

SKY DIVER™

GAME PROGRAM™ INSTRUCTIONS



Model CX2629

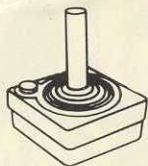

ATARI®



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™. Hold the controllers with the red button to your upper left toward the television screen. See Section 3 of your owners manual for further details.

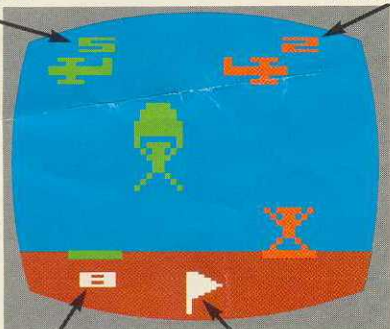


Note: The console unit should be **off** when inserting or removing a Game Program. This will protect the electronic components and prolong the life of your Atari® Video Computer System.

HOW TO PLAY

GAME NUMBER
LEFT PLAYER'S
SCORE

RIGHT PLAYER'S
SCORE



NUMBER OF JUMPS
REMAINING

WIND SOCK

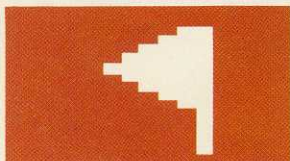
Your initial task is to guide the Sky Diver™ onto the landing pad. Your ultimate task is to score more points than your opponent. To hit the landing pad and score points you must:

- Release the Sky Diver from the airplane.
- Open the parachute.
- Control the downward drift of the Sky Diver.
- Land squarely on the pad at the bottom of the screen.

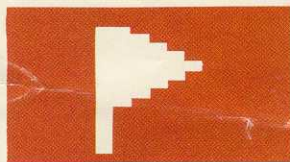
There are five two-player games in Sky Diver. You and your opponent have nine jumps each in which to score points. See the SCORING section for details.

Both planes fly across the screen simultaneously, but in opposite directions.

Wind Factor



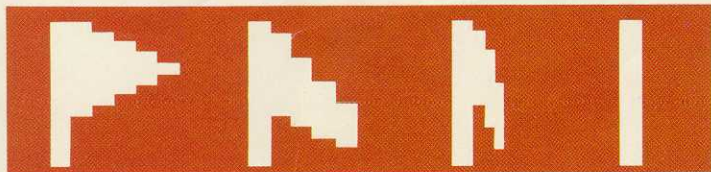
Wind Blowing
to the Left



Wind Blowing
to the Right

You must contend with a varying wind factor during each jump (except in Games 3 and 4). The "wind sock" at the bottom, center of the screen indicates the direction and the speed of the wind.

If the sock is pointing to the right, the wind is blowing to the right, and conversely for the left. If the sock is hanging loosely, the wind speed is slower than when the sock is flying rigidly and taut.



Fastest
Wind

Medium
Wind

Slowest
Wind

No Wind

The wind factor changes between jumps and may vary slightly during a jump.

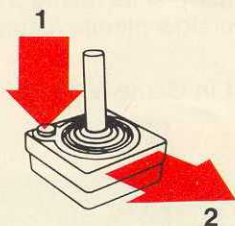
Console Controls

To select a game depress the **game select** switch. The game number is shown in the upper left corner of the screen.

To begin a game depress the **game reset** switch. During game play the number of jumps remaining is shown at the bottom left corner of the screen.

USING THE CONTROLLERS

The left player uses the left Joystick; the right player uses the right Joystick. You have no control over the flight of the plane across the screen. Here's how to use your Joystick Controller to operate the Sky Diver:



- 1 Push the red button on your Joystick Controller to re-lease the Sky Diver from the plane.
- 2 Pull back on the Joystick (toward yourself) to open the parachute.

- 3 Move the Joystick to the right and to the left to steer the Sky Diver right or left against the wind.



SCORING

Here's where to combine nerve and skill to beat your opponent. You only score points when your Sky Diver lands squarely on the pad with an open parachute.

THE LONGER YOU WAIT TO OPEN THE PARACHUTE, THE MORE POINTS YOU SCORE.

You can score from **0** to **11** points per jump, depending on when you open the chute. There is a point at the bottom of the descent where the parachute can no longer be opened.

If your Sky Diver hits the ground with an unopened chute you lose four points.

