



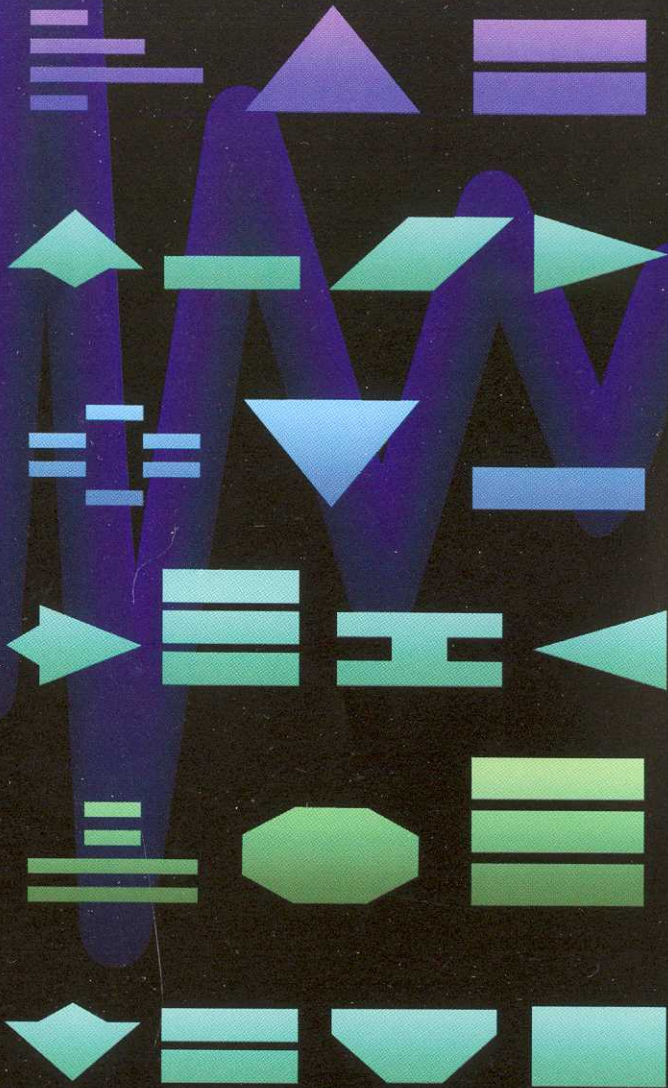
SYNC

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 **ATARI**VOX
ENHANCED





NOTE: Always turn the console power switch off when inserting or removing an Atari-compatible game cartridge. This will protect the electronic components and prolong the life of your ATARI® Video Computer System™.

WELCOME TO SYNC!

A collection of videogames for the Atari 2600

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SYNC



NTSC / PAL SETTINGS

When you select a game, SYNC reads the COLOR / B-W switch to choose between NTSC and PAL colors. Set the COLOR / B-W switch to COLOR for NTSC, or B-W for PAL.

All SYNC games work at 60 frames per second (NTSC standard), which should be compatible with most modern PAL televisions.

TITLE SCREEN



Move the joystick UP or DOWN to highlight a game. Press FIRE to go to that game. See individual games for additional menu options.

You can return to the SYNC title screen, by selecting MAIN in any of the games' menus.

CONTROLLER INFO

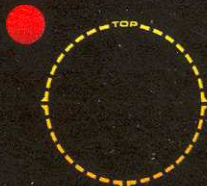
SYNC uses joystick controllers. The joystick plugged into the Player One port is used to control all of the menus. You can plug a joystick into the Player Two port, for games offering two-player variations.

One or Two-player games:

MANTRA
JITTER (4K)

One-player only games:

FLOW (4K)
FOUR: Jitter (1K), Flow (1K), Gate, Here



ATARIVOX SUPPORT

If you have an AtariVox plugged into the Player Two joystick port, the AtariVox will "sing" along during MANTRA, JITTER (4K) and FLOW (4K).

Note: You can not play the two-player variations while the AtariVox is plugged in.

CONSOLE CONTROLS

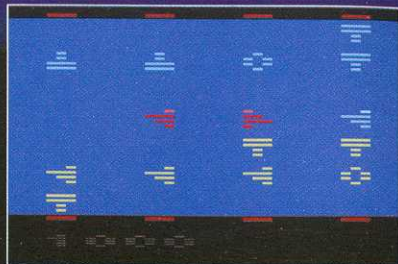
At the SYNC title screen, use GAME SELECT to highlight a game. Press GAME RESET to go to that game.

See individual games for additional information.

