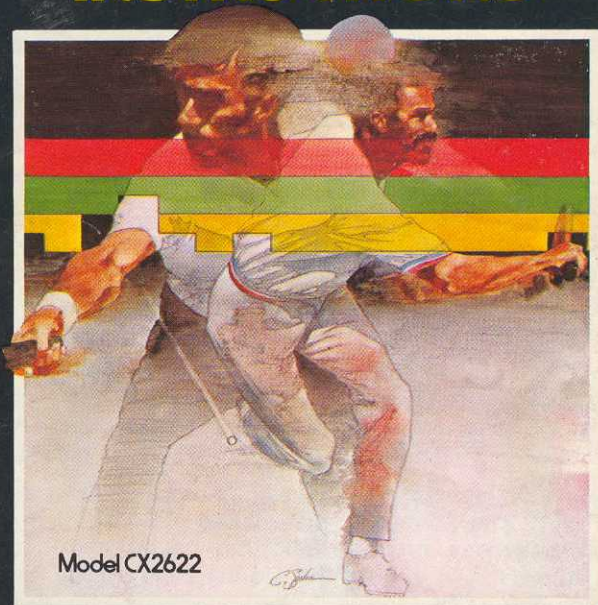


BREAKOUT™

GAME PROGRAM™ INSTRUCTIONS



A Warner Communications Company

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

TM

BREAKOUT

PRINTED IN USA

Use the Standard Paddle Controllers with this Game Program™. Be sure to plug the controller cables firmly into the Video Computer System™ jacks. See your Video Computer Owner's Manual for details. Note that another set of Paddle Controllers will be necessary for three or four-player games.



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

HOW TO PLAY BREAKOUT™

SMASH! POW! CRUNCH! A brick wall appears at the top of the screen, and your mission is to smash two walls off the playfield — one brick at a time.

Use the controller to move the paddle across the bottom of the screen. With the paddle, hit the ball into the wall. Each time the ball hits a brick, the brick disappears and you score points.

A player or team receives five balls per game. When you miss a ball with your paddle, the ball disappears from the screen. Press the red controller button to serve another ball until all five balls are played.

When a team or player destroys the first brick wall, a second brick wall automatically appears on the screen. Continue to hit the bricks of this wall and score more points. The player or team who can destroy two walls scores the maximum 864 points and wins the game. **NOTE:** If both opponents destroy the two walls, the team who used the least number of balls wins.

At the end of two-team games, the playfield of both teams or players will flash on and off the screen. That way, players can compare scores. Begin a new game and create a new brick wall by pressing the console Reset button.

TO START PLAY

Each Breakout game is identified by a number at the top of the playfield. (See Breakout Game Descriptions for the game numbers.) One to four players can play each game version. To prepare for the game play:

- Select the number of the game you want to play by pressing the console's Game Select switch until the game number appears at the top center of the playfield.
- Press the console's Game Select switch to program the game for the number of players. For example, when the number 3 appears in the upper right playfield corner, the game is set for a three-player game.
- Press the Game Reset button to start the game action.
- Press the red controller button to serve the ball and start game action.

One-Player Games:

Using the right controller, one player attempts to destroy the two walls using five balls. Or, a player can win by scoring the maximum number of points, 864.

Two-Player Games:

Two players take turns hitting the wall. Each player receives five balls and a brick wall that appears during a player's turn. One player continues to hit a ball into the wall until he misses the ball. Upon a miss, the opponent's wall appears on the screen. The opponent then takes his turn hitting the ball into the wall. The first player to destroy two walls OR score the most points after playing five balls wins the game.

Three-Player Game:

Two players act as a team and play against a one-player team. Just as in two-player games, the two teams take turns hitting the ball into the wall. Each team receives five balls and a separate brick wall. When one team misses the ball, the opposing team's wall appears and play begins.

The first team to destroy a wall OR score the most points after playing five balls wins the game.

Four-Player Games:

With two players on each team, these games are played just like two and three-player games. The first team to destroy a wall OR score the most points after playing five balls wins the game.

When a team or player destroys the brick wall, a new brick wall automatically appears on the screen. If any bricks still remain on the screen after five balls are played, begin a new game and create a new brick wall by pressing the Reset button.

NOTE: In games with two-players on one team, each player controls a paddle which moves across only half the playfield.

