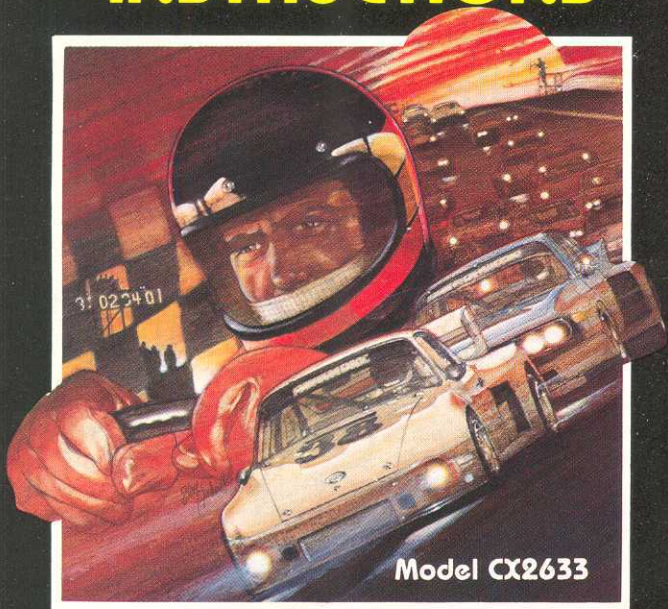


NIGHT DRIVER[®]

GAME PROGRAM[™] INSTRUCTIONS

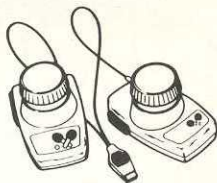


Model CX2633



A Warner Communications Company

Use your Standard Paddle Controllers with this ATARI® Game Program™. Be sure the controller cable is firmly plugged into the **LEFT CONTROLLER** jack at the rear of your ATARI Video Computer System™. Hold the controller with the red button to your upper left toward the television screen.

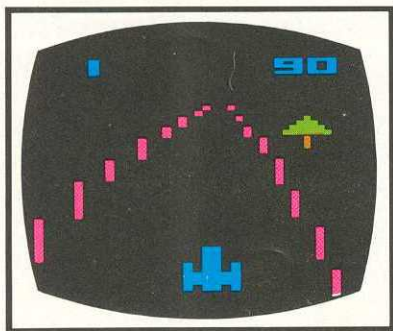


Since **NIGHT DRIVER®** is for one player, you must use the Paddle Controller connected to the left cable. The controller connected to the right cable will not work. See *Section 3 of your Owner's Manual for other questions concerning the Video Computer System.*

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.

HOW TO PLAY

You're in the drivers seat and the track is just ahead of you on the television screen. Your car is permanently fixed at the bottom of the screen (see diagram). All you have to do is accelerate and steer the car through one of four tracks (see **USING THE CONTROLLERS**). Each time you veer off the track and hit one of the pylons or hit an on-coming car, a simulated crash scene will appear on the screen.



It is a good idea to quickly read through these instructions so that you won't miss any important details. Be sure to read what happens when you change the position of the **difficulty** switches (see **DIFFICULTY SWITCHES**), as well as how each game number represents a slightly different game (see **GAME VARIATIONS**).

TO BEGIN PLAY

Console Controls

After inserting the cartridge, turn your television on and flip the console **power** switch **on**. Depress the **game select** switch to choose the game you wish to play. The game number is displayed at the upper left corner of the screen and will change each time the **game select** switch is depressed.

To start a game, depress the **game reset** switch. This switch will also reset a game to the starting point at any time.

USING THE CONTROLLERS

The knob on your Paddle Controller is your steering wheel, and the red button is your accelerator. Be sure to hold the controller with the red button on the left. You must press the button to accelerate and start the action.

Turn the controller knob to the right to steer the car to the right, and left to steer left. Try to avoid hitting the pylons on either side of the road, as well as oncoming cars. Your initial tendency will probably be to "oversteer" the car, which will cause you to crash. However, don't be discouraged if this happens. With time and practice you will get the knack of it, and eventually become quite skilled.

