CANYON BOMBER™

GAME PROGRAM™ INSTRUCTIONS

ATARI®

A Warner Communications Company

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

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C011402-07

CANYON BOMBER™

Use your Standard Paddle Controllers with this Game Program™. Plug the controllers into the left side of the console. Make certain the controllers are firmly connected to the Video Computer System™. Use the right Paddle Controller for one-player games. See Section 3 of your owners manual for further details.

NOTE: The console unit should be **off** when inserting or removing a Game Program. This will protect the electronic components and prolong the life of your Video Computer System.

USING THE CONTROLLER

For Canyon Bomber™ games, press the red button on the Paddle Controller to drop your bombs from the plane into the canyon. The knob on the Controller is inoperable during Canyon Bomber games.

For Sea Bomber™ games, turn the knob on the Controller to move the dashed depth indicator up and down the playfield. This sets the depth at which the charge explodes. Press the red button on the Controller to release the bomb.

TO BEGIN PLAY

To choose the game you wish to play depress the **game select** switch. The number for each game is displayed in the upper left corner of the screen.

To start a game depress the **game reset** switch.

HANDICAP (Difficulty Switch)

When the Difficulty Switch is in position "**a**" you must wait until a bomb runs its course before firing again. Slide the switch to position "**b**" and suddenly you are allowed to recover and refire your bomb by pressing the red fire button. This enables you to reshoot a bad shot, or to fire at a different target, if the original target is hit by your opponent. There is no limit to the number of times you can recover and refire a bomb while your plane is making one run across the screen.

Also, in the "**b**" position, the computer plays on a more skillful level, and therefore will be more difficult to beat.

CANYON BOMBER™ SCORING

Canyon Bomber Playfield

In one-player Canyon Bomber games you compete against the computer for a higher score. A miss is recorded each time you fail to hit a target in the canyon. A miss is also recorded if your plane travels across the canyon without dropping a bomb.

There are eight bars of bricks which extend across the canyon. Each brick in the first two bars is worth one point each. The bricks in the third and fourth bars are worth two points each. In the fifth and sixth bars the bricks are worth three points each, and the bricks in the last or bottom two bars are worth four points each.

In one-player games, play continues until:

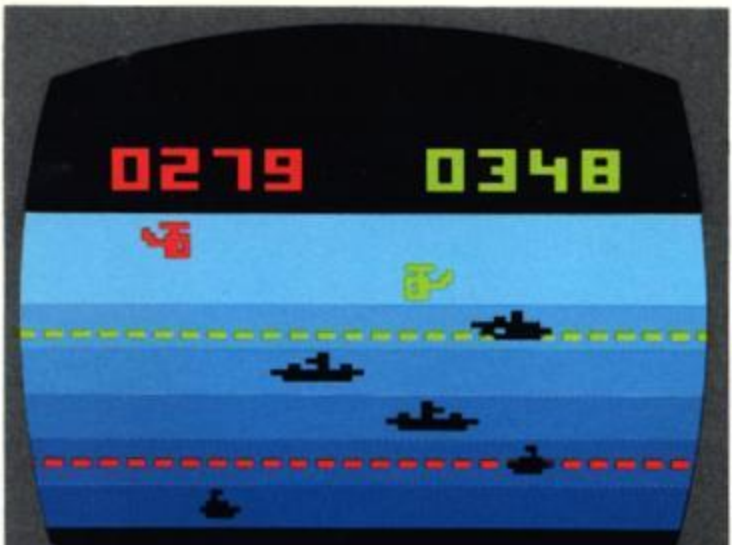
- Six misses are recorded against you, or—
- You or the computer score 1000 points in a game with unlimited bombs.

In two-player Canyon Bomber games, play continues until:

- Both players miss six times in games with limited bombs.
- One player scores 1000 points in games with unlimited bombs.

If all of the bricks in the canyon are eliminated, a new canyon appears on the screen and play continues.