MANTRA



TITLE SCREEN



Each cell can be empty or contain one of 5 different symbols:

- Up
- Down
- Left
- Right
- Fire

The game randomly determines a starting cell and begins placing a sequence of symbols into the matrix. During each sequence, the player must move their joystick (or press the FIRE button), to match the current symbol being highlighted.

The player must wait for the next symbol to become highlighted before moving the joystick for it.

To complete a sequence, the player must match every symbol in the sequence, until the sequence is interrupted by an empty cell or reaches the end of the matrix.

The time allowed for each symbol is gradually decreased as the length of the sequence increases. The longer the sequence - the faster you must respond.

When a sequence is not completed correctly, its cells become blocked. Blocked cells must be unblocked, before they can be removed.

The title screen provides the following options:

- Change the current game mode (see GAME MODES).
- Change the starting level (shown in the bottom left corner).
- Change the current game style (see GAME STYLES).
- Start a new game by pressing the FIRE button.
- Return to the main SYNC menu.

Move the joystick UP or DOWN to highlight the desired option. Press the FIRE button to change it.

Your high score is shown in the bottom right corner (red for Player One, dark blue for Player Two, light blue for cooperative mode).

CONSOLE CONTROLS

During a game, press GAME RESET to end the game and return to the MANTRA title screen.

At the MANTRA title screen, GAME RESET will return you to the SYNC title screen.

GAME SELECT can be used to highlight different options in the MANTRA title screen.

THE GAME

The game screen consists of a matrix made of 7 rows and 4 columns, for a total of 28 cells.






When a sequence is completed correctly, any unblocked cells are removed from the matrix, and any blocked cells are unblocked. See **CELL STATUS / COLOR** for more information.

SCORE

Each time a player completes a sequence, their score is increased based on the length of the completed sequence.

CELL STATUS / COLOR

Every cell can be one of the following:

- **Empty:** A sequence ends when it reaches an empty cell. Sequences also end when the end of the matrix is reached.
- **Unblocked (light blue):** When a sequence is successfully completed, any unblocked cells in it will be removed from the matrix. 
- **Blocked (gold):** If a sequence is not completed successfully, its cells will become blocked. To unblock the cells again, the sequence they are in must be completed successfully. 
- **Red:** Player One must move the joystick or press FIRE to match the current symbol. 
- **Dark Blue:** Player Two must move the joystick or press FIRE to match the current symbol. 
- **White:** Used in 'Me First!' game mode. The player who reacts first to a white symbol gains control over the current sequence. 

Cells that have been successfully matched in the current sequence are color-coded to the player that matched them.

GAME MODES

There are 5 game modes:

- **1 Player:** One-player game mode.
- **Sequence (Two-player cooperative mode):** Players work together, taking turns at completing sequences.

- **Alternate (Two-player cooperative mode):** Players work together, taking turns matching each symbol in a sequence.
- **Versus (Two-player competitive mode):** Players compete against each other, alternately completing sequences.
- **Me First! (Two-player competitive mode):** The first player to react to the current symbol (shown in white), gains control over the current sequence. But you must complete the sequence in order to earn points.

GAME STYLES

There are 4 game styles:

- **Classic:** You will always see every symbol in the matrix that has been revealed to that point.
- **So Far:** You will see symbols in the current sequence only up to the current cell - symbols following the current cell are hidden. You will see all other symbols in the matrix that are not part of the current sequence.
- **Practice:** Every sequence will start from the first cell of the matrix, and no score will be kept. This mode is useful to achieve good timing and is aimed at beginners. You can choose to practice every game mode and starting level combination. To return to the title screen press **GAME RESET**.
- **Demo:** The CPU will show you how to play the game. Each sequence is chosen at random from a different level. To return to the title screen press **FIRE** or **GAME RESET**.

LEVELS

There are 9 levels, each split into two sections: the first section is easier, while the second, entered when the score reaches 500 points for the current thousand, increases in speed.

GAME OVER

The game ends when the entire matrix is full of symbols.

JITTER

TITLE SCREEN



The title screen provides the following options:

- Change the current game mode (see **GAME MODES**).
- Change the starting level (shown in the bottom left corner).
- Change the current game style (see **GAME STYLES**).
- Start a new game by pressing the FIRE button.
- Return to the main SYNC menu.

Move the joystick **UP** or **DOWN** to highlight the desired option. Press the FIRE button to change it.

Your high score is shown in the bottom right corner (red for Player One, dark blue for Player Two, light blue for cooperative mode).