NOTE: When first starting out don't use maximum acceleration throughout the course of a track. Instead, let off slightly or even all the way as you wind through tight turns and difficult spots on the track. This should help you to avoid crashes and low scores.

DIFFICULTY SWITCHES

The **right difficulty** switch on the console controls the maximum speed at which your car will travel. In the **a** position, the car will travel the fastest. In the **b** position, the maximum speed will be slower. (Beginners should start with the **right difficulty** switch in the **b** position.)

The **left difficulty** switch may or may not act as a warning device, depending on its position. In the **a** position, oncoming cars WILL NOT honk before they appear on the screen. In the **b** position, oncoming cars honk just before they appear.

GAME VARIATIONS

Games 1, 2, 3 and 4 are timed. At the beginning of each of these games, a "clock" will begin counting down from 90 (seconds) at the upper right corner of the screen.

Games 5, 6, 7 and 8 have no time limit. They may be played for an indefinite period of time and there will not be a clock counting down on the screen.

Games 1 and 5 have the easiest track (**NOVICE**) and should be used by beginning players. Games 2 and 6 have the medium difficulty track (**PRO**). The **EXPERT** track in Games 3 and 7 is more difficult than the **NOVICE** or **PRO** tracks.

All of the tracks described so far (Games 1, 2, 3, 5, 6 and 7) are stored in the program memory of the game. So even though the **NOVICE**, **PRO** and **EXPERT** tracks are progressively more difficulty, each track will always follow a fixed course. This makes it possible for players to eventually memorize the track as their driving skill increases.

The **RANDOM** track, however (Games 4 and 8), follows a different course each time, making it challenging even for the most skilled players.

Use the **Game Matrix** at the back of this instruction booklet as a quick reference for game variations and game numbers.

SCORING


The object in all of the games is to obtain a high score. Scoring is done automatically by the computer as you travel through the course. As you pass certain spots (invisible to you) on the track, the computer automatically tallies one point to your score, which is displayed at the upper left corner of the screen.

In the games with no time limit (Games 5, 6, 7 and 8), your scoring possibilities are infinite.

Game Matrix

| Game Number | Track Description | Time/Untimed |
|-------------|--------------------|---------------|
| 1 | NOVICE (Easy) | 90 SECONDS |
| 2 | PRO (Medium) | 90 SECONDS |
| 3 | EXPERT (Difficult) | 90 SECONDS |
| 4 | RANDOM | 90 SECONDS |
| 5 | NOVICE (Easy) | NO TIME LIMIT |
| 6 | PRO (Medium) | NO TIME LIMIT |
| 7 | EXPERT (Difficult) | NO TIME LIMIT |
| 8 | RANDOM | NO TIME LIMIT |



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P.O. Box 427, Sunnyvale, CA 94086

NIGHT DRIVER®

ATARI® GAME PROGRAM™ INSTRUCTIONS



COMPLETE
GAME PLAY
INSTRUCTIONS

8 GAME
VARIATIONS

GAME SELECT MATRIX
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.

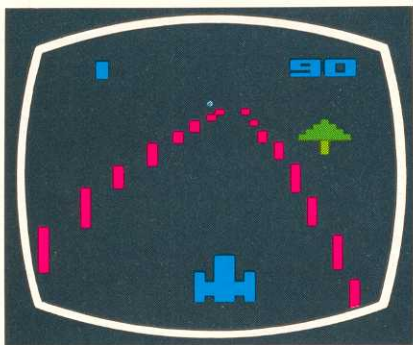
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1. GAME PLAY

You're in the drivers seat and the track is just ahead of you on the television screen. Your car is permanently fixed at the bottom of the screen, as shown in the diagram. All you have to do is accelerate and steer the car through one of four tracks (see **USING THE CONTROLLERS**). Each time you veer off the track and hit one of the pylons or hit an oncoming car, a simulated crash scene will appear on the screen.