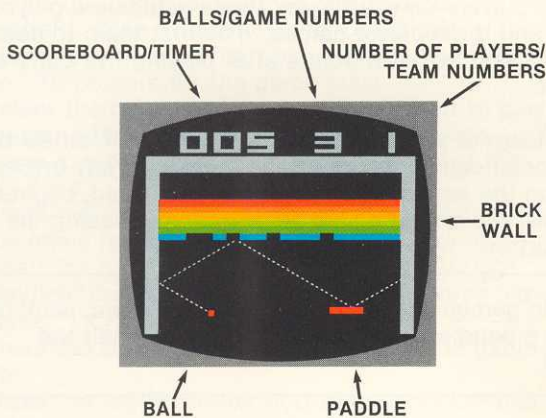
Timed Games:

Some games rely on speed scores instead of point scores to win. A timer will replace the scoreboard in the upper left corner. Your objective is to destroy the wall in as little time as possible. The timer counts the seconds, as you try to break your own record in one-player games. In two, three and four-player games, your mission is to destroy the wall with five balls in less time than your opponent.

Invisible Games:

It's the same Breakout action, except this time it's in the dark! The wall is invisible until you hit a brick with the ball. When this happens, you score points and the entire wall lights up.

BREAKOUT™ GLOSSARY



BREAKOUT PLAYFIELD

Brick Wall:

There are six rows of bricks. The color of a brick determines the points you score when you hit it with your ball.

Red - 7 points

Orange - 7 points

Yellow - 4 points

Green - 4 points

Aqua - 1 point

Blue - 1 point

Paddle:

Each player uses a standard Paddle Controller to move the paddle horizontally across the bottom of the playfield. With the paddle, a player hits the ball into the wall.

Scoreboard/Timer:

Depending on what game you play, a Scoreboard or Timer will appear in the left corner.

- **Scoreboard** - Some games determine winners using only point scores. During these games, each player's score appears in this position. Scores are determined by the bricks hit during a game.

- **Timer** - Instead of determining the winner with the point value of bricks, some games feature a Timer in the upper left corner. Your mission during these games is to destroy the walls in as little time as possible. The Timer tracks the cumulative minutes and seconds of each turn.

Number of Players/Team Numbers:

In this playfield position two numbers will appear at different times during the game.

- **Number of Players:** After you select the game you want to play, you must indicate the number of players. Press the console's Game Select switch until the number of players appears. For example, when number 3 appears, the computer is set for a three-player game.
- **Team Number:** The team that is currently hitting the ball is designated by a Team Number. In one-player games the number 1 will always appear in this position. In two-player games, each player is designated by the numbers 1 or 2. In three or four-player games, the teams are referred to teams 1 or 2. When your TEAM NUMBER appears, it's your turn to score.

Balls/Game Numbers:

In this playfield position two numbers will appear at different times during the game:

- **Game Number:**
Before you begin play, select the game you want to play with the console's Game Select switch. The number that appears refers to the game you will play. (See the following Game Descriptions for game numbers)
- **Balls:**
After you press the console's Reset button, play action can begin. The number 5 appears in this playfield position and refers to the five balls you or your team can serve. Throughout the game, the number will reflect the number of balls that remain.

SCORING

In some games, a player scores points by hitting one of the wall's bricks. The bricks are worth points. The number of points is determined by the brick's color:

Red - 7 points

Orange - 7 points

Yellow - 4 points

Green - 4 points

Aqua - 1 point

Blue - 1 point

The first player or team to completely destroy both walls OR score the most points after playing five balls wins the game. Score the maximum number of points, 864, when you destroy both walls.

In other games, you must rely on the speed of your game skill. A timer records the cumulative minutes and seconds of each of your turns during a game. The team or player who destroys both walls with five balls in the least amount of time with five balls wins the game. In one-player games, try to break your own time records.

HANDICAP DIFFICULTY SWITCH

In "B" position the paddle is $\frac{3}{4}$ the size of the paddle when the switch is in the "A" position. Where there are two players on one team, one difficulty switch will affect both paddles.

CONTROLLER ACTION

To Serve the Ball:

Press the red controller button and the ball will appear.

To Move the Paddles:

To move the paddles across the playfield, turn the controller knob. Turn it clockwise to move the paddle to the right; turn it counter clockwise to move the paddle to the left.