SEA BOMBER™ SCORING



Sea Bomber Playfield

In both Sea Bomber games play ends when you, another player, or the computer score 1000 points. There are five levels at which you score points when blowing up ships.

The lower the ship on the screen, the more points you score. Point values for the five levels are 20, 30, 40, 50, and 60 points.

IN ALL GAMES IN THIS GAME PROGRAM, THE OBJECT IS TO SCORE 1000 POINTS, OR TO HAVE THE HIGHEST SCORE WHEN THE GAME ENDS. (AFTER SIX MISSES ARE RECORDED.)

CANYON BOMBER™ GAMES

GAME 1

Canyon Bomber (One-Player)

Test your skill against the computer. It's not an easy task. You've got six misses in which to match wits with the computer for a higher score. Each time the bricks in the canyon are hit, the remaining bricks "fall" to a lower level (rather than remaining stationary in their original position). Bricks that fall to a lower level are worth the points designated for that level.

Keep an eye on the solid bar beneath your score on the upper right side of the screen. It is a "miss indicator" and gradually decreases in length each time you miss until six misses are recorded and the game ends. The bar is also color-coordinated with your planes and your score.

Set your sights for 1000 points. Although the game will not end if you reach the 1000 point mark, it's an excellent goal to set for yourself since it will be very difficult to obtain.

GAME 2
Canyon Bomber (Two-Player)

This game differs from Game 1 only in that you are competing against another player rather than the computer. Play ends when six misses are recorded against both players. The player with the highest score wins. Don't forget to keep an eye on your opponent's "miss indicator" as well as your own. Bombs away!

GAME 3
Canyon Bomber (One-Player)

This one's the same as Game 1 with one exception. Rather than falling to a lower level, the bricks in the canyon stay "suspended" in their original position when the surrounding bricks are hit.

GAME 4
Canyon Bomber (Two-Player)

You compete with another player the same as in Game 2. This time however, the bricks remain suspended instead of falling to a lower level.

GAME 5
Canyon Bomber (Two-Player)

Get set for a test of your endurance and concentration. The first player to score 1000 points wins. No time limit and no limit to the number of bombs or misses. Falling, rather than suspended bricks are programmed into this game.

No "miss indicator" will appear on the screen in games with unlimited bombs.

GAME 6
Canyon Bomber (Two-Player)

This game program is identical to Game 5, except that the bricks stay suspended.

SEA BOMBER™ GAMES

GAME 7
Sea Bomber (One-Player)

You're playing against the computer. Set the level, release the bomb, and boom, you're ready for action. Sounds easy, but the computer's a real steady competitor. If you score 1000 points before the computer does, you're a winner!

GAME 8
Sea Bomber (Two-Player)

This time you're competing against another player in a race to the 1000 point mark.

CANYON BOMBER™

Rev. 1

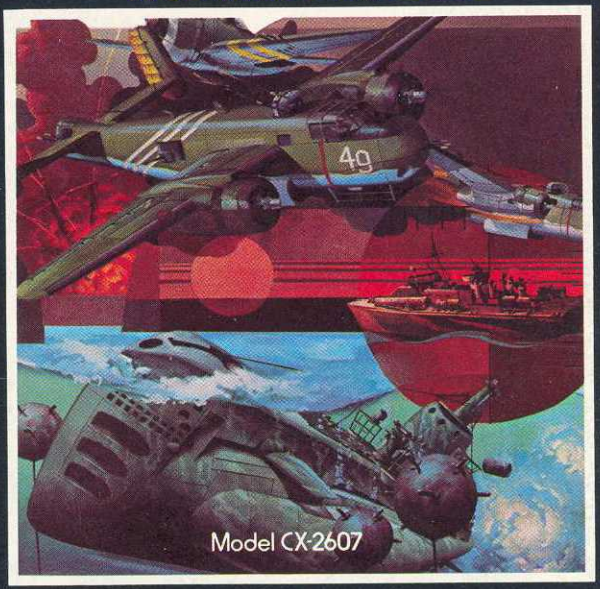
Use your Standard Paddle Controllers with this Game Program™. Plug the Controllers into the left side of the console. Make certain the Controllers are firmly connected to the Video Computer System™.