The maximum score to shoot for in all games is 99. The right and left scores on the screen represent the right and left players, respectively.

HANDICAP (Difficulty Switches)

Beginning players should start with the **difficulty** switch in the **b** position. In the **a** position, the planes fly significantly faster across the screen, thereby increasing the difficulty.

It is possible for one player to have fast planes (using the **a** position), and the other player to have slow planes (using the **b** position), in the same game.

The difficulty switches have no effect in Game 5. Both planes fly at the faster speed.

GAME DESCRIPTIONS

Games 1 and 2 are identical with one exception. In Game 2 the width of each landing pad is smaller, making it more difficult to score points. The landing pads are placed in different spots for each jump.

In Games 3 and 4 the landing pads move back and forth. There is no wind factor. The landing pads in Game 4 are smaller in width.

Play "chicken" in Game 5 with your opponent. There's only one landing pad in the middle of the screen. the first player to land squarely on the pad scores points; the other player receives no points for that jump.



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SKY DIVER™

GAME PROGRAM™ INSTRUCTIONS



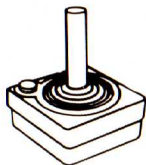
Model CX2629



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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.

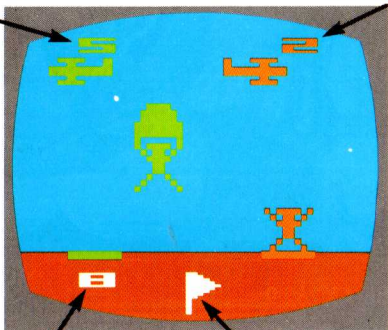


Note: Always turn the console power switch OFF when inserting or removing an ATARI Game Program. This will protect the electronic components and prolong the life of your ATARI Video Computer System.

HOW TO PLAY

GAME NUMBER
LEFT PLAYER'S
SCORE

RIGHT PLAYER'S
SCORE



NUMBER OF JUMPS
REMAINING

WIND SOCK

Your initial task is to guide the Sky Diver™ onto the landing pad. Your ultimate task is to score more points than your opponent. To hit the landing pad and score points you must:

- Release the Sky Diver from the airplane.
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Both planes fly across the screen simultaneously, but in opposite directions.

Wind Factor



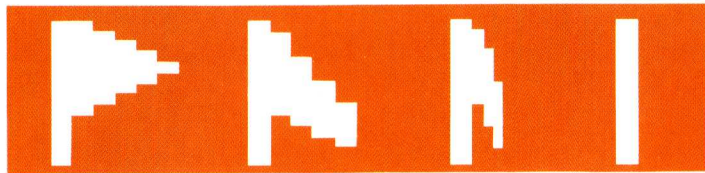
Wind Blowing to the Left



Wind Blowing to the Right

You must contend with a varying wind factor during each jump (except in Games 3 and 4). The “wind sock” at the bottom, center of the screen indicates the direction and the speed of the wind.

If the sock is pointing to the right, the wind is blowing to the right, and conversely for the left. If the sock is hanging loosely, the wind speed is slower than when the sock is flying rigidly and taut.



Fastest Wind

Medium Wind

Slowest Wind

No Wind

The wind factor changes between jumps and may vary slightly during a jump.

Console Controls

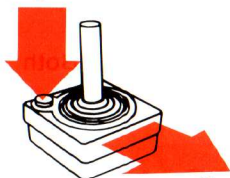
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To begin a game depress the **game reset** switch. During game play the number of jumps remaining is shown at the bottom left corner of the screen.

USING THE CONTROLLERS

The left player uses the left Joystick; the right player uses the right Joystick. You have no control over the flight of the plane. Here's how to use your Joystick Controller to operate the Sky Diver:

1



1 Push the red button on your Joystick Controller to release the Sky Diver from the plane.

2 Pull back on the Joystick (toward yourself) to open the parachute.

2

3 Move the Joystick to the right and to the left to steer the Sky Diver right or left against the wind.



SCORING

Here's where to combine nerve and skill to beat your opponent. You only score points when your Sky Diver lands squarely on the pad with an open parachute.

THE LONGER YOU WAIT TO OPEN THE PARACHUTE, THE MORE POINTS YOU SCORE.

You can score from **0** to **11** points per jump, depending on when you open the chute. There is a point at the bottom of the descent where the parachute can no longer be opened.