CONSOLE CONTROLS

During a game, press **GAME RESET** to end the game and return to the **JITTER** title screen.

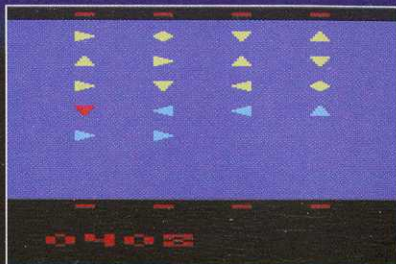
At the **JITTER** title screen, **GAME RESET** will return you to the **SYNC** title screen.

GAME SELECT can be used to highlight different options in the **JITTER** title screen.

You can use the **DIFFICULTY SWITCHES** to change the sounds in the game.

THE GAME

The game screen consists of a matrix made of 7 rows and 4 columns, for a total of 28 cells.



Each cell can be empty or contain one of 5 different symbols:

- Up
- Down
- Left
- Right
- Fire

Based on the current game style (see **GAME STYLES**) the CPU determines the starting cell of the sequence. During each sequence, the player must move their joystick (or press the FIRE button), to match the current symbol being highlighted.

As soon as a player correctly matches a symbol, control skips to the next symbol in the sequence. You do not have to wait for it to become highlighted.






To complete a sequence, the player must match every symbol in the sequence, until the sequence is interrupted by an empty cell or reaches the end of the matrix.

When a sequence is not completed correctly, its cells become blocked. Blocked cells must be unblocked, before they can be removed.

When a sequence is completed correctly, any unblocked cells are removed from the matrix, and any blocked cells are unblocked. See **CELL STATUS / COLOR** for more information.

CELL STATUS / COLOR

Every cell can be one of the following:

- **Empty:** A sequence ends when it reaches an empty cell. Sequences also end when the end of the matrix is reached.
- **Unblocked (light blue):** When a sequence is successfully completed, any unblocked cells in it will be removed from the matrix. 
- **Blocked (gold):** If a sequence is not completed successfully, its cells will become blocked. To unblock the cells again, the sequence they are in must be completed successfully. 
- **Red:** Player One must move the joystick or press FIRE to match the current symbol. 
- **Dark Blue:** Player Two must move the joystick or press FIRE to match the current symbol. 
- **White:** Used in 'Me First!' game mode. The player who reacts first to a white symbol gains control over the current sequence. 

Cells that have been successfully matched in the current sequence are color-coded to the player that matched them.

SCORE

Each time a player completes a sequence, their score is increased based on the length of the completed sequence.

If a player maintains a steady rhythm during a sequence of three or more symbols, they will be rewarded with a 100 points bonus and hear a distinct sound at the end of the sequence. (The upper and lower edges of the matrix are highlighted when a steady rhythm is maintained.)

GAME MODES

There are 5 game modes:

- **1 Player:** One-player game mode.

- **Sequence (Two-player cooperative mode):** Players work together, taking turns at completing sequences.
- **Alternate (Two-player cooperative mode):** Players work together, taking turns matching each symbol in a sequence.
- **Versus (Two-player competitive mode):** Players compete against each other, alternately completing sequences.
- **Me First! (Two-player competitive mode):** The first player to react to the current symbol (shown in white), gains control over the current sequence. But you must complete the sequence in order to earn points.

GAME STYLES

There are 3 game styles:

- **Invasion:** Symbols start to appear from the top left corner. When a player completes a sequence, the next sequence will begin back at the top left cell. When a player fails to complete a sequence, the next sequence will begin immediately next to the failed one.
- **Fragment:** Sequences are randomly placed in the matrix (similar to MANTRA).
- **So Far:** Like 'Fragment', sequences are randomly placed in the matrix. You will see symbols in the current sequence only up to the current cell - symbols following the current cell are hidden. You will see all other symbols in the matrix that are not part of the current sequence.

LEVELS

There are 9 levels, each split into two sections: the first section is easier, while the second, entered when the score reaches 500 points for the current thousand, increases in speed.

GAME OVER

The game ends when the entire matrix is full of symbols.

FLOW



TITLE SCREEN



The title screen provides the following options:

- Change the starting level (shown in the bottom left corner).
- Change the current game style [see **GAME STYLES**].
- Start a new game by pressing the **FIRE** button.
- Return to the main **SYNC** menu.

Move the joystick **UP** or **DOWN** to highlight the desired option. Press the **FIRE** button to change it.

Your high score is shown in the bottom right corner.

CONSOLE CONTROLS

During a game, press **GAME RESET** to return to the **FLOW** title screen.