	CANYON BOMBER™						SEA BOMBER™	
Game Number	1	2	3	4	5	6	7	8
Number of Players	1	2	1	2	2	2	1	2
Falling Bricks	■	■			■			
Suspended Bricks			■	■		■		
Limited Bombs (6 misses)	■	■	■	■				
Unlimited Bombs					■	■	■	■

Printed in U.S.A.

CANYON BOMBER™

GAME PROGRAM™ INSTRUCTIONS



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CANYON BOMBER™

Use your Standard Paddle Controllers with this ATARI® Game Program.™ Be sure the Controller cable is firmly plugged into the jack at the rear of your ATARI Video Computer System.™

For one and two player games, plug the Paddle Controllers into the LEFT CONTROLLER jack.

For three and four player games, you will need an additional set of Paddle Controllers.

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.

USING THE CONTROLLER

For Canyon Bomber™ games, press the red button on the Paddle Controller to drop your bombs from the plane into the canyon. The knob on the Controller is inoperable during Canyon Bomber games.

For Sea Bomber™ games, turn the knob on the Controller to move the dashed depth indicator up and down the playfield. This sets the depth at which the charge explodes. Press the red button on the Controller to release the bomb.

TO BEGIN PLAY

To choose the game you wish to play depress the **game select** switch. The number for each game is displayed in the upper left corner of the screen.

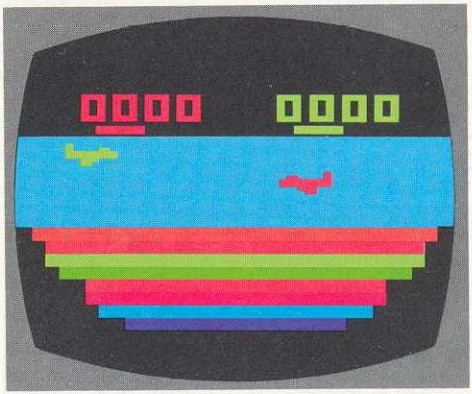
To start a game depress the **game reset** switch.

HANDICAP (Difficulty Switch)

When the Difficulty Switch is in position "**a**" you must wait until a bomb runs its course before firing again. Slide the switch to position "**b**" and suddenly you are allowed to recover and refire your bomb by pressing the red fire button. This enables you to reshoot a bad shot, or to fire at a different target, if the original target is hit by your opponent. There is no limit to the number of times you can recover and refire a bomb while your plane is making one run across the screen.

Also, in the "**b**" position, the computer plays on a more skillful level, and therefore will be more difficult to beat.

CANYON BOMBER™ SCORING



Canyon Bomber Playfield

In one-player Canyon Bomber games you compete against the computer for a higher score. A miss is recorded each time you fail to hit a target in the canyon. A miss is also recorded if your plane travels across the canyon without dropping a bomb.

There are eight bars of bricks which extend across the canyon. Each brick in the first two bars is worth one point each. The bricks in the third and fourth bars are worth two points each. In the fifth and sixth bars the bricks are worth three points each, and the bricks in the last or bottom two bars are worth four points each.

In one-player games, play continues until:

- Six misses are recorded against you, or—
- You or the computer score 1000 points in a game with unlimited bombs.

In two-player Canyon Bomber games, play continues until:

- Both players miss six times in games with limited bombs.
- One player scores 1000 points in games with unlimited bombs.

If all of the bricks in the canyon are eliminated, a new canyon appears on the screen and play continues.

SEA BOMBER™ SCORING

Sea Bomber Playfield

In both Sea Bomber games play ends when you, another player, or the computer score 1000 points. There are five levels at which you score points when blowing up ships.