To Steer the Balls:

Some Breakout and Breakthru games will feature Steerable Balls. In these games you can control the direction of the control knob clockwise to move the ball to the right; turn it counter clockwise to move the ball to the left.

To Catch the Ball:

Some Breakout and Breakthru games feature Catch. When the ball makes contact with your paddle, press the red controller. Continue to press the button and the ball will remain on the paddle, allowing you more time to carefully aim your shots. To release the ball, release the red controller button.

BREAKOUT™ GAMES

GAME 1

Using a controller, players attempt to smash their way through the wall and score points.

GAME 2

This game features Steerable Balls so you can make every hit count.

GAME 3

Take a breather. This game features Catch, which gives you time to plan your strategy and aim.

GAME 4

Don't blink. The only time you'll see your Breakout wall is when the ball hits a brick. The rest of the time you're playing Breakout in the dark.

GAME 5

The pressure's on. The Timer at the top of the playfield will record the time it takes you to complete a Breakout.

GAME 6

The Timer provides the suspense. The Steerable Balls provide some of strategy moves you'll make during this game.

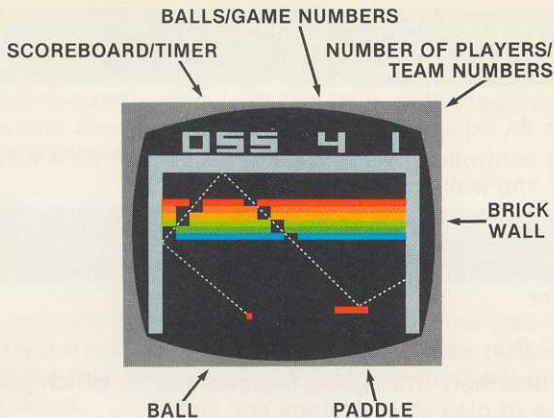
GAME 7

How long does it take? The Timer in this game will tick away the seconds as you aim your balls with Catch.

GAME 8

The wall lights up only when you hit a brick. Then you're playing in the dark again as the Timer records your game time.

BREAKTHRU GAMES



BREAKTHRU PLAYFIELD

Breakthru is played the same way as Breakout games. The only difference is the ball action. Once the ball hits a brick, the ball continues to penetrate through the wall, hitting more bricks and scoring more points. Breakthru is plenty of fast ball and paddle action.

GAME 9

POW! POW! POW! Make a direct hit on a brick and the ball continues traveling through the wall in this basic Breakthru.

GAME 10

Steerable missiles increase your control over the ball during this fast game of Breakthru.

GAME 11

Slow the action down with Catch in this Breakthru game.

GAME 12

The Breakthru wall only appears when you hit a brick. During any other game play it's invisible.

PLAYING TIPS

- The paddle is divided into five sections. Note that the ball bounces off each section at progressively smaller angles after the third, seventh and eleventh hit. After the twelfth hit, the angle returns to its original size.
- The ball will speed up after the twelfth consecutive hit OR when it hits any brick in the top three rows. (Speed Bricks)
- When the ball makes contact with the center section of the paddle, the ball will jump.

BREAKOUT™



Use the Standard Paddle Controllers with this Game Program™. Be sure to plug the controller cables firmly into the Video Computer System™ jacks.

BREAKOUT™

TIMED
BREAKOUT™

BREAKTHRU


Game Number	1	2	3	4	5	6	7	8	9	10	11	12
Steerable		■				■				■		
Catch			■				■				■	
Invisible				■				■				■

BREAKOUT®

ATARI® GAME PROGRAM™ INSTRUCTIONS



ATARI®

A Warner Communications Company 

CX2622

COMPLETE
GAME PLAY
INSTRUCTIONS

GAME SELECT
MATRIX
Section 7

HELPFUL HINTS
Section 6

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.

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1. GAME PLAY

SMASH! POW! CRUNCH! A brick wall appears at the top of the screen, and your mission is to smash two walls off the playfield — one brick at a time.

Use the controller to move the paddle across the bottom of the screen. With the paddle, hit the ball into the wall. Each time the ball hits a brick, the brick disappears and you score points.

A player or team receives five balls per game. When you miss a ball with your paddle, the ball disappears from the screen. Press the red controller button to serve another ball until all five balls are played.

