feature stops any "stall" tactics.

2. USING THE CONTROLLERS

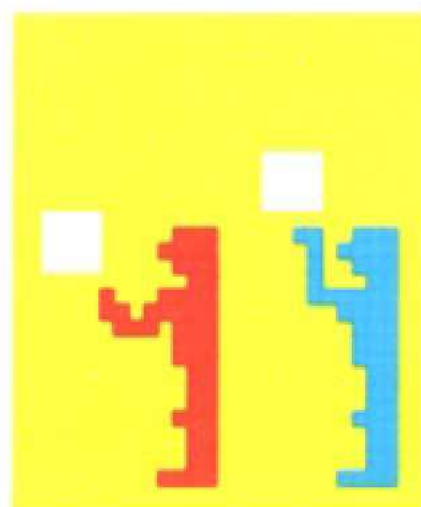


Use your Joystick Controllers with this ATARI® Game Program™ cartridge. Be sure the Joystick Controller cables are firmly plugged into the **CONTROLLER** jacks at the back of your ATARI Video Computer System™ game. For one-player games, use the Joystick Controller plugged into the **RIGHT CONTROLLER** jack. Hold the Joystick with the red button to your upper left, toward the television screen.

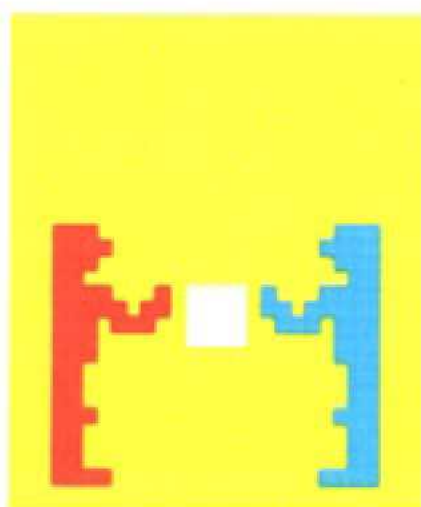
See Section 3 of your owner's manual for further details.

Move your Joystick Controller according to the diagram to move your player around the court.

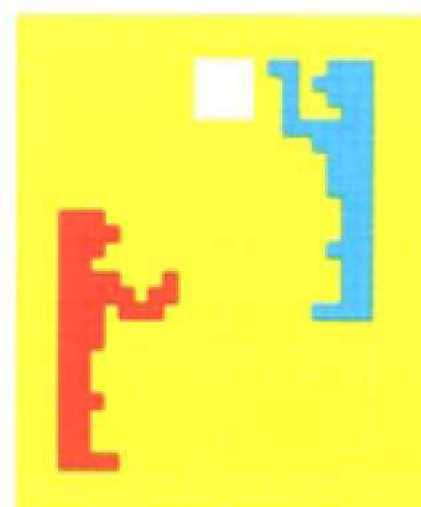
The player with the ball will dribble automatically and will always face the goal. The defending player will always face the ball.



To Shoot



To Steal



To Jump

To shoot, press the red controller button. Your player will stop dribbling and will hold the ball, waving it back and forth over his head (as shown in the diagram). When the controller button is released, the player will shoot. If the shot is made when the ball is over the player's head, it will be a long, high arching shot. If the shot is made when the ball is held low in front, it will be a short easy shot. The shot will always go towards the goal.

To defend against your opponent's shot, place yourself between the ball and the goal. When the

shooter releases the ball, press your red controller button. Your player will jump and you can block the shot and recover the ball. You can only block a shot when the ball is in its "upward" arc: there is no "goaltending" in this game.

To steal the ball, put your player's feet even with your opponent's feet. When the ball leaves your opponent's hand during the dribble, take the ball and race towards your own basket. Stealing the ball comes much easier with practice and will become an integral part of your defense strategy.

3. CONSOLE CONTROLS

GAME SELECT SWITCH

Press this switch down to select the game number you wish to play. The game number appears at the top, left side of the playfield.

GAME RESET SWITCH

After you have chosen the game you wish to play, press down the **game reset** switch to start the game with a jump ball. When the switch is released, the ball will be thrown straight up. When the ball comes down, the game is underway.

DIFFICULTY SWITCHES

When the difficulty switch is in the **b** position, your player can move from goal to goal much faster than when it is in the **a** position. Using the **b** position will enable you to defend more easily, and allow you to outrun your opponent. The player using the right Joystick Controller uses the **right difficulty** switch; the player using the left Joystick uses the **left difficulty** switch.

TV TYPE SWITCH

Set this switch to **color** if you have a color television set. Set it to **b-w** to play the game in black and white.

4. GAME VARIATIONS

GAME 1 Two-Player Game

In this version, you compete against another player. To make your game more interesting, try playing two 4:00 halves, changing controllers at halftime.

GAME 2 One-Player Game

Using the right Joystick Controller, it's you against the computer . . . and our computer is programmed to increase your playing skill. The closer the score, the better his defense and he will make more offensive moves. Try not to let the computer get more than an 8-point lead, because after he has allowed you to close the score, his defense will tighten much sooner.

5. HELPFUL HINTS

At first, place the **left difficulty** switch in the **a** position and the **right difficulty** switch in the **b** position. If you can beat the computer by 6 to 8 points, consider

yourself a skillful player. Then, move the **left difficulty** switch to the **b** position. If you can beat the computer by more than 4 points, you are a superior player.

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.



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