It is a good idea to quickly read through these instructions so that you won't miss any important details. Be sure to read what happens when you change the position of the difficulty switches (see **DIFFICULTY SWITCHES**), as well as how each game number represents a slightly different game (see **GAME VARIATIONS**).

2. 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.

Since **NIGHT DRIVER®** is a one-player game, you must use the Paddle Controller connected to the left cable. The controller connected to the right cable will not work. See *Section 3 of your owner's manual for further details.*

The knob on your Paddle Controller is your steering wheel, and the red button is your accelerator. Be sure to hold the controller with the red button on the left. You must press the button to accelerate and start the action.

Turn the controller knob to the right to steer the car to the right, and left to steer left. Try to avoid hitting the pylons on either side of the road, as well as oncoming cars. Your initial tendency will probably be to

“oversteer” the car, which will cause you to crash. However, don't be discouraged if this happens. With time and practice you will get the knack of it, and eventually become quite skilled.

NOTE: When first starting out don't use maximum acceleration throughout the course of a track. Instead, let off slightly or even all the way as you wind through tight turns and difficult spots on the track. This should help you to avoid crashes and low scores.

3. CONSOLE CONTROLS

GAME SELECT SWITCH

Use the **game select** switch to select the game number you wish to play. The game number changes at the top, left side of the screen as you press the switch down.

GAME RESET SWITCH

When you have selected the game number you wish to play, press down the **game reset** switch to start the game.

DIFFICULTY SWITCHES

The **right difficulty** switch on the console controls the maximum speed at which your car will travel. In the **a** position, the car will travel the fastest. In the **b** position, the

maximum speed will be slower. (Beginners should start with the **right difficulty** switch in the **b** position.)

The **left difficulty** switch may or may not act as a warning device, depending on its position. In the **a** position, oncoming cars **WILL NOT** honk before they appear on the screen. In the **b** position, oncoming cars honk just before they appear.

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

GAMES 1, 2, 3 and 4 are timed. At the beginning of each of these games, a "clock" will begin counting down from 90 (seconds) at the upper right corner of the screen.

GAMES 5, 6, 7 and 8 have no time limit. They may be played for an indefinite period of time and there will not be a clock counting down on the screen.

GAMES 1 and 5 have the easiest track (**NOVICE**) and should be used by beginning players. **Games 2 and 6** have the medium difficulty track (**PRO**). The **EXPERT** track in **Games 3 and 7** is more difficult than the **NOVICE** or **PRO** tracks.

All of the tracks described so far (**Games 1, 2, 3, 5, 6 and 7**) are stored in the program memory of the game. So even though the **NOVICE, PRO** and **EXPERT** tracks are progressively more difficult, each track will always follow a fixed course. This makes it possible for players to eventually memorize the track as their driving skill increases.

The **RANDOM** track, however (**Games 4 and 8**), follows a different course each time, making it challenging even for the most skilled players.

Use the **GAME SELECT MATRIX** as a quick reference for game variations and game numbers.

5. SCORING

The object in all of the games is to obtain a high score. Scoring is done automatically by the computer as you travel through the course. As you pass certain spots (invisible to you) on the track, the computer automatically tallies one point to your score, which is displayed at the upper left corner of the screen.

In the games with no time limit (**Games 5, 6, 7 and 8**), your scoring possibilities are infinite.

6. GAME SELECT MATRIX

| Game Number | Track Description | Time/Untimed |
|-------------|--------------------|---------------|
| 1 | Novice (Easy) | 90 Seconds |
| 2 | Pro (Medium) | 90 Seconds |
| 3 | Expert (Difficult) | 90 Seconds |
| 4 | Random | 90 Seconds |
| 5 | Novice (Easy) | No Time Limit |
| 6 | Pro (Medium) | No Time Limit |
| 7 | Expert (Difficult) | No Time Limit |
| 8 | Random | No Time Limit |

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.

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