When a team or player destroys the first brick wall, a second brick wall automatically appears on the

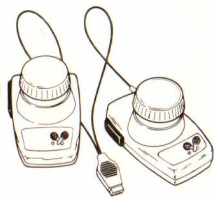
screen. Continue to hit the bricks off this wall and score more points. The player or team who can destroy two walls scores the maximum 864 points and wins the game.

NOTE: If both opponents destroy the two walls, the team who used the least number of balls wins.

At the end of two-team games, the playfield of both teams or players will flash on and off the screen. That way, players can compare scores. Begin a new game and create a new brick wall by pressing the **game reset** switch.

All 12 games in BREAKOUT® may be played by one, two, three or four players. (See **GAME SELECT SWITCH** in Section 3.)

2. USING THE CONTROLLERS



Use your Paddle Controllers with this ATARI® Game Program™ car-

tridge. Be sure the Paddle Controller cables are firmly plugged into the **CONTROLLER** jacks at the back of your ATARI Video Computer System™ game. For one and two-player games, use the Paddle Controller plugged into the **LEFT CONTROLLER** jack. Hold the Paddle with the red button to your upper left, toward the television screen.

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

TO STEER THE BALLS:

Some BREAKOUT® and BREAKTHRU™ games will feature Steerable Balls. In these games you can turn the control knob clockwise to move the ball to the right; turn it counterclockwise to move the ball to the left.

TO CATCH THE BALL:

Some BREAKOUT and BREAKTHRU games feature Catch. When the ball makes contact with your paddle, press the red controller button. Continue to press the button and the ball will remain on the paddle, allowing you more time to carefully aim your shots. To release the ball, release the red controller button.

3. CONSOLE CONTROLS

GAME SELECT SWITCH

Each BREAKOUT Game is identified by a number at the top middle of the playfield. (See **GAME VARIATIONS** for the game numbers.) One to four players can play each game version. To prepare for game play:

- Select the number of the game you want to play by pressing the **game select** switch until the game number appears at the top center of the playfield.
- Press the **game select** switch to program the game for the number of players. For example, when the number 3 appears in the upper right playfield corner, the game is set for a three-player game.

GAME RESET SWITCH

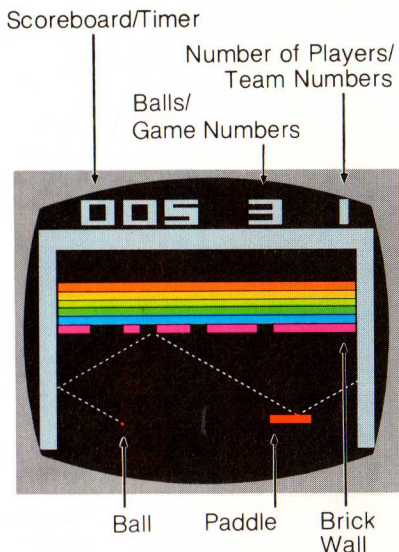
- Press the **game reset** switch to start the game action.
- Press the red controller button to serve the ball.

The number 5 appears at the top of the playfield and refers to the five balls you or your team can serve. Throughout the game, the number will reflect the number of balls left to play.

DIFFICULTY SWITCHES

In **b** position the paddle is $\frac{3}{4}$ the size of the paddle when the switch is in the **a** position. Where there are two players on one team, one **difficulty** switch will affect both paddles.

4. SCORING



BREAKOUT playfield

In some games, a player scores points by hitting one of the wall's bricks. The bricks are worth points. The number of points is determined by the brick's color:

Orange - 7 points
Gold - 7 points
Light Green - 4 points
Dark Green - 4 points
Blue - 1 point
Magenta - 1 point

The first player or team to completely destroy both walls OR score the most points after playing five balls wins the game. Score the maximum number of points, 864, when you destroy both walls.

In other games, you must rely on the speed of your game skill. A timer records the cumulative minutes and seconds of each of your turns during a game. The team or player who destroys both walls with five balls in the least amount of time wins the game. In one-player games, try to break your own time records.

Depending on what game you play, a scoreboard or timer will appear at the top, left corner of the screen.

5. GAME VARIATIONS

ONE-PLAYER GAMES:

Using the right paddle plugged into the **LEFT CONTROLLER** jack, one player attempts to destroy the two walls using five balls. Or, a player can win by scoring the maximum number of points, 864.