The lower the ship on the screen, the more points you score. Point values for the five levels are 20, 30, 40, 50, and 60 points.

IN ALL GAMES IN THIS GAME PROGRAM, THE OBJECT IS TO SCORE 1000 POINTS, OR TO HAVE THE HIGHEST SCORE WHEN THE GAME ENDS. (AFTER SIX MISSES ARE RECORDED.)

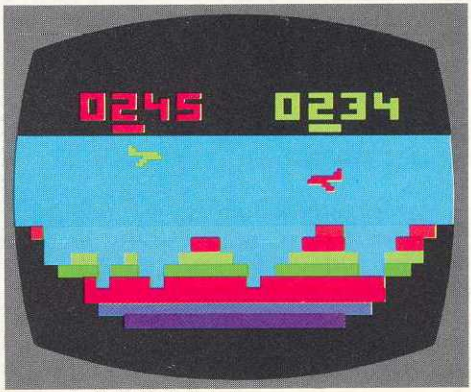
CANYON BOMBER™ GAMES

GAME 1

Canyon Bomber (One-Player)

Test your skill against the computer. It's not an easy task. You've got six misses in which to match wits with the computer for a higher score. Each time the bricks in the canyon are hit, the remaining bricks "fall" to a lower level (rather than remaining stationary in their original position). Bricks that fall to a lower level are worth the points designated for that level.

Keep an eye on the solid bar beneath your score on the upper right side of the screen. It is a "miss indicator" and gradually decreases in length each time you miss until six misses are recorded and the game ends. The bar is also color-coordinated with your planes and your score.



Set your sights for 1000 points. Although the game will not end if you reach the 1000 point mark, it's an excellent goal to set for yourself since it will be very difficult to obtain.

GAME 2
Canyon Bomber (Two-Player)

This game differs from Game 1 only in that you are competing against another player rather than the computer. Play ends when six misses are recorded against both players. The player with the highest score wins. Don't forget to keep an eye on your opponent's "miss indicator" as well as your own. Bombs away!

GAME 3
Canyon Bomber (One-Player)

This one's the same as Game 1 with one exception. Rather than falling to a lower level, the bricks in the canyon stay "suspended" in their original position when the surrounding bricks are hit.

GAME 4
Canyon Bomber (Two-Player)

You compete with another player the same as in Game 2. This time however, the bricks remain suspended instead of falling to a lower level.

GAME 5
Canyon Bomber (Two-Player)

Get set for a test of your endurance and concentration. The first player to score 1000 points wins. No time limit and no limit to the number of bombs or misses. Falling, rather than suspended bricks are programmed into this game.

No "miss indicator" will appear on the screen in games with unlimited bombs.

GAME 6
Canyon Bomber (Two-Player)

This game program is identical to Game 5, except that the bricks stay suspended.

SEA BOMBER™ GAMES

GAME 7
Sea Bomber (One-Player)

You're playing against the computer. Set the level, release the bomb, and boom, you're ready for action. Sounds easy, but the computer's a real steady competitor. If you score 1000 points before the computer does, you're a winner!

GAME 8
Sea Bomber (Two-Player)

This time you're competing against another player in a race to the 1000 point mark.

CANYON BOMBER™

Use your Standard Paddle Controllers with this Game Program™. Plug the Controllers into the left side of the console. Make certain the Controllers are firmly connected to the Video Computer System™.

	CANYON BOMBER™						SEA BOMBER™	
Game Number	1	2	3	4	5	6	7	8
Number of Players	1	2	1	2	2	2	1	2
Falling Bricks	■	■			■			
Suspended Bricks			■	■		■		
Limited Bombs (6 misses)	■	■	■	■				
Unlimited Bombs					■	■	■	■

C011402-07 Rev. 2

Printed in USA

CANYON BOMBER®

ATARI® GAME PROGRAM™ INSTRUCTIONS

COMPLETE GAME PLAY INSTRUCTIONS

8 GAME VARIATIONS

GAME SELECT MATRIX
Section 5

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.