At the **FLOW** title screen, **GAME RESET** will return you to the **SYNC** title screen.

GAME SELECT can be used to highlight different options in the **FLOW** title screen.




You can use the left **DIFFICULTY SWITCH** to change the game's sounds.

THE GAME

The game screen consists of a matrix made of 5 rows and 4 columns, for a total of 20 cells.

Each cell can either be empty, or have up to four bars stacked on it. The goal of the game is to clear off the CPU cells containing blue bars.

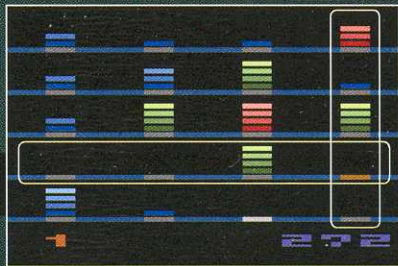
Every cell can be one of the following:

- **Empty:** There are no bars stacked on this cell. You can place red bars on this cell.
- **Red:** You can change the number of red bars on this cell. 
- **Blue:** You cannot add bars to these cells. These are the CPU cells you want to clear off. 
- **Green:** These are CPU cells that you have successfully targeted for removal, by placing red bars adjacent to them. 

You control a flashing cursor. Use the joystick to move the cursor to different cells around the matrix.

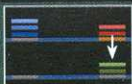
When you press **FIRE** and release it without moving the joystick, a red bar will be added to the current cell. Up to four bars can be stacked on a cell, after which the cell will be cleared, and start with zero again. You can only add red bars to empty cells, or cells with red bars already on them.

If you hold **FIRE** while moving the joystick, you can slide the entire row or column your cursor is in; left and right, or up and down.



A blue CPU cell is targeted for removal when the sum of the number of red bars adjacent to it is equal to its number of bars. When this happens the cell turns green, and will be cleared when the loop counter reaches zero. Adjacent means:

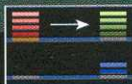
- On the cell above it



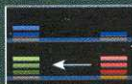
- On the cell below it



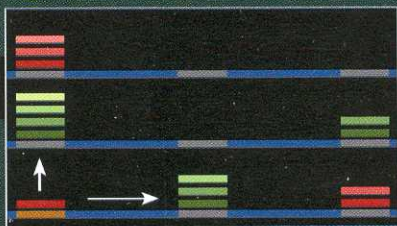
- On the cell to its left



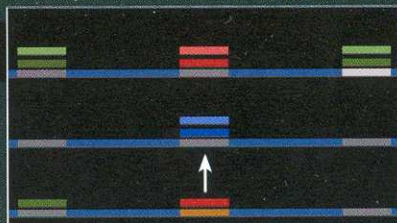
- On the cell to its right



You can combine more than one stack of bars to remove CPU cells.



But you also have to be careful where you place red bars, since you may accidentally turn an already green cell back to blue.



A CPU cursor moves continuously through the matrix. At the bottom left of the screen is a loop counter, showing how many loops through the matrix the CPU cursor has to go.

Whenever the loop counter reaches zero, five new CPU cells are added to the matrix. These new cells can only overwrite empty or red cells.

If you are able to change the color of every CPU cell to green before the loop counter reaches zero, the loop counter will skip ahead to zero, and you will be given a bonus depending on how many loops you didn't use.

SCORE

You get 4 points for each cleared CPU cell, and an additional 5 points for each unused loop if all CPU cells are cleared.

GAME STYLES

There are 2 game styles:

- Order: Red player cells and green CPU cells are cleared each time the loop counter reaches zero.
- Chaos: Only green CPU cells are cleared when the loop counter reaches zero. Red player cells are left in place, unless overwritten by new CPU cells.

LEVELS

There are 9 levels: they differ in the number of loops the CPU cursor makes through the matrix before adding new cells, and the speed of the CPU cursor.

GAME OVER

The game ends when the entire matrix is filled with CPU cells.

FOUR

FOUR is a collection of 4 mini-games: Jitter (1K) and Flow (1K) are simplified versions of their 4K counterparts, Gate and Here are completely unique. All four games offer different challenges.

TITLE SCREEN



The title screen provides the following options:

- Select which game to play. Press the FIRE button to start the highlighted game.
- Return to the main SYNC menu.

Move the joystick UP or DOWN to highlight the desired option. Press the FIRE button to start a game, or return to the main SYNC menu.

Your high score for a currently selected game is shown in the bottom left corner.

CONSOLE CONTROLS

During a game, press GAME RESET to return to the FOUR title screen.