TWO-PLAYER GAMES:

Two players take turns hitting the wall. Each player receives five balls and a brick wall that appears during his turn. One player continues to hit a ball into the wall until he misses the ball. Upon a miss, the opponent's wall appears on the screen. The opponent then takes his turn hitting the ball into the wall. The first player to destroy two walls OR score the most points after playing five balls wins the game.

THREE-PLAYER GAMES:

Two players act as a team and play against a one-player team. Just as in two-player games, the two teams take turns hitting the ball into the wall. Each team receives five balls and a separate brick wall. When one team misses the ball, the opposing team's wall appears and play begins.

The first team to destroy a wall OR score the most points after playing five balls wins the game.

FOUR-PLAYER GAMES:

With two players on each team, these games are played just like two and three-player games. The

first team to destroy a wall OR score the most points after playing five balls wins the game.

When a team or player destroys the brick wall, a new brick wall automatically appears on the screen. If any bricks still remain on the screen after five balls are played, begin a new game and create a new brick wall by pressing the **game reset** switch.

NOTE: In games with two-players on one team, each player controls a paddle which moves across only half the playfield.

TIMED GAMES:

Some games rely on speed scores instead of point scores to win. A timer will replace the scoreboard in the upper left corner. Your objective is to destroy the wall in as little time as possible. The timer counts the seconds, as you try to break your own record in one-player games. In two, three and four-player games, your mission is to destroy the wall with five balls in less time than your opponent.

INVISIBLE GAMES:

It's the same Breakout action, except this time it's in the dark! The wall is invisible until you hit a brick with the ball. When this happens, you score points and the entire wall lights up.

BREAKOUT® GAMES

GAME 1

Using a controller, players attempt to smash their way through the wall and score points.

GAME 2

This game features Steerable Balls so you can make every hit count.

GAME 3

Take a breather. This game features Catch, which gives you time to plan your strategy and aim.

GAME 4

Don't blink. The only time you'll see your BREAKOUT wall is when the ball hits a brick. The rest of the time you're playing BREAKOUT in the dark.

GAME 5

The pressure's on. The Timer at the top of the playfield will record the time it takes you to complete a BREAKOUT.

GAME 6

The Timer provides the suspense. The Steerable Balls provide some of the strategy moves you'll make during this game.

GAME 7

How long does it take? The Timer in this game will tick away the seconds as you aim your balls with Catch.

GAME 8

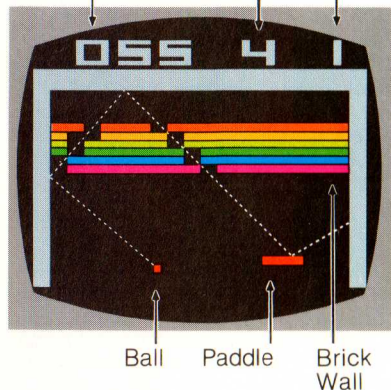
The wall lights up only when you hit a brick. Then you're playing in the dark again as the Timer records your game time.

BREAKTHRU™ GAMES

Scoreboard/Timer

Number of Players/
Team Numbers

Balls/
Game Numbers



BREAKTHRU playfield

BREAKTHRU is played the same way as BREAKOUT games. The only difference is the ball action.

Once the ball hits a brick, the ball continues to penetrate through the wall, hitting more bricks and scoring more points. BREAKTHRU is plenty of fast ball and paddle action.

GAME 9

POW! POW! POW! Make a direct hit on a brick and the ball continues traveling through the wall in this basic BREAKTHRU game.

GAME 10

Steerable missiles increase your control over the ball during this fast game of BREAKTHRU.

GAME 11

Slow the action down with Catch.

GAME 12

The BREAKTHRU wall only appears when you hit a brick. During any other game play it's invisible.

6. HELPFUL HINTS

- The paddle is divided into five sections. Note that the ball bounces off each section at progressively smaller angles after the third, seventh and eleventh hit. After the twelfth hit, the angle returns to its original size.
- The ball will speed up after the twelfth consecutive hit OR when it hits any brick in the top three rows. (Speed Bricks)
- When the ball makes contact with the center section of the paddle, the ball will jump.

7. GAME SELECT MATRIX

	BREAKOUT®				TIMED BREAKOUT®				BREAKTHRU™			
Game Number	1	2	3	4	5	6	7	8	9	10	11	12
Steerable												
Catch												
Invisible												

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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