If your Sky Diver hits the ground with an unopened chute you lose four points.

The maximum score to shoot for in all games is 99. The right and left scores on the screen represent the right and left players, respectively.

HANDICAP (Difficulty Switches)

Beginning players should start with the **difficulty** switch in the **b** position. In the **a** position, the planes fly significantly faster across the screen, thereby increasing the difficulty.

It is possible for one player to have fast planes (using the **a** position), and the other player to have slow planes (using the **b** position), in the same game.

The difficulty switches have no effect in Game 5. Both planes fly at the faster speed.

GAME DESCRIPTIONS

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SKY DIVER[®]

ATARI[®] GAME PROGRAM[™] INSTRUCTIONS



ATARI[®]

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CX2629

COMPLETE
GAME PLAY
INSTRUCTIONS

TWO PLAYERS
ONLY

SCORING
Section 4

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

Your initial task is to guide the sky diver onto the landing pad. Your ultimate task is to score more points than your opponent. To hit the landing pad and score points you must:

- Release the sky diver from the airplane.
- Open the parachute.
- Control the downward drift of the sky diver.
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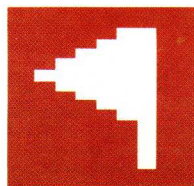
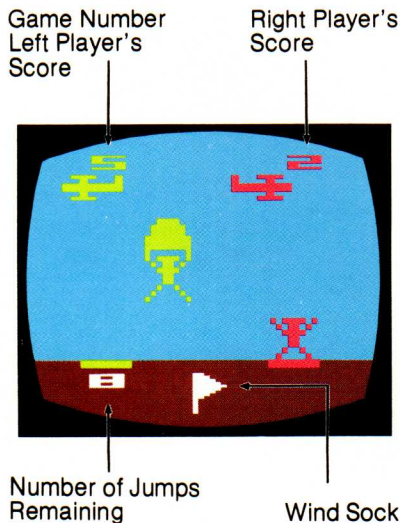
Both planes fly across the screen simultaneously, but in opposite directions.

WIND FACTOR

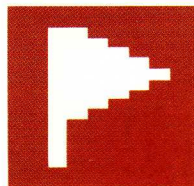
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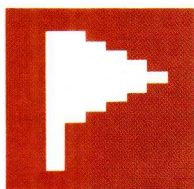
The wind factor changes between jumps and may vary slightly during a jump.



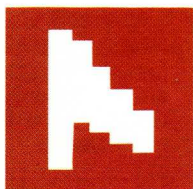
Wind Blowing to the Left



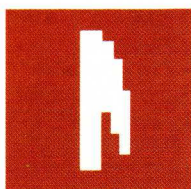
Wind Blowing to the Right



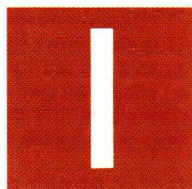
Fastest
Wind



Medium
Wind

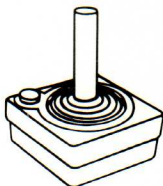


Slowest
Wind



No Wind

2. USING THE CONTROLLERS

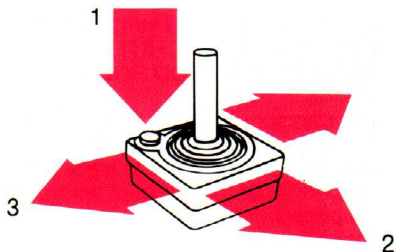


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over the flight of the plane across the screen. Here's how to use your Joystick Controller to operate the sky diver:

- 1 Push the red button on your Joystick Controller to release the sky diver from the plane.
- 2 Pull back on the Joystick (toward yourself) to open the parachute.
- 3 Move the Joystick to the right and to the left to steer the sky diver right or left against the wind.



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 down the switch.

GAME RESET SWITCH

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

DIFFICULTY SWITCH

Beginning players should start with the **difficulty** switch in the **b** position. In the **a** position, the planes fly significantly faster across the screen, thereby increasing the difficulty.

It is possible for one player to have fast planes (using the **a** position) and the other player to have slow planes (using the **b** position) in the same game.

The difficulty switches have no effect in Game 5. Both planes fly at the faster speed.

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.

4. SCORING

Here's where to combine nerve and skill to beat your opponent. You only score points when your sky diver lands squarely on the pad with an open parachute.

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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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