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1. USING THE CONTROLLERS

Use your Paddle Controllers with this ATARI® Game Program™ cartridge. Be sure the Paddle Controller cable is firmly plugged into the **LEFT CONTROLLER** jack at the back of your ATARI Video Computer System™ game. For one-player games, use the Paddle connected to the **left controller** cable.

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

CANYON BOMBER®

For CANYON BOMBER® games, press the red button on the Paddle Controller to drop your bombs from the plane into the canyon. The knob on the controller is inoperable during CANYON BOMBER® games.

SEA BOMBER™

For SEA BOMBER™ games, turn the knob on the controller to move the dashed depth indicator up and down the playfield. This sets the depth at which the charge explodes. Press the red button on the controller to release the bomb.

2. CONSOLE CONTROLS

GAME SELECT AND GAME RESET

To choose the game you wish to play, press **game select**. The number for each game is displayed in the upper left corner of the screen. To start a game, press **game reset**.

DIFFICULTY SWITCHES

When the difficulty switch is in position **a** you must wait until a bomb runs its course before firing again. Slide the switch to position **b** and suddenly you are allowed to recover and refire your bomb by pressing the red fire button. This enables you to reshoot a bad shot, or to fire at a different target, if the original target is hit by your opponent. There is no limit to the number of times you can recover and refire a bomb while your plane is making one run across the screen.

Also, in the **b** position, the computer plays on a more skillful level, and therefore will be more difficult to beat.

TV TYPE SWITCH

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

3. GAME PLAY

CANYON BOMBER®

GAME 1
(One-Player)

Test you skill against the computer. It's not an easy task. You've got six misses in which to match wits with the computer for a higher score. Each time the bricks in the canyon are hit, the remaining bricks "fall" to a lower level (rather than remaining stationary in their original position). Bricks that fall to a lower level are worth the points designated for that level.

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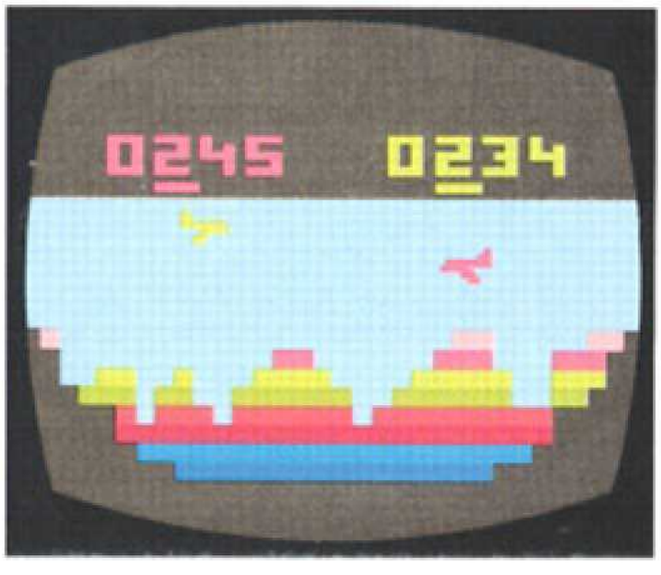


Set your sights for 1000 points. Although the game will not end if you reach the 1000 point mark, it's an excellent goal to set for yourself since it will be very difficult to obtain.

GAME 2
(Two-Player)

This game differs from **Game 1** only in that you are competing against another player rather than the computer. Play ends when six misses are recorded against both players. The player with the highest score wins. Don't forget to keep an eye on your opponent's "miss indicator" as well as your own. Bombs away!

GAME 3
(One-Player)

This one's the same as **Game 1** with one exception. Rather than falling to a lower level, the bricks in the canyon stay "suspended" in their original position when the surrounding bricks are hit.