At the FOUR title screen, GAME RESET will return you to the SYNC title screen.

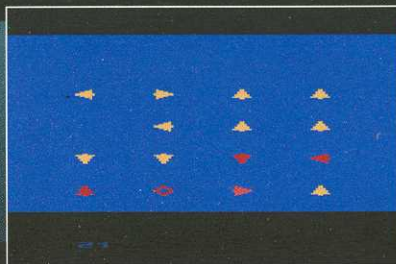
GAME SELECT can be used to highlight different options in the FOUR title screen.

For Gate only: before starting a game, use the left DIFFICULTY SWITCH to choose between Arcade Mode (B / NOVICE) and Simulation Mode (A / EXPERT).

Jitter (1K)

Press UP / DOWN / LEFT / RIGHT / FIRE according to the symbol currently highlighted.

If you act correctly within a time limit, the next symbol in the sequence will be highlighted.



To score points you need to complete a sequence of symbols. The longer the sequence, the more points you will score.

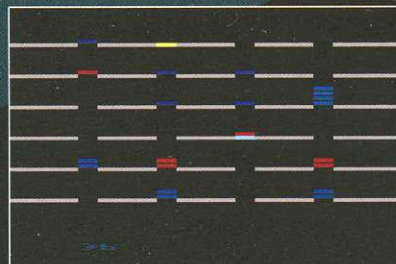
Once completed, the sequence is removed from the screen.

The game ends when the entire screen is filled with symbols.

Flow (1K)

Place red bars on the grid. When the number of red bars in a cell is equal to the number of blue bars in any adjacent cell (or cells), those blue cells are cleared and you get one point per cell.

As the CPU cursor runs across the grid, the number of blue bars in each cell increases.



If you clear all of the blue cells before the CPU cursor reaches the end of the grid, you get bonus points.

Press UP / DOWN / RIGHT / LEFT to select a cell, FIRE to put a red bar in a cell.

You cannot put a red bar in a cell occupied by blue bars.

The game ends when at least one cell is occupied by four blue bars and the CPU cursor reaches the end of the grid.

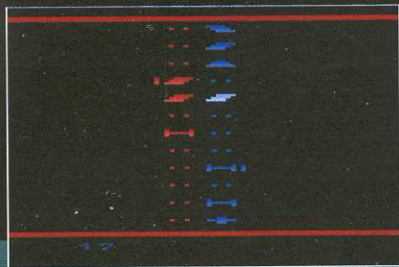
Gate

A sequence of blue symbols is displayed on the right column. Match those symbols by selecting the same symbols and placing them in the red column to the left.

There are seven different symbols to match:



When symbols in both columns match, the blue one flashes. Press FIRE to remove the matching symbols and score points.



You can remove more than one symbol at the same time. If you manage to remove every symbol on the right column, you get bonus points.

There's a small cursor to the right of the blue column. When it reaches the bottom of the screen, the blue column has completed a rotation.

You have three complete rotations before three new symbols appear on the blue column. The color of the screen's border will change with each rotation: first red, then green, then blue.

Press UP / DOWN to select a position on the left column.

Press LEFT / RIGHT to select a symbol to place on the currently selected position.

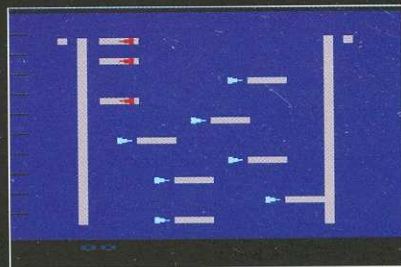
There are two game modes for Gate: Arcade Mode and Simulation Mode (see CONSOLE CONTROLS).

In Arcade Mode, the game ends when the blue column completes three rotations, and there is not enough space left for three new blue symbols.

In Simulation Mode, the game will also end if you have a mismatched symbol when you press the FIRE button. The speed of the game is slightly reduced in Simulation Mode.

Here

Clear the arrows as they pass over the cells to score points.



The arrows turn red as they pass over the cells, so you know when you can clear them. But watch out: the width of the cells decreases as time passes!

Press UP / DOWN to select an arrow, LEFT / RIGHT to change its direction, FIRE to clear it.

The game ends if you try to clear an arrow outside of a cell, or if the width of the cells becomes too small.

CREDITS

All games designed and programmed by:
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Manual text by:
Nathan Strum and Simone Serra

Label and manual designed by:
Nathan Strum

Sync and Four titles based on suggestions by:
Nathan Strum

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