GAME 4
(Two-Player)

You compete with another player the same as in **Game 2**. This time however, the bricks remain suspended instead of falling to a lower level.

GAME 5
(Two-Player)

Get set for a test of your endurance and concentration. The first player

to score 1000 points wins. No time limit and no limit to the number of bombs or misses. Falling, rather than suspended bricks are programmed into this game.

No "miss indicator" will appear on the screen in games with unlimited bombs.

GAME 6
(Two-Player)

This game program is identical to Game 5, except that the bricks stay suspended.

SEA BOMBER™

GAME 7
(One-Player)

You're playing against the computer. Set the level, release the bomb, and boom, you're ready for action. Sounds easy, but the computer's a real steady competitor. If you score 1000 points before the computer does, you're a winner!

GAME 8
(Two-Player)

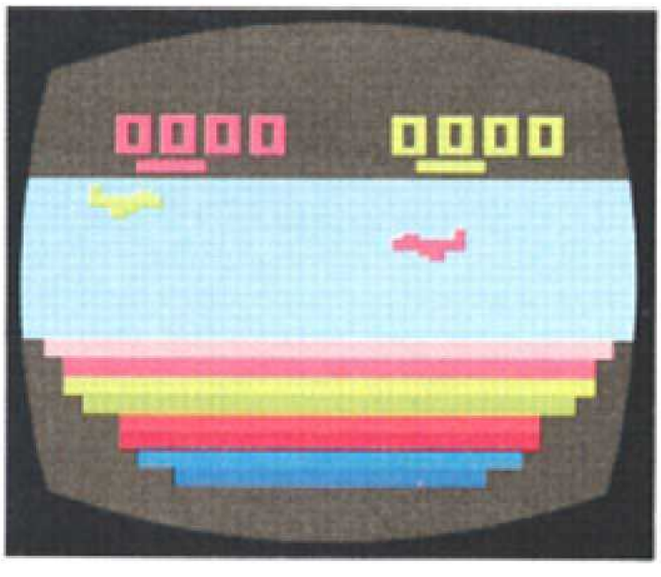
This time you're competing against another player in a race to the 1000 point mark.

4. SCORING

CANYON BOMBER®

In one-player CANYON BOMBER games you compete against the computer for a higher score. A miss is recorded each time you fail to hit a target in the canyon. A miss is also recorded if your plane travels across the canyon without dropping a bomb.

There are eight bars of bricks which extend across the canyon. Each brick in the first two bars is worth one point each. The bricks in the third and fourth bars are worth two points each. In the fifth and sixth bars the bricks are worth three points each, and the bricks in the last or bottom two bars are worth four points each.



CANYON BOMBER® Playfield

In one-player games, play continues until:

- Six misses are recorded against you, or—
- You or the computer score 1000 points in a game with unlimited bombs.

In two-player games, play continues until:

- Both players miss six times in games with limited bombs.
- One player scores 1000 points in games with unlimited bombs.

If all of the bricks in the canyon are eliminated, a new canyon appears on the screen and play continues.

SEA BOMBER™

In both SEA BOMBER games play ends when you, another player, or the computer score 1000 points. There are five levels at which you score points when blowing up ships.

The lower the ship on the screen, the more points you score. Point values for the five levels are 20, 30, 40, 50, and 60 points.

In all games in this Game Program cartridge, the object is to score 1000 points, or to have the highest score when the game ends. (After six misses are recorded.)

SEA BOMBER™ Playfield

5. GAME SELECT MATRIX

	CANYON BOMBER®						SEA BOMBER™	
Game Number	1	2	3	4	5	6	7	8
Number of Players	1	2	1	2	2	2	1	2
Falling Bricks								
Suspended Bricks								
Limited Bombs (6 misses)								
Unlimited Bombs								

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.

ATARI®

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C016943-07 REV